

- Completely change sound - dynamics, timbre and frequency, creating a bold contrast
- Sustain loud sound for 30 seconds then fade out
- Sustain loud sound for 30 seconds then fade cut out abruptly
- Play a quiet sound and very very slow fade in over 2 minutes, loop sound if require
- Pick a sound and try mirror/copy it with what ever software your using, play all sounds made until your sound is similar.
- Support the sound that you can hear clearest
- Call and response with some one else
- Cough
- Loop a sample at subtle that is easily masked
- Play repetitive rhythm – simple
- Play repetitive rhythm – complex
- Improvise with sine waves
- Heavy noise content
- Don't play any sound
- Filter Cut-off frequencies down the back up in cheesy style
- Completely improvise until later prompted
- Loop a sample and pitch shift after every loop
- Record using inbuilt Mic, and process, play back
- Build up loudness
- Fade Out over 2 minutes
- Constantly change the fullness of the sound
- Sparse texture
- Full texture
- Frequencies - 100hz - 300Hz
- Frequencies - 300Hz - 1000Hz
- Frequencies - 1000Hz - 5000Hz
- Frequencies - 5000Hz +