The Nature of Music: From the music of Haydn, Dvořák and Messiaen, classical composers have long been using the sounds of the natural world as source material. With the advent of reel-to-reel tape recorders that inspired composers of the musique concrete movement, we could hear sounds slowed down or speeded up to bring new ears to common everyday sources. Along the way John Cage proposed in 1952, with 4’33”, a silent piece for piano, that a listener could create their own concert by simply listening to ambient sounds without altering them, recognizing that they too have form and content. With the advent of personal recording equipment like the cassette recorder, environmental sounds have been recorded, sampled and integrated into composed and improvised music. In 1970, Charles Amirkhanian and Richard Friedman launched the World Ear Project at KPFA in Berkeley. They invited people from around the world to record continuous sound for 15 minutes or longer without alteration. The result was a long-running program in which listeners driving over the Bay Bridge would be mystified by long segments of sounds of a street market in India or frogs and crickets at night in Cayucos, California. The David Brower Center and Other Minds will present complementary concerts for each visual art show in the Hazel Wolf Gallery.

Other Minds is dedicated to the encouragement and propagation of contemporary music in all its forms through concerts, workshops and conferences that bring together artists and audiences of diverse traditions, generations and cultural backgrounds. By fostering cross-cultural exchange and creative dialogue, and by encouraging exploration of areas in new music seldom touched upon by mainstream music institutions, Other Minds is committed to expanding and redefining the definition of what constitutes “serious music.”

The David Brower Center provides a home for the environmental movement by advocating for the beauty, diversity and ecological integrity of Earth. The Brower Center accomplishes this mission through a distinctive combination of permanent infrastructure and ongoing programs in a unique civic institution that informs the public about the environmental challenges we face and the bold actions we must take if ours is to remain a living planet; inspires people to recognize their own power and responsibility to act on behalf of the Earth; and connects individuals and organizations dedicated to social equity and ecological sustainability.

On the Cover: Image from the cover of the Voyager Golden Records, phonograph records that were included aboard both Voyager spacecraft launched in 1977. They contain sounds and images selected to portray the diversity of life and culture on Earth, and are intended for any intelligent extraterrestrial life forms or for future humans, who may find them.
Andrew Roth is one of America's most creative and versatile sound designers. His work ranges from audio CDs to creating sound environments for amusement parks, radio, television, film and video games. His work not only evokes a sense of place but also of time, notably recreations of sound worlds that no longer exist e.g., the 1850’s SF Barbary Coast and SF’s Playland at the Beach (1919-72).

Much of his work can be viewed through the lens of musical composition. Unlike most classical or popular music, the sound pieces don’t follow standard structures. All compositions in sound could be considered through-composed or rhapsodic: the dictates of the musical forms are based on intuition, personal aesthetics, and the internal logic and external parameters of the sound world being created. Mr. Roth’s work is exquisitely crafted, similar to the way that a conductor balances the sections of an orchestra. Particularly in his historical recreations, anachronistic sounds are not allowed to intrude.

A native San Franciscan, Mr. Roth is a graduate of Oberlin College in history and ethnomusicology, formerly a sound designer for Earwax Productions, and then the founder of his own company, Roth Audio Design.

For his CD, Natural Sounds of Japan, Mr. Roth combines natural and ambient sounds recorded on site in Japan to convey what it sounds like to be in this environment. It might take many hours of recording to get all the potential sounds of interest recorded, but one needs to convey that to the listener in much less time. Mr. Roth composes a condensed and distilled version of recordings, sculpting an idealized version of that sound environment.

SELECTED WORKS:

CDs:
- Natural Sounds of Costa Rica, Zona Tropical Production
- Natural Sounds of Japan, Natural Sounds

Television:
- Crucilllution: Sound Design, The History Channel
- The Hunt for Ice Indians, Assassin Sound Design & Surround Mix, National Geographic Channel
- Bowditch-Warrior Queens Sound Design & Mix, The History Channel
- Twister Chasers: Sound Design & Surround Mix, National Geographic Channel

Film:
- The Good War, and Those Who Refused to Fight It narrated by Ed Asner (PBS Independent View)
- Asphalt: An Asia for All Gas Stations, by Igor Podol's (special Foley effects) Finland
- Drought by Lisa Moncure (Cannes Film Festival)
- Bred by Amy Waddell (sound design), USA
- The Compassionate Eye - The Life of Photoreportist Horace Bristol narrated by Graham Nash (Golden Eagle Award)

Museums, Theme Parks, and Tours:
- Disneyland, Tomorrowland Innovations Pavilion, Los Angeles, CA
- Star Wars: The Magic of Myth, Smithsonian Travelling Exhibition
- Universal Studios, Japan Woody Woodpecker sound mask, Osaka, Japan
- Wicked Plants: Botanical Rogues & Assassins, San Francisco Conservatory of Flowers
- Boomtown! Barbary Coast, San Francisco Conservatory of Flowers
- GHOMPF II Came From The Swamp, San Francisco Conservatory of Flowers

Radio & Spoken Word:
- Rising Time: Harvesting on the Lakes of White Earth (NPR’s Morning Edition), Hidden Kitchens, Sound Design
- NPR's Lost and Found Sound (All Things Considered), Tennessee Williams and R.A. Coleman’s Electronic Memories
- Homelover: Moms Getting Hoes Where They Needz to Goes, Produced by The Kitchen Sisters

Games:
- Tamagotchi: Sound The World, Sound Design
- Charlie and the Chocolate Factory, Sound Director & Design
- The Incredibles: When Danger Calls, Sound Design/Edit/Localization
- SpongeBob SquarePants Typing, The Learning Company, Sound Design
- Nickelodeon’s Rugrats Mystery Adventures, Sound Design

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