

opposition between the two spaces and their common mediation (2011)

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programme note

opposition between the two spaces and their common mediation (2011) creates a situation where sounds made using a variety of sources emerge in sequence from a constant noise tone. The title is taken from Dan Graham's *Three Projects for Architecture and Video / Notes* (1977). The piece is part of the series *divisions that could be autonomous but that comprise the whole* (2009-) and was written for Angharad Davies and Tim Parkinson.

performance information

two players, each with a selection of sound-producing possibilities.
one radio tuned to stable, pitchless static, set at a volume that is just audible at the furthest point from it in the performance space

the radio should be situated centrally in the performance area.
players should be situated at equal distances either side of the radio with maximum separation, whilst maintaining audible contact between their sounds and the radio.

sounds emerge from the constant radio static, which is present throughout.
sounds originate as noise tones, but develop a more individual character as they get louder (i.e. clearer pitch or timbral content)
each sound must be different in some way; either from a different sound source, and/or a different sound from the same source.

each player has five pages.
all pages must be played; for longer performances, pages may be repeated using different sounds.
pages may be played in any sequence: these should be different for each player

the piece has three phases:

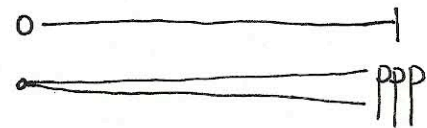
radio only [40"]
radio and other sounds [5'00" -]
radio only [40"]

one of the two players should operate the radio; alternatively, a third player may do this.

times refer to durations of sounds and silences (no action marked)
use a stopwatch; determine a page order and mark performance times on score if required, or make a performing score.

duration: at least c.6'20"

player 1 (1)



15"

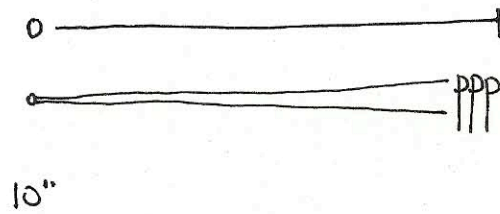
5"

20"

[40"]

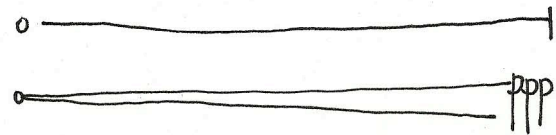
player 1 (2)

15"



25"

player 1 (3)

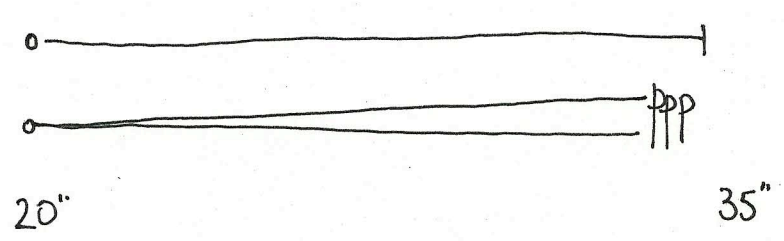


15"

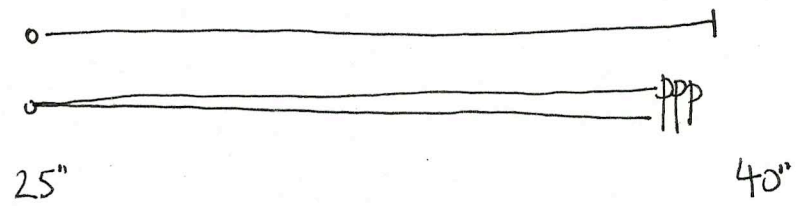
15"

30"

player 1 (4)

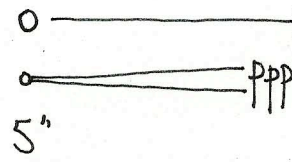


player 1 (S)



player 2 (1)

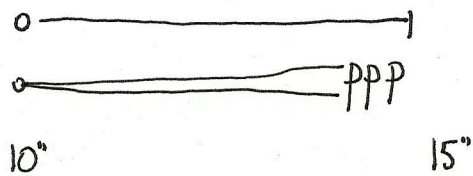
20"



[40"]

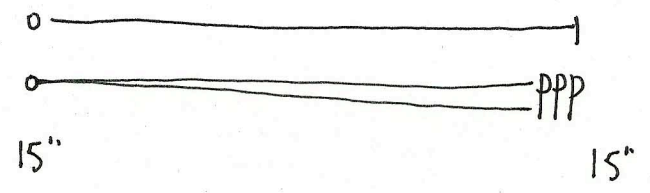
player 2 (2)

25"



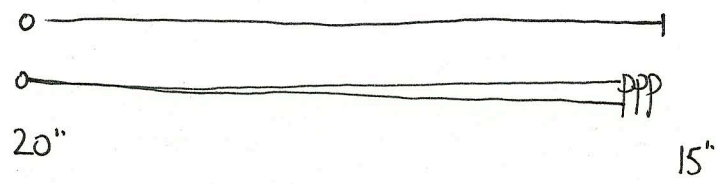
player 2 (3)

30"



player 2 (4)

35"



player 2(s)

40"

