

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		

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

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Finish when			
At Start			

#Program Note

First played in 2009 Human Shredders is a text score composition for any number of Humans with laptops. Human Shredders is a combination of human and computer coding. The human performers are placed within a restricted performance environment where their contribution is limited to that allowed by the coded environment.

#Technical Rider

Any number of humans playing laptops using any user elected software.

Human Shredders should be locally diffused in an 'acoustic' manner and can be performed on any elected computer system capable of meeting the performers requirements.