

Human Shredders

for humans with laptops

Scott Hewitt 2009

Preparation

All laptop players should prepare 3 different sonic materials lasting between 0 and 30 seconds in length. It is suggested these parts are created using ChuckK.

In addition each player should prepare a human coding instructions governing the use of the sonic materials. These instructions should be exchanged as the first act in the performance and then enacted.

Once a performer has finished they should close their laptop screen.

Example

Do - execute sonic	Material 1	Material 2	Material 3
When	High pitch sound is played	There is silence	Maybe when another player plays
Once or Until	once	Until someone else plays	Until that player stops
If	Material 3 has not been used in the last minute play now, once.		
Finish when	Material 2 has been played 4 times, or all other players have stopped		
At Start	Play Material 2, once		

Human Shredders

Do - execute sonic	Material 1	Material 2	Material 3
When			
Once or Until			
If			
Finish when			
At Start			