**Mapping spaces, sounding places: Geographies of sound in audio-visual media**

**Field Studies: Odin’s Gully**

Field Studies: Odin’s Gully (working title) is an audio-visual installation that reimagines a specific landscape (Odin's Gully, Peak District, UK) and its sonic and visual changes throughout the four seasons. This is a collaborative project between Simon Connor (sound and music) and Andrew Brooks (film and photography) utilising Ambisonic audio and high-definition video. The soundtrack blends field recording, sound design and composition to create an immersive, rich sonic environment where divisions between 'sound' and 'music', or the diegetic and non-diegetic, are eroded and blurred; interweaved into an equal partnership to evoke a sense of place.

This presentation will feature a work-in-progress section of the installation, discussing the creative and technical approaches to the sound in creating a multisensory landscape.

**Keywords:** Soundscape Composition, Ambisonics, Audio-Visual Installation

**Simon Connor Biography**

Simon Connor is a sound designer, multimedia composer and PhD researcher at the University of Huddersfield. His research explores the creative affordances of Head-Tracked Binaural Ambisonics for the soundscape composer. He is also a lecturer in music technology at the University of Salford.

Performances and screenings of works include; Flatpack Festival (Birmingham UK), ICA (London UK), The Whitworth (Manchester UK), Leeds International Film Festival (UK), Alta Schmiede (Vienna, AU) and FILAF, The International Art Book and Film Festival (Perpignan, FR).