

▶ Soundwalk  
**Vincent Denieul & Fiona Weir**  
**'Witte de With Kwartier'**

The city is expanding and the port is pushed to the seashore. The river is still at the heart of many activities, and the city's inhabitants recharge by its banks. A soundwalk through a district where the port has become something abstract. During this walk the walker is experiencing three levels of water, from shallow to deep water.

**Language:**  
English

**Route:**  
see map

**Headphones**  
The track is mastered for specific headphones; the Sennheiser HD 437 available in WORM.

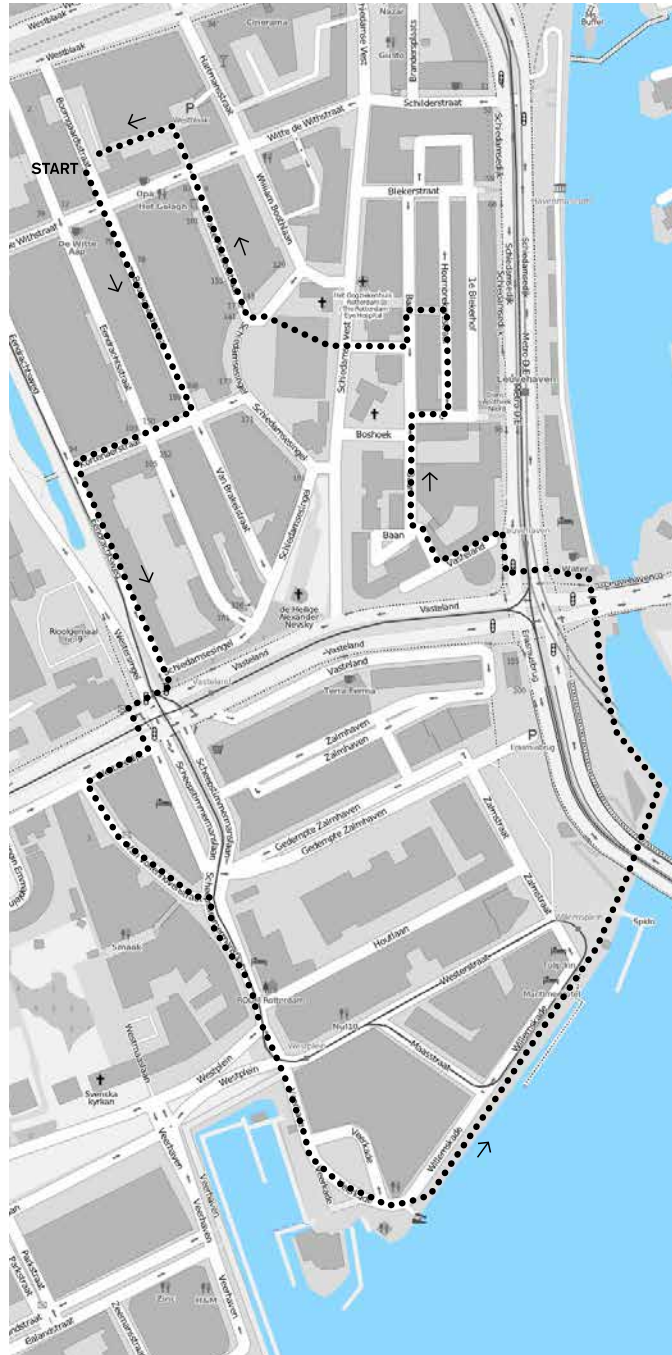


**Vincent Denieul (FR)** records and amplifies sounds of spaces, people and objects. He recycles, filters and diverts raw material for radio programs and sound pieces.

**Fiona Weir (GB)** is a visual artist and uses still images to explore the aesthetics of normality and reality, focusing on the mysteries behind it.

*Big River filters the water of dreams.*  
The impact of water on the Dutch port city inhabitants' dream.

**Disclaimer:**  
Note: You are responsible for your own safety on the streets. Use half open headphones, so you are able to hear the ambient sounds. Do not walk the soundwalk with closed headphones. Soundtrackcities is not liable for any inconvenience or harm that may result from the participation in this soundwalk. This soundwalk is for personal use only. All rights reserved. ©2013 Soundtrackcities and the authors.



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# WALK THE WALK

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