

Echoic Memory: Images by Sara Maher, with sound by Nigel Farley*

This exhibition was initiated through a shared residency at the Broken Hill Art Exchange. The Broken Hill regional landscape provided an inspirational point of departure from which to explore a synergy between sound and image.

Artist statement:

In contemplating the intangible boundaries of wide open spaces - land and sky, day and night, sound and silence - one meets physiological and psychological boundaries of the self, namely the limits of seeing and hearing and the point at which consciousness turns to reverie. Through experiencing atmospheric and peripheral phenomena of a semi-desert region - shifting light, micro-textures, dispersed/muted sound - one senses a heightened attention to spatiality and dimensionality. One also comes to interpret the landscape through perceived illusions - afterimage, mirage, colour vibration, sound reverberation etc.

In this exhibition, my interest for the natural environment does not lead to a realistic depiction, but is filtered and distilled by consciousness over time, subsequent to its prior experience. My interest is mainly in process, and how through it I can translate my relationship to space - not just environmental, but emotional. This leads to a mapping of an "internal landscape", one that is intimately connected to my "outer" experience.

It is at the peripheral limits of my senses that persistent, yet mutable, memories are imprinted upon my psyche. There is a sense that these images rebound (or "echo") in my consciousness, long after they have been seen/heard. It is at these margins that a personal association with place can emerge.

Sara Maher

***About Nigel:** *"Within the context of exhibiting with Sara, I am interested in how attention to soundscape phenomena will inform a perceptual interaction to artworks, till possibly a feedback loop forms - the artworks then informing perceptions about the sound. An important consideration is how listeners will respond to spacial themes connected to the artworks and their suggestive "out-of-field" terrains".*

(For more information see: www.out-of-field.net)