

CHAMBERS (1968)

Collect or make large and small resonant environments.

Sea Shells

Rooms

Cisterns

Tunnels

Cupped Hands

Mouths

Subway Stations

Bowls

Shoes

Hollows

Caves

Suitcases

Ponds

Stadia

Water Spouts

Bays

Tombs

Conduits

Canyons

Boilers

Pots

Ovens

Barrels

Bulbs

Bottles

Cabins

Wells

Bells

Capsules
Craters
Empty Missiles
Cacti
Beds
Webs
Pools
Boats
Cones
Funnels
Bones
Stills
Gins
Draws
Tubes
Theatres
Cars
Springs
Flumes
Trees
Others

Find a way to make them sound.

Blowing
Bowing
Rubbing
Scraping
Tapping
Moving
Fingering
Breaking
Burning
Melting

Chewing
Jiggling
Wearing
Swinging
Bumping
Dropping
Orbiting
Creaking
Caressing
Bouncing
Jerking
Flipping
Levitating
Hating
Skimming
Ignoring
Talking
Singing
Sighing
Whistling
Walking
Snapping
Cracking
Snoring
Boring
Praying
Loving
Spraying
Bowling
Channeling
Freezing
Squeezing
Frying

Exploding
Poking
Screwing
Lowering
Shaking
Impeding
Dancing
Others

Sounds of portable resonant environments such as sea shells and cupped hands may be carried out into streets, countrysides, parks, campuses, through buildings and houses, until outer limits are reached where minimum audio contact can be maintained by a player with at least one other player.

Sounds of the outer environment encompassed by the players may be heard with reference to the sounds of the portable resonant environments carried by the players. Sounds of determinate pitch in the outer environment may be heard in simple or complex relationships to the pitches of the portable resonant environments. Sounds of indeterminate pitch in the outer environment may be heard to take on the pitch, timbral, dynamic, and durational characteristics of the sounds of the portable resonant environments.

Sounds of fixed resonant environments such as cisterns and tunnels may be made portable by means of recordings, or radio or telephone transmission, and carried into inner or outer environments. When carried into inner environments, such as theatres into beds, the sounds of the **now-portable** resonant environments may either mingle with or take over the sounds of the inner environment. When carried to outer environments, such as boilers into parks, the sounds of the now-portable resonant environments may be treated as original portable environments.

Mixtures of these materials and procedures may be used.

Increasing and lessening of any characteristics of any sounds may be brought about.