HOW DO LIVE MUSIC VISUALS ENHANCE THE AUDIENCE EXPERIENCE?

Disclaimer- There will be some flashing imagery

WHAT ARE AUDIO VISUALS?



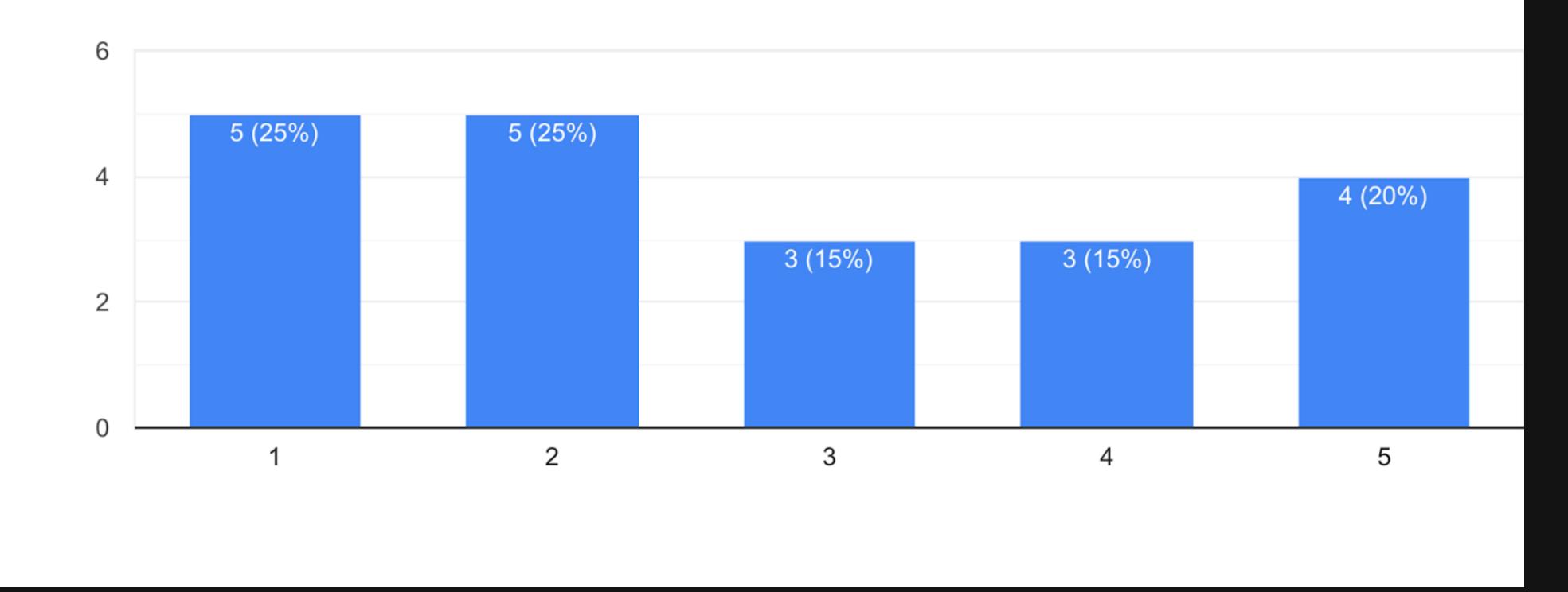
F

Figure 1

The Martinez Brothers- Hi Ibiza 2023



How important are visuals to creating a memorable and immersive live experience? 20 responses





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ANY SHENTON

Visual Artist and Resident VJ for the WHP

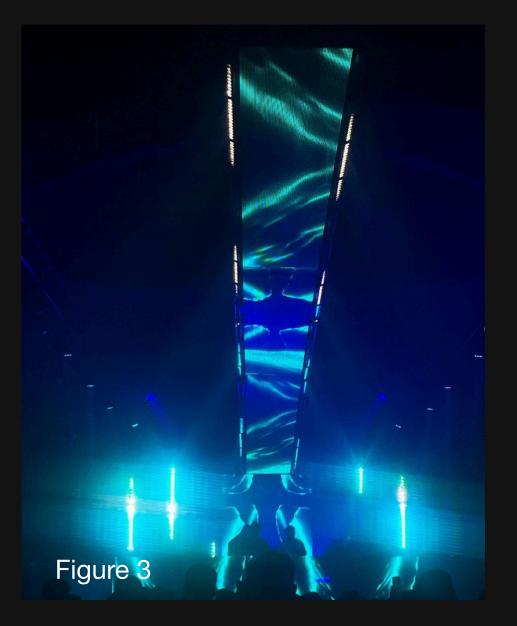
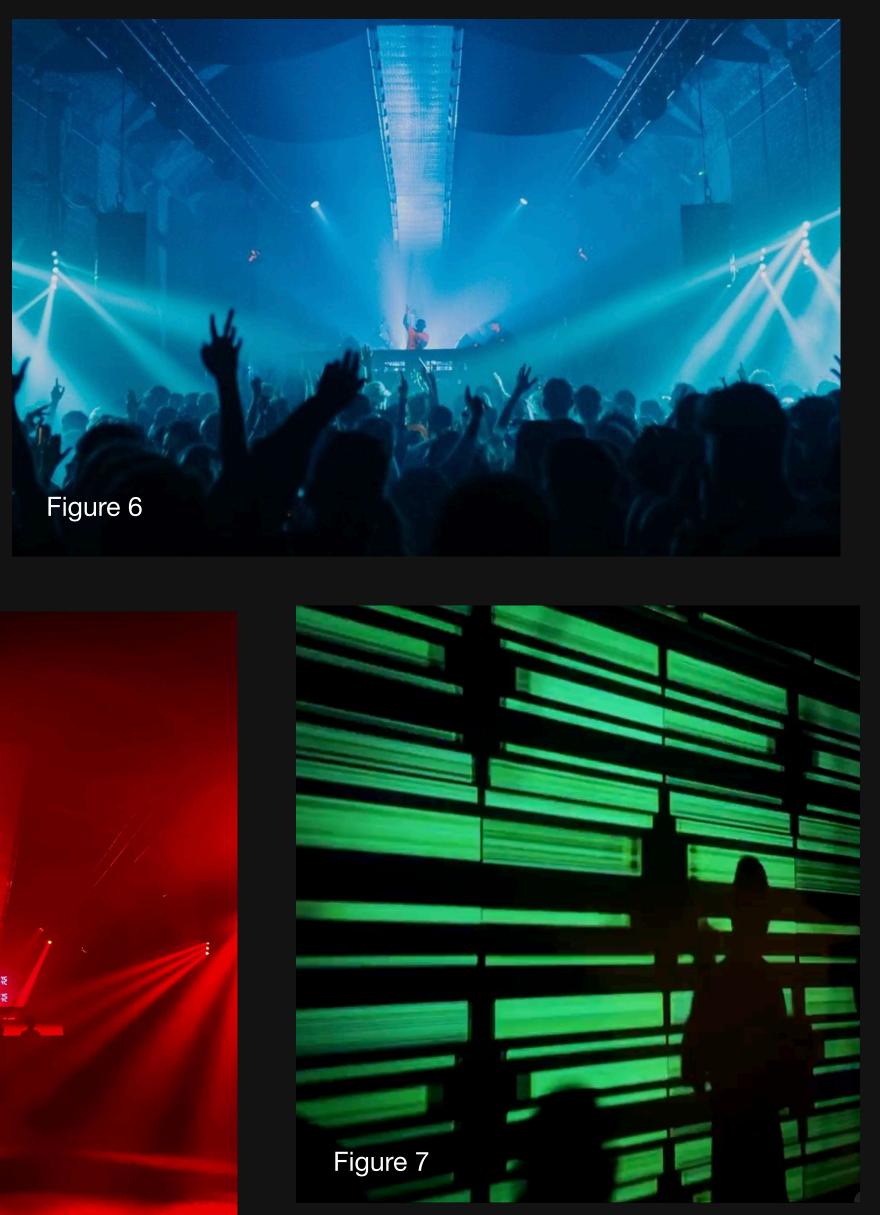
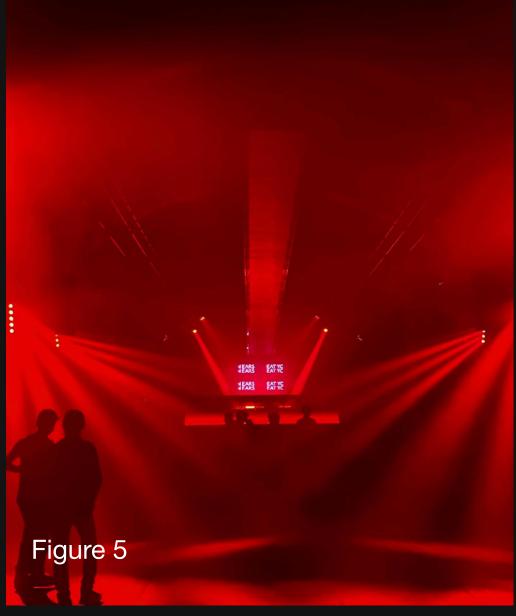
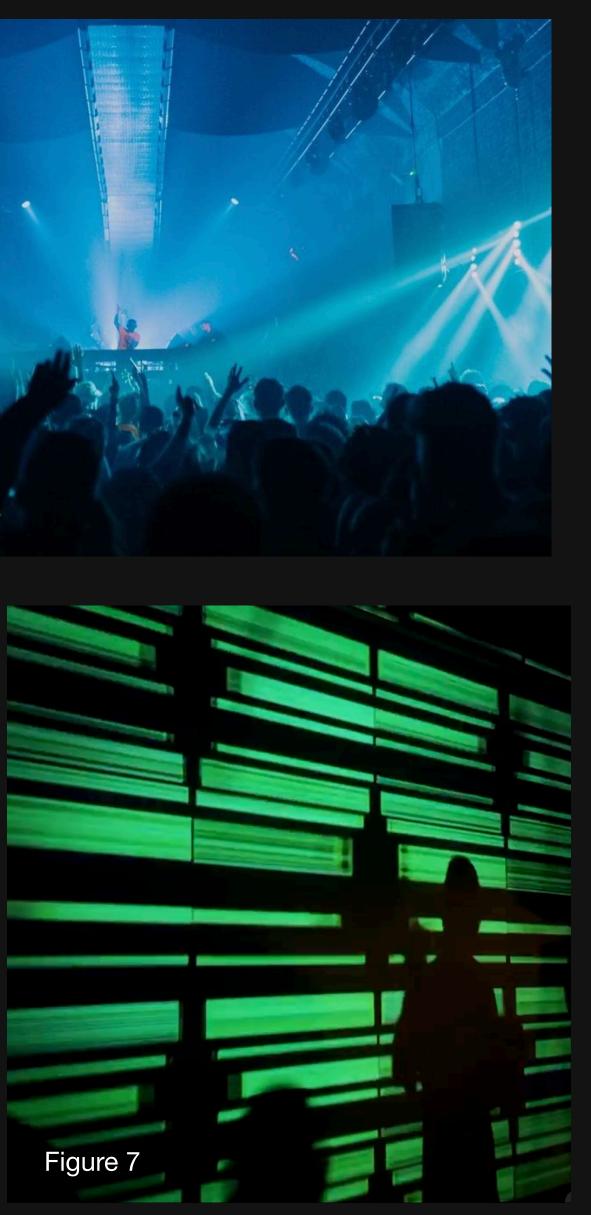




Figure 4







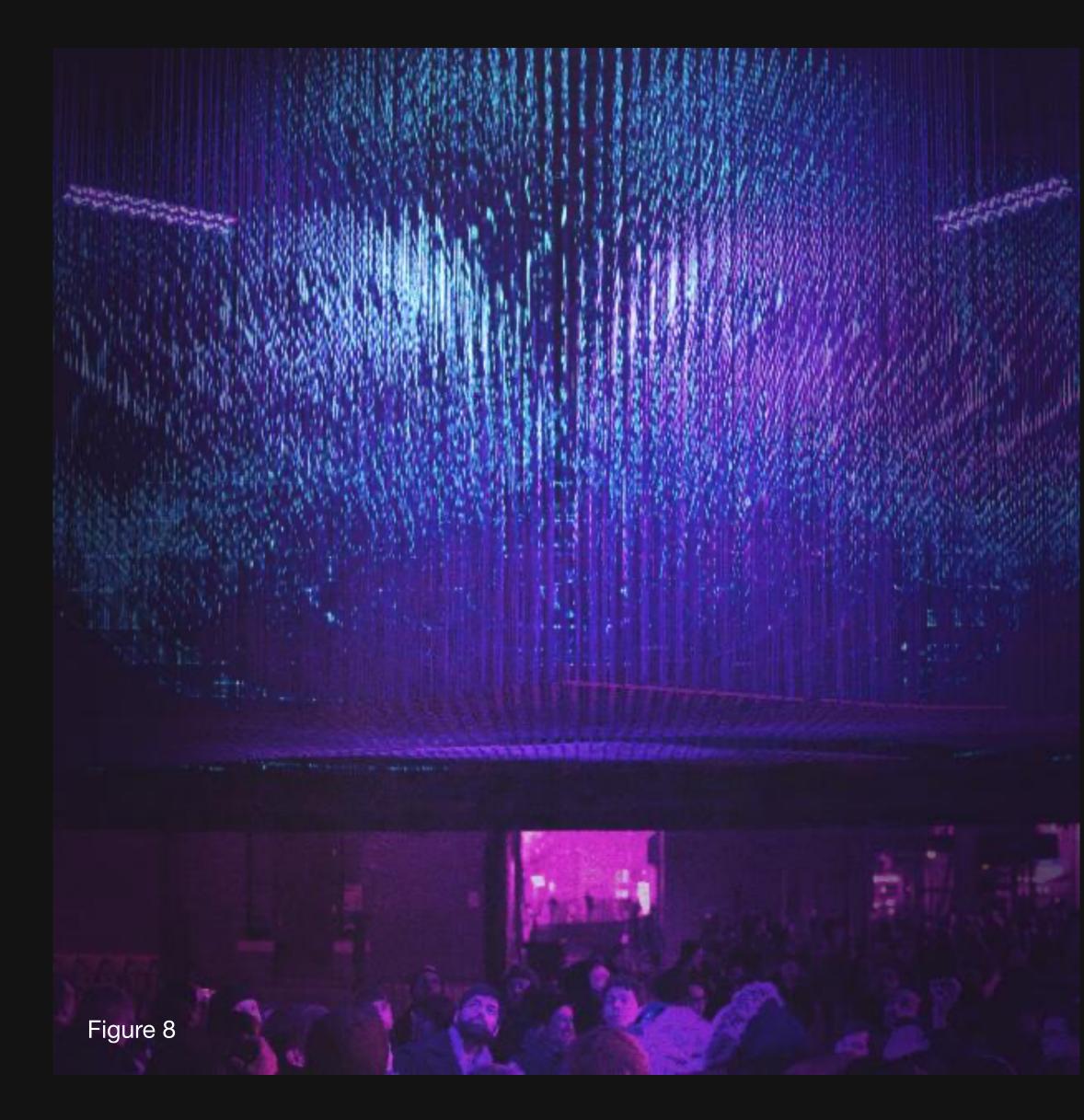


(Shenton, 2023)

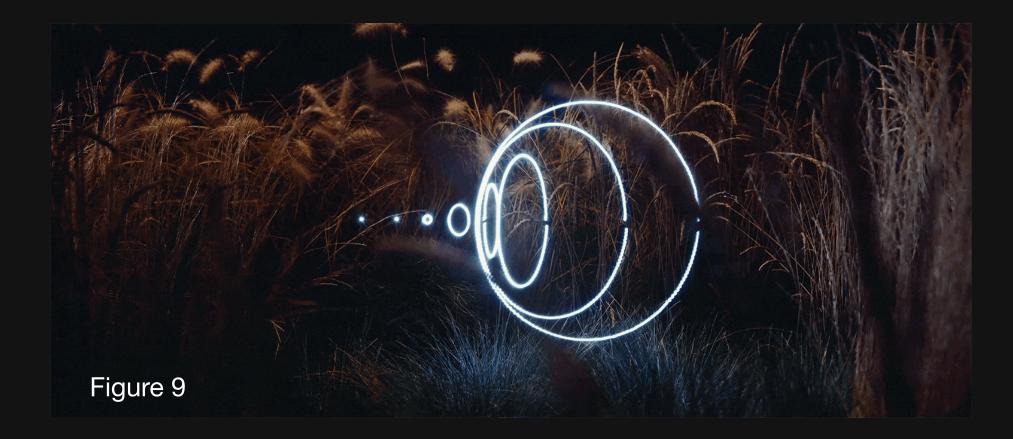
"[Audio Visuals] create a journey through the performance, through colour, speed, flashes, shapes, you can present the mood and feel of the music..."

"They can play as an indication of how [the audience] are meant to act."

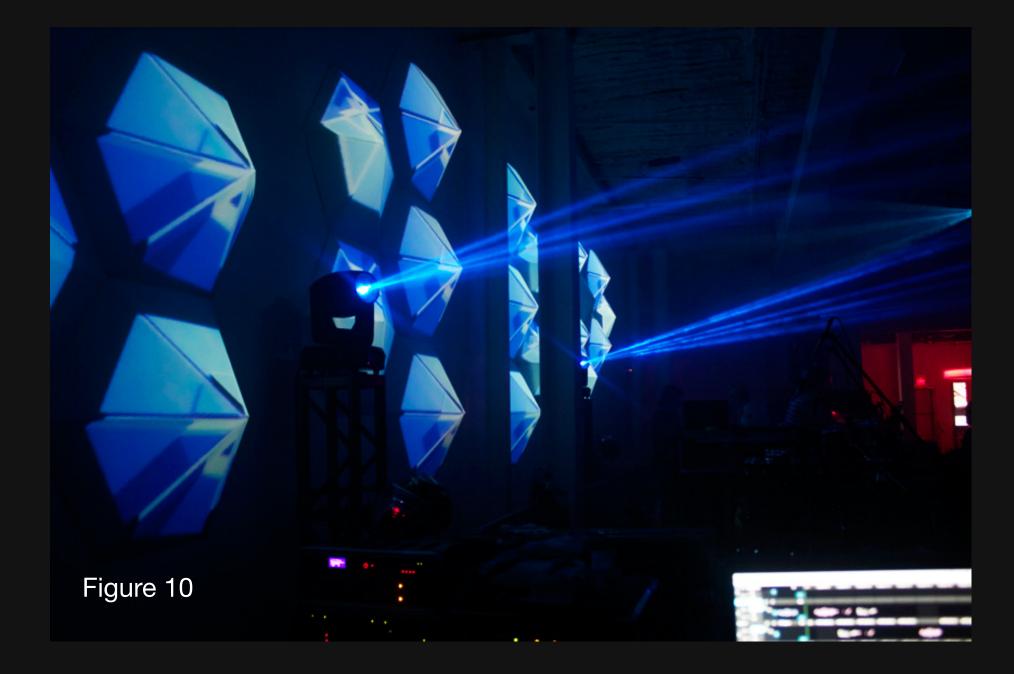




Max Cooper



Anna Diaz



Matt Greenwood

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Adam Smith- Music video Director and one half of Smith and Lyall



Marcus Lyall- Visual Artist and one half of Smith and Lyall









Glastonbury 2000

The Chemical Brother- Hey Boy, Hey Girl (BBC Music)

Glastonbury 2019



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"The show has changed and become less reliant on graphic imagery and more reliant on human beings becoming that graphic imagery"

(Smith, 2020)



Figure 16

-

(W)



ALGEN

udo:

Yes - Eric prydz

Eric Prydz

Eric Prdyz Holo 2022 Creamfields

Eric Prdyz WHP 2021

Yes Eric prydz parklife 2017



**

Figure 17

Eric Prydz Presents HOLO (Tomorrowland 2023)



"It was cool, but we... wanted to use the technology that now is available, that wasn't available then, and try and do an extension of the music"



"Our live shows will evolve"

(Prydz, 2019)





PAWSA- Creamfields 2022



Are there any specific visuals/ effects that have stood out to you at past events?

Practical effects work really well, as do holographic things, anything that is immersive when lighting is reflected onto the sky as you look up so you feel surrounded 3D visuals of strobes which go in time with music always stand out Confetti as it feels more interactive I saw the chemical brothers and they had an alien thing in one of their visuals that pointed it's fingers to the crowd and a light would come out of its finger and I thought that was really cool Lasers Lasers and overarching screens The hexagons on the roof at Pacha in Ibiza Projections Old videos on the screen which then get remixed into the song. Lasers mixed with Smoke Runway stage at Creamfields



ANNA BURROWS

Freelance Motion designer









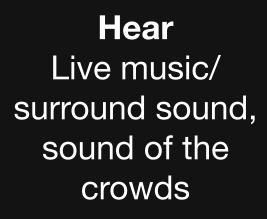


"I think it is all very sensory based. When two or more senses are enhanced this expands the experience of the event and in turn allows the person to attach stronger feelings and attachments creating stronger memories of the experience and the event"

(Burrows, 2023)



Touch Streamers, Confetti, Heat off fire, the audience





Sight Screen Visuals, Lasers and lighting, visual effects

Smell

Pyros, flares, fire, alcohol, sometimes dingy yet still nostalgic/ memorable

Creamfields



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"You don't just think of the McDonald's whistle without the McDonald's Logo M"

(Burrows, 2023)



The Verve- Bitter Sweet Snythony (NBHD 2019)

Figure 24

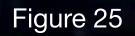


ABOUT COOL VISUALS

...There is a science behind it







BIC

-10:34:12:098

Adam Curtis- (Experiment 1)





Figure 26



"I think that this other version you look at the people dancing in a very different way. The feeling it evokes show how separate we are - and how isolated we sometimes are from one another."

(Curtis, 2012)



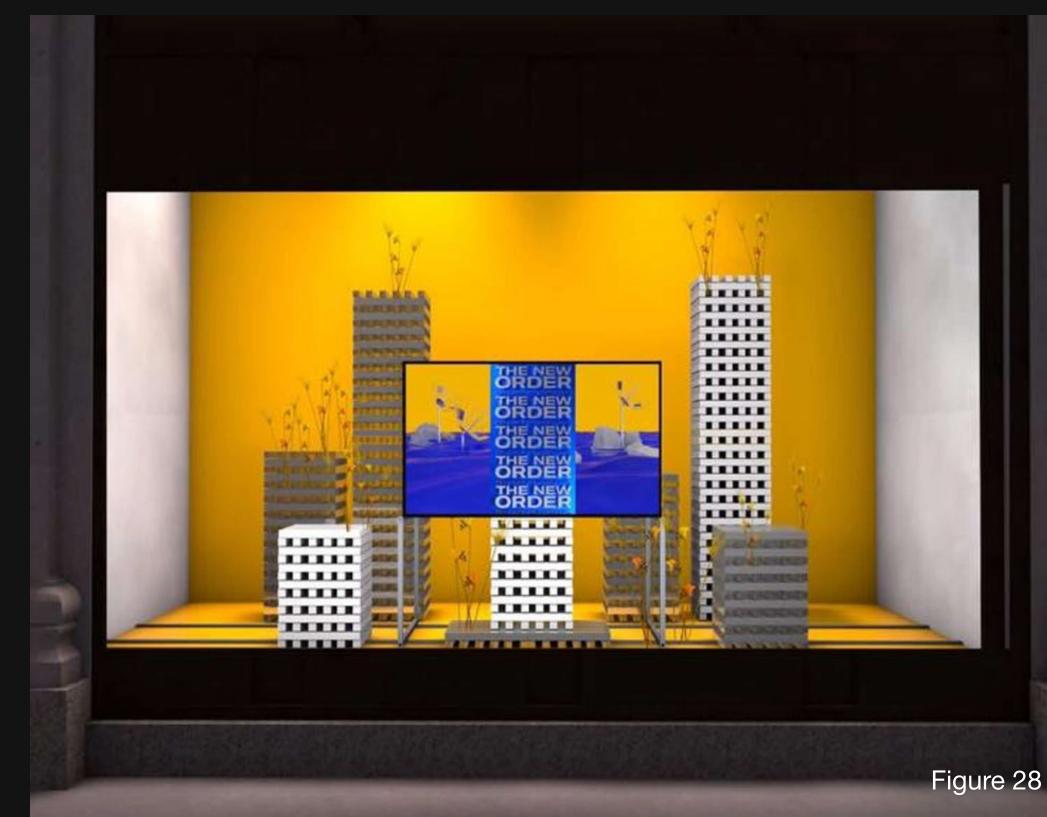
"Auditory context plays a critical role in visual object perception"

(Williams et al., 2022)



KERRIE Freelance Photographer, Graphic and Motion Designer and VFX Artist IRL







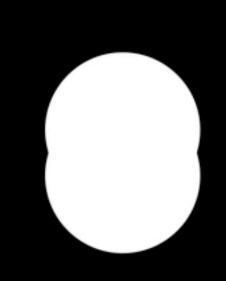


"When working with **digitally synthesised sounds** that people can't associate with specific instruments or sounds from real life - the visuals [can give] **the sound a context** where they [make] sense."

(Kerrie IRL, 2023)

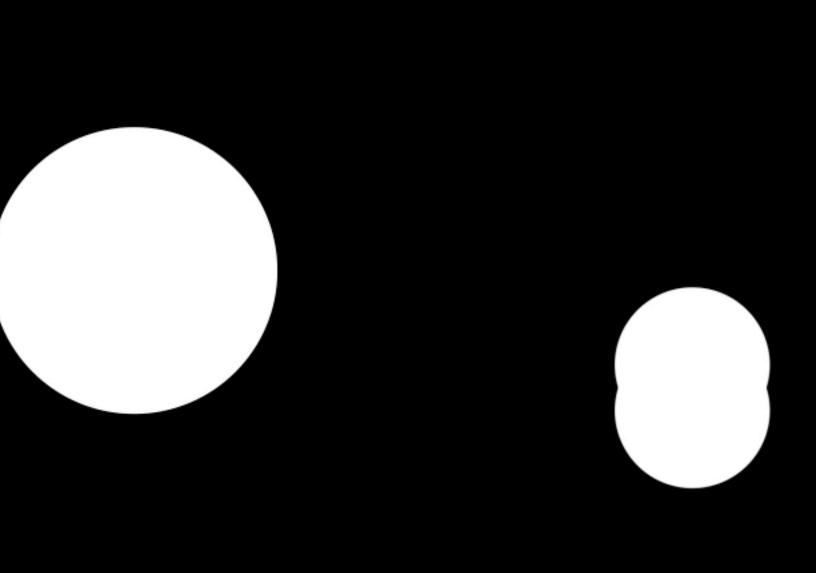


Α



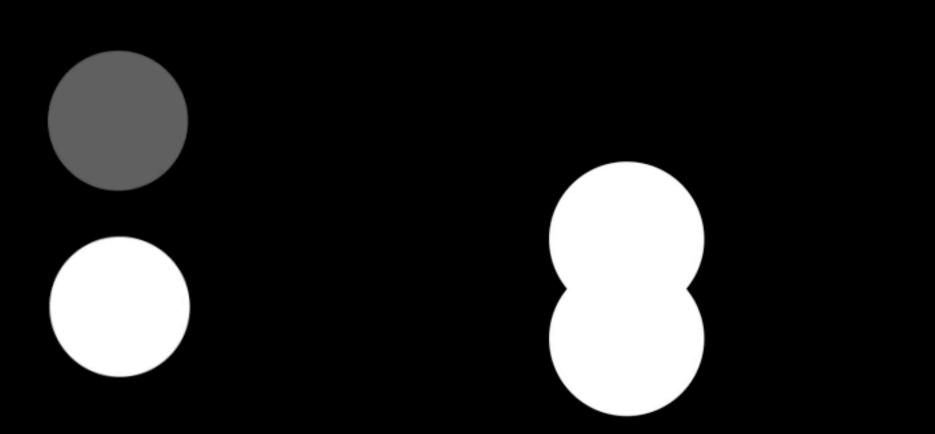
Audio Reactive Visual (Experiment A)

Figure 29





Β



Sporadic Visual (Experiment B)

Figure 30

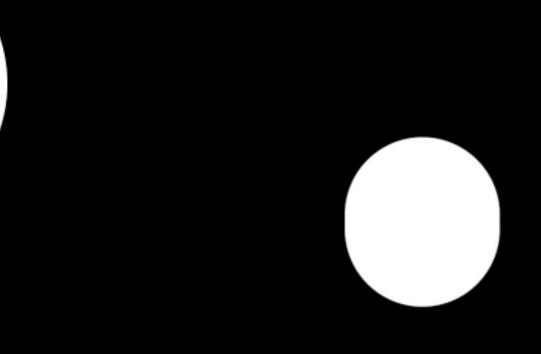








Figure 31



26%



Why did people find the Audio Reactive clip more engaging? (Visual A)

"A was more symmetrical and felt more in sync with the beat"

"It was in time with the music so more cohesive and captivated me much more"

"Interacting with sound + visuals is more engaging than watching dots sporadically" "More Synchronised"

"The dots better align with the songs beat which is more appealing"

"Synchronisation between visuals and sounds means you can predict the pattern and interact with it"



"There's just more going on from the very start"



AUDIO VISUALS?

...And does our generation's declining attention span have something to do with it





"Our brains are changing based on this interaction with digital technologies and one of these is **time compression**... the idea that you have to take focused attention to... read into a book or really think deeply. It's harder for people... [who] are really immersed in these digital technologies"

(Albright, 2020)





Glastonbury 2000



Glastonbury 2019

The Chemical Brother- Hey Boy, Hey Girl (BBC Music)





"[over the past 2 years] a higher budgets has been used for visuals in events. [that is] increasing the demand for impressive high cost 3D visuals"



(Burrows, 2023)









"amazing visual experiences is something that people talk about, what people post about, what draws people in, and so it's only natural that the growing virtual and augmented reality technology will become more prominent in the live event space"

(Shenton, 2023)





"Being able to experiment with an array of tech in a more experimental, DIY way inherently paves the way for more interesting visuals"

(Kerrie IRL, 2023)



TO CONCLUDE.

- AV's create more memorable experiences \star
- The more senses evoked means more emotional connection to the music \star
- However its not a necessity. People still enjoy day raves where the music \star and the atmosphere speaks for itself
- Need for stimulation VS Simply just a higher budget? \star
- The future of AV's is bright \star

