

DIFFERENT WATER ENVIRONMENTS

One player has an amplified shortwave radio.

All other players have an instrumental setup that enables them to play sustained tones that can be varied continuously in timbre from pitch to noise.

The radio player begins by gradually fading in the volume on a randomly selected frequency. Once this is audible, the radio is constantly retuned very slowly. The volume should also be manipulated in a similar manner, gradually raising and lowering it slightly. The radio should be set to receive shortwave with upper sideband.

The other players respond to the radio sounds. Each player independently produces long sustained sounds that last between 20-40 seconds. Players listen to the radio and begin their next sound in response to the conditions at the point at which they begin playing. Throughout players only change the timbre and volume of their sound when beginning a new sound. As far as possible the sound being played should not change until it is complete. After completing a sound, players wait for 20-40 seconds before playing their next sound, again listening to the radio as a cue.

The quality of the sounds played is dependent on the audible sounds produced by the radio:

When the radio produces static, the players respond by playing noise tones; the louder the radio static, the louder the players' noise tones.

When the radio produces sine tones, the players respond by playing a pitched sound; the louder the sine tones, the quieter the players' pitched tones.

For radio sounds which are between static and sine tones, players must balance the timbre and volume accordingly.

The piece should last at least 15 minutes and concludes when the radio player ceases producing any sounds.