

# #01 Biosketch

## Chiara Luzzana

Sound Artist  
Sound Designer  
Composer

Chiara Luzzana is *sound artist, sound designer and soundtrack's composer.*

She has lived between Milan and the rest of the world.

She's the creator of the global audio project **THE SOUND OF CITY®** ([www.thesoundof.city](http://www.thesoundof.city)), presented on November 2016, at **Shanghai Biennale.**

Chiara designs for the hearing by creating sound journeys **from the ears to the soul.**

She learned to listen to the sounds and the music even before she started to speak.

*This soon became her language.*

As a kid she studied guitar, clarinet and piano. She then improvise these instruments by mixing new sounds captured from everyday life.

**Become an audio engineer in 2005.**

As a rule of creation, she records and alter pure sounds from the environment she is in, giving them new lives, rhythm and melody.

**An eclectic Artist, Chiara transforms noises and objects into harmony, without any traditional instruments.**

She's an inventor of unusual musical instruments and sound sculptures that allow her to create her original compositions.

She creates music in a particular way, giving voice to what is born without voice.

Chiara is composer of soundtracks and audio installations for the **Venice Biennale.**

**Winner** of the **"Muse Creative Award" 2017** like Best Soundtrack.

Finalist of **"Music + Sound Award" in 2016.**

She won the **"Best Soundtrack"** Award for the *Sandretto Re Rebaudengo Foundation.*

She has created the soundtrack for the **International Art Festival of Sapporo (Japan).**

*She teaches Sound Design and Music for Audiovisual* in some of the most important **Italian and Chinese Art Academies.**

**Testimonial** for Audio-Technica & Waves.

**She works with brand such as:** *TEDx, Biennale di Venezia, Biennale di Shanghai, Art Festival Sapporo (Japan), Olivetti, Discovery Channel, Sky, Mtv, DeeJay Tv, Swatch, Diesel, Jean-Paul Gaultier, Valentino Haute Couture.*

# #02 Concept

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Hearing is one of the most difficult senses to understand, but it is also the most important to fix and to design emotions.

Around us everything is music.

From the first moment of life, we are immersed in an ocean of sounds.

I can play anything and everything.

This is because every place, can be a unique sound.

**Even the architecture is a sound.**

And for that reason I want to listen to it.

*The walls, the aisles, the rooms, the elevator.*

**Any object, any details, is going to be my musical instrument.**

A **Hotel** is not just a space to sleep.

A **Hotel** have a story to tell.

And it is in this stories that you can find the real soul of a **Hotel**.

My research aims to discover the soul and hidden sides of each place, *so their "voices" can be heard.*

I take those sounds to transform the echoes, the noises, the reverbs, the voices, **into the Hôtel Vagabond Soundtrack.**

**For the first time a Hotel can be heard, and not just seen.**

— *A project by Chiara Luzzana*

# #THANK YOU

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*Chiara Luzzana*

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