

_during, lasting..

exhibition piece_

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for any number over 5 players of any sustaining sound

as many positions in an exhibition space are chosen

a music stand with part and possibly a chair is placed at each position, to remain installed for the full duration of the exhibition. Each position is arranged and highlighted as being in use also when no player is present at the position

a position is fixed for each player
for the whole exhibition

audience
free

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for X
consecutive
days and within a
fixed timeframe, each player
visits the exhibition space daily to
perform his/her part, taking one hour to complete

visits are irregular, unannounced and unknown between performers

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do not unpack and tune your instrument in or around the space

enter the space consciously, slowly though intently

take a moment before you start, consider
the ambience of the space

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play only single sustained sounds, no shorter than 4 seconds

sounds are freely chosen and can include timbres, 'pure' tones,
harmonics, noises. All are more or less stable and quiet.

With little attack. No iterated percussive sounds

connection between
players is sound and space-based. No
conscious attempt at rhythm or
harmony is necessary

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a chosen sound or combination of 2
is repeated a number of times before changing to a new,
following this routine:

*start anywhere in the number row and choose which direction to loop through it. Use
each number once. Aim to space the events so that they are equally distributed throughout the hour.
When left with time though, continue with the row until the hour is completed.*

	2	5	3	2	4	1	7	1	3	8
<i>H</i>	•						•		•	
<i>M</i>		•		••	•				•	•
<i>L</i>	•		•		•					

a number represents the repetitions of a sound or combination.
1 dot - 1 sound, 2 dots - combination of 2 sounds, no dot - choose 1 sound freely.
Combinations of 2 sounds can be played legato or separated by a rest

play sounds or combinations as *distinguishable units*;
chosen pitches/types should remain clearly similar throughout all repetitions,
timbres/dynamics/durations/rests can slightly develop.

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generally,
converge towards a more bound sonority
the more players are present. Blend. Resonate. Pass sounds around,
Follow up on sounds of others. I.e. the fewer players
present, the more separated and
distinct their
sounds

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