# Dyad
## Andreas Lutz





Data

kasuga029
Release: 15/06/2020
Physical release and Software
kasuga-records.com/releases/dyad/

| 1 | 16K 0.5 -7.5 12K 0.1 2.9 20K 0.7 -9.4 (1:49) |
| 2 | 220 3.3 0.6 2K 0.4 1.7 20K 0.3 -1.2 (2:57) |
| 3 | 50 1.4 0.7 (5:07) |
| 4 | 100 4.6 0.9 1K 0.2 -1.2 (3:24) |
| 5 | 8 -0.3 0.5 8K 0.2 2.2 1K 0.2 -7.5 (5:25) |
| 6 | 12K -5.8 0.2 20K 0.6 -3.9 20K 1.80 0.4 (3:31) |
| 7 | 60 0.8 -10.0 (3:06) |
| 8 | 1 D0.2 0.88 (3:01) |
| 9 | 1K -10.0 0.0 2K 5.84 0.0 3K -2.0 0.0 42 -10.0 0.0 (3:28) |
| 10 | 50 -10.0 0.0 20K 3.05 0.1 (5:12) |
| 11 | 1 3.05 0.0 (3:46) |
| 12 | 10 0.2 0.67 100K 1.0 0.5 1600 0.4 0.0 (6:46) |
| 13 | 10 0.2 0 60 1.0 0.7 10K 0.5 -2.0 42 1.0 0.0 (8:25) |
| 14 | 8 0.2 -3.9 (0:30) |

*Dyad* is an experiment series which explores the complex of visually stored sound respectively sonically stored visuals. The sonic parts of the series are published as audio releases whereas visual extracts are captured as pigment prints. *Dyad* by Berlin-based artist Andreas Lutz will be released as a limited physical SD Card edition *(Alpha, Beta, Gamma and the Dyad Application)*.

---

# Dyad
## Andreas Lutz

*Dyad* is an experiment series which explores the complex of visually stored sound respectively sonically stored visuals. Inspired by the concept of wave-particle duality, which states that a quantum object can have two different characteristics at the same time, the series also can be seen as an aesthetic approach for analyzing the time-based mutual interactions between two seemingly separated perception forms.

The sounds of this series are created with so called vector synthesis, which means that the visual representation one can see is the actual sound of a certain time frame and vice versa. To make this phenomena visible, the sounds of the *Dyad* series can be viewed by using the Dyad software application.
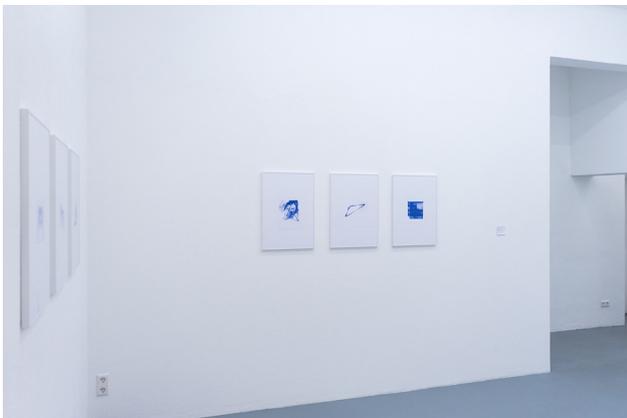


Exhibition of „Dyad" visual extracts at Galerie Mazzoli, Berlin / Germany

The Dyad application is made possible by the extensive research of Hansi Raber for his OsciStudio and Oscilloscope projects. It is recommended to use the 24bit / 44kHz audio files for best visual representation.

Artist



**Andreas Lutz** analyzes and reveals phenomenons of perception versus reality and principles of abstract aesthetics with audio-visual installations. The creation of experimental soundscapes and the relation of semiotics and sound are further aspects of his work.
kasuga-records.com/artists/andreas-lutz/