

FROM BALL TO TUBE THROUGH A CIRCLE

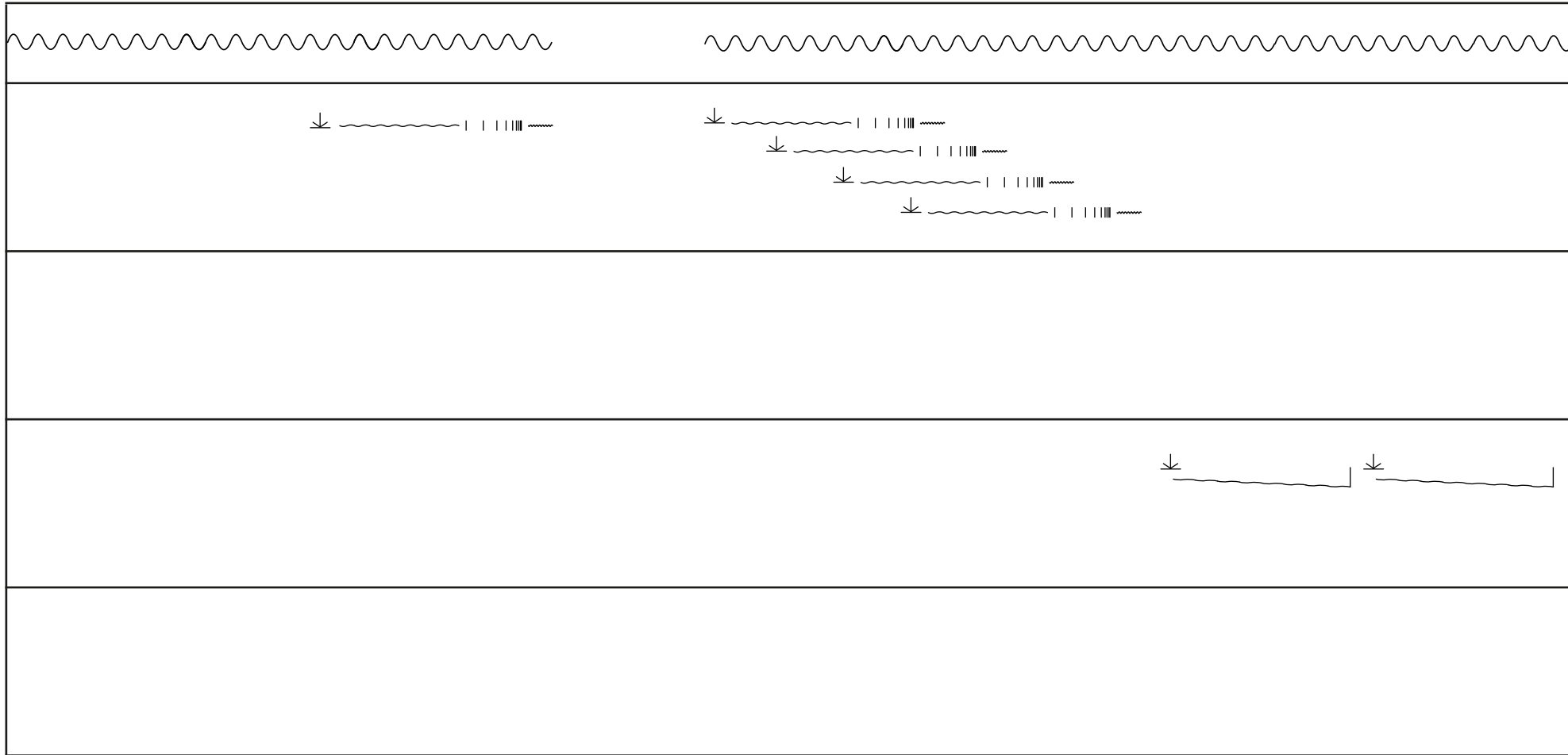
OPENING UP TO THE DEPTH OF THE TUBE WHILE BALLS FALL

TUBE

PING PONG BALLS

OBJECTS ON THE TABLE

CELLO



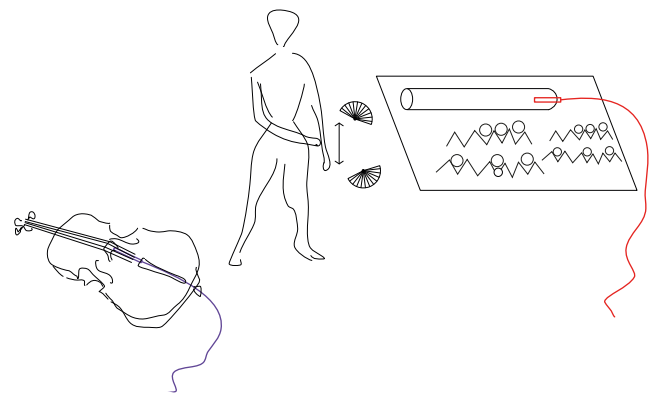
- fan in the right hand
- mic I inside the tube
- on the table:
- 8 ppb on dämpfstoff
- 8 bb on dämpfstoff
- tube
- on the floor
- cello

1.1 raise the gain of mic I to capture the resonating frequency. let it ring.

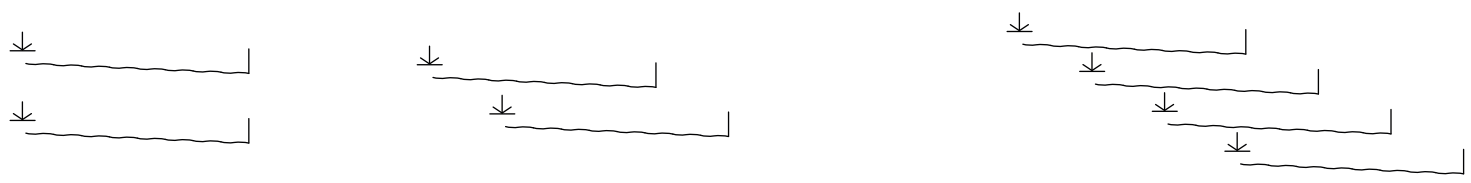
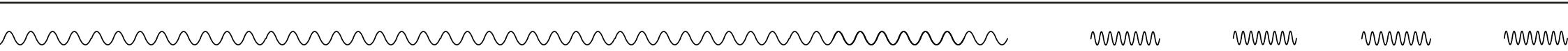
1.2 start fanning left and right > sound in the tube varies take plenty of time for this

1.3 place ppb on the table > ppb fall > stop fanning

1.4 wait until first ppb is still on the floor > start fanning again



1.5 place bb on cello bridge, let it roll to the floor. Always keep fanning.

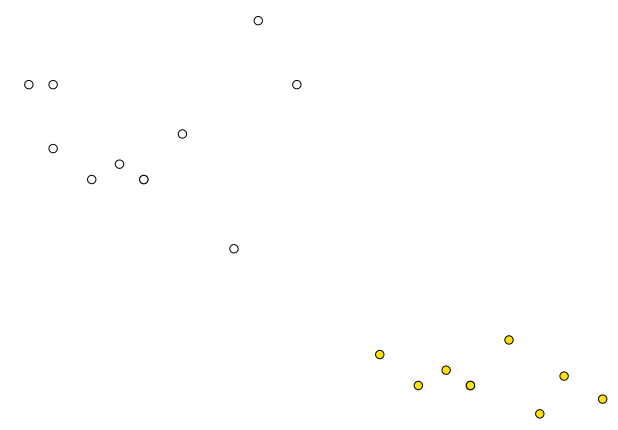
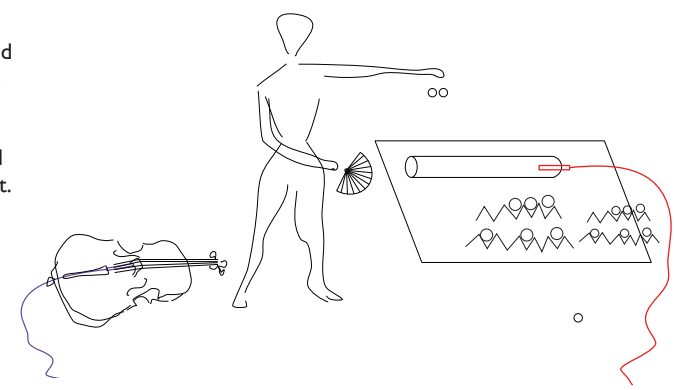


start ableton



1.6
keep fanning.
take 2 ppb in one
hand, raise the hand
at shoulder height.
let them fall.

then let the bb roll
on the cello. repeat.

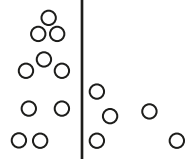
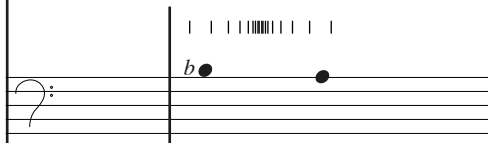

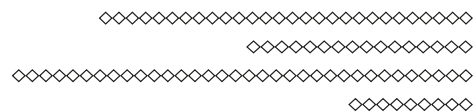
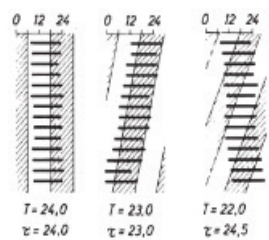
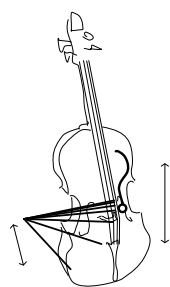
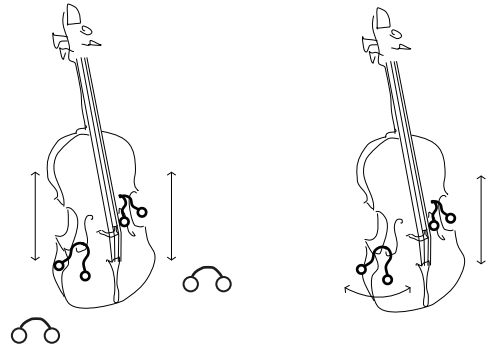


2

ENTRAINMENT: CYCLES BELOW 24 HRS


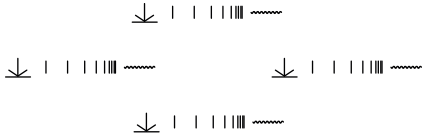
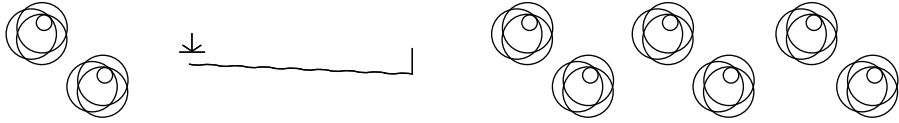
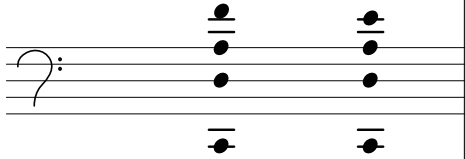


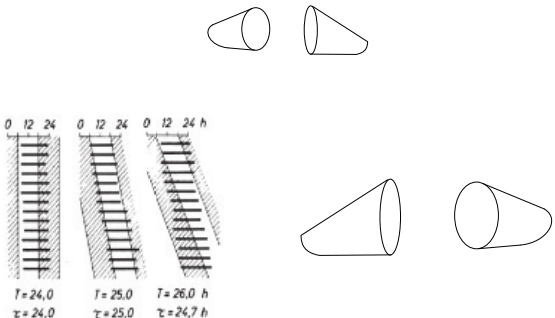
3

SEQUENCE1

TUBE			
PING PONG BALLS			
OBJECTS ON THE TABLE			
CELLO			<p>hold a bb on a string in each hand, let them bounce on the body of the instrument to create a continuous trail of bounce</p> <p>change to right hand making a pendulum movement</p>
		 <p>sequence 1.1</p>	 <p>sequence 1.2</p>
<p>while the sequence is being played</p> <ul style="list-style-type: none"> > run up the stairs to get the tubes > place the objects in the room in pairs > get the cello from the ground + bring it to sitting position 		<p>> play infinite rimbalzato after the second bouncing ball comes in</p> <p>> cue: double fall, two times</p> 	

4
SOFT SAND

5
ENTRAINMENT: CYCLES ABOVE 24 HRS

		
		
		
		
<p>sequence 1.3</p>	<p>sand</p>  <p>screams screams</p>	<p>6 tracks of trails of balls + 6 lines of pixel</p>
<p>> drop balls in left hand > shorten string > bb bounces on bridge area</p> 	<ul style="list-style-type: none"> > stand up, go to hand held recorder > TURN ON recorder > start by making miniature ball movements in the bowl > then add small dragging movements of the ball on the table > then start circulating with one hand > circulate with the other hand > turn the bowl to be able to make percussive sounds on the bowl > keep connecting the sounds in large gestures, avoid sudden changes > TURN OFF recorder 	<p>re-distribute object in space prepare cello wait and listen</p>  <p>0 12 24 0 12 24 0 12 24 h</p> <p>T=24.0 T=25.0 T=26.0 h</p> <p>τ=24.0 τ=25.0 τ=24.7 h</p>

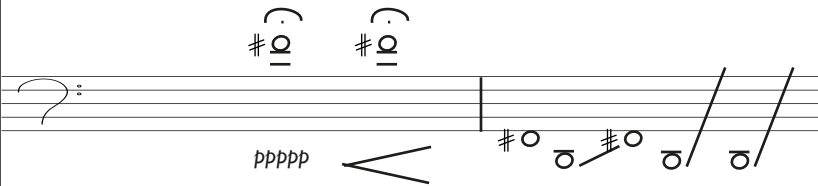
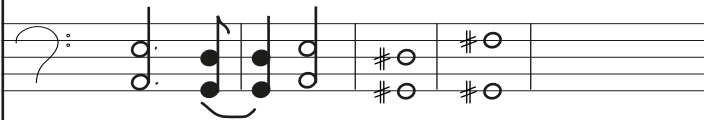
TUBE

PING PONG BALLS

every now and then drop a ball ||||| |

OBJECTS ON THE TABLE

CELLO



+octve
left bow > D string
right bow > C string

LAPTOP TRACKS

school yard recordings

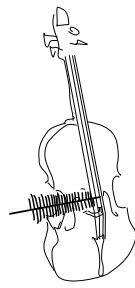


cont trail

TURN ON OCTAVER

cello plays tube like sounds with feather

> drop feather; pick up ordinary bow



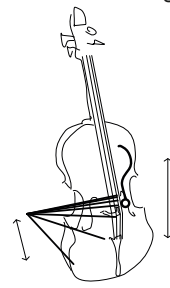
TURN OFF OCTAVER
TURN ON DISTORTION

cello plays high-pitched sound (ordinary bow)



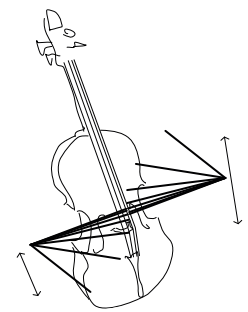
TURN OFF DISTORTION

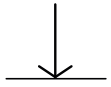
at the end of the sequence change to double bows



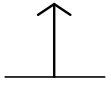
1. play a very high pitched sound

2. let bows bounce & fall





place a ball on a surface



lift a ball from a surface



rotate ball in tube