Nathaniel Bartlett: Sounds kind of become objects. These kind of invisible, easily identifiable sound sculptures.

Andrée Valley: And ways for the viewer to actually be able to see through the piece, viewing one colored shape through another.

My name is Andrée Valley, and I consider myself an artist.

[What is (((clang)))?]

Valley: A visual piece and sound that the casual viewer would not know exactly how that sound is produced, but in the end if you look deeper in it, there's a lot of thought and science behind how it's all produced.

Bartlett: My name is Nathaniel Bartlett. I am a musician. So when you get in to this kind of performance space, you're immersed in the sounds and instead of a sound just being kind of a sound and essentially just being in your ear or just in your mind, it has physical characteristic. Maybe it's in particular point in space, maybe it's moving in a certain way.

Valley: When I build my pieces, my consideration isn't to depict something real, but more play with shape, form, and the piling and the stacking and the randomness of, or seemingly randomness, of forms put together, and the idea that once the piece is finished, it almost does not matter how it's displayed.

Bartlett: The sensor mechanism will be facing outwards towards the viewer, and there the viewer will be able to control the soundscape. You can kind of gesture, and as you do that you'll discover, "Oh, when I did this, it made this particular kind of sound, and you kind of explore as if you're stirring up the sounds and the soundscape. I tried to synthetically create a lot of metallic sounds, take metallic acoustic sounds and manipulate them into these kind of small sound sculptures. So the way you might walk up to a physical sculpture and look at it from a couple different angles, different distances, and then you might look at this sculpture, then this one, and this one, and you kind of notice how they have different personalities, that's what I wanted to try to accomplish with the music.

Valley: When Nate composed it I gave him some of my sculptures to bang, I gave him pieces of aluminum and other sort of things that I use to create my pieces. So the piece, it's a real collaboration as far as sound, as well as visual collaboration.