

## **Murray Schafer defines 3 layers in the Soudscape**

### **keynotes**

background sounds (as the 'key' in music)

- the sea, the wind in the woods

-

### **soundmarks**

- specific for each environment ('sound landmarks')

- geysers, waterfalls, bells, hammering of the blacksmith

-

### **sound signals**

- sounds that attract attention

- the things that 'happen' at the moment

## **The 3 listening modes according to Michel Chion**

### **causal listening**

listening to gather information about a sound's cause: the sound of a piledriver

### **semantic listening**

refers to a code or a language to interpret a message: speech, signals, sirens, bells

### **reduced listening (Pierre Schaefer)**

focussing on the traits of the sound itself, independent of its cause or meaning