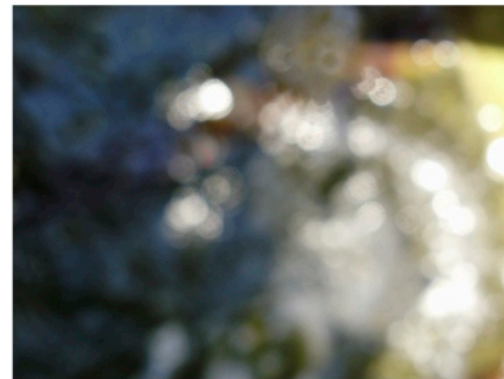
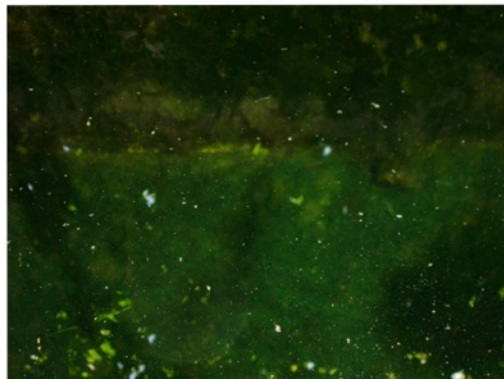
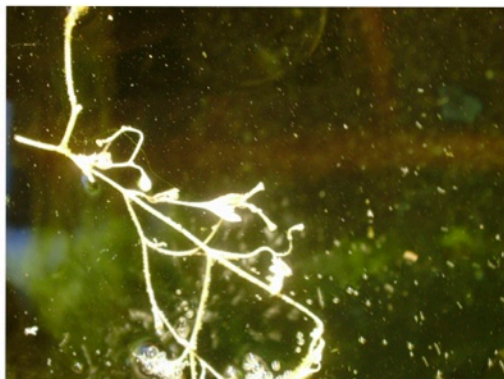
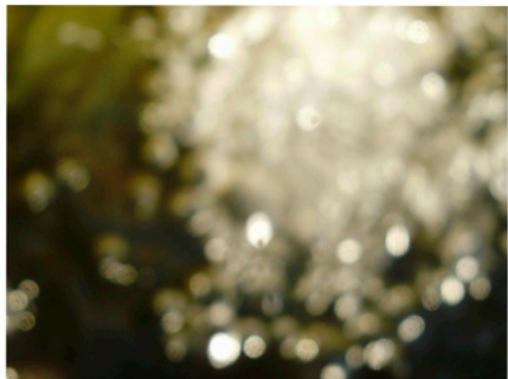


score for paiva river - for river textures & quietudes (2010)



score for paiva river (2010)

for river textures & quietudes

- . river vibrations of small pebbles
- . river vibrations on bridge structure
- . river vibrations on bridge structure
- . river

. the score is to be performed using 4 cd / audio file players in a room relevant to the paiva river, with one or more windows - open slightly allowing the sound of the outside location to become part of the performance space. there should be nothing on the walls except four A3 prints of the images that make up this score. these should be attached to the walls, in a subtle manner & at equal spacing to each other, corresponding to the placement of the speaker playing back the texture the image relates to

. the four speakers should be placed in a row along the most appropriate wall of the performance space, at equal distance from each other & on stands or plinths

. each of the cd / audio players is to contain a recording of one river texture plus one quietude:

player one = texture one + quietudes of 2 & 4 minutes

player two = texture two + quietudes of 2 & 4 minutes

player three = texture three + quietudes of 3 & 3 minutes

player four = texture four + quietudes of 3 & 3 minutes

. players one & four should be connected to identical active monitors - players two & three should be connected to identical active subs (if this is not possible they can also be connected to active monitors but with the bass adjusted to allow for the lack of subs)

. the volume level of each cd / audio player should be equal

. the players should be located out of sight of the audience

. at the start of the performance, the duration of which should be durational & not less than one one hour, the cd / audio players should be set to 'random' & started at 20 second intervals