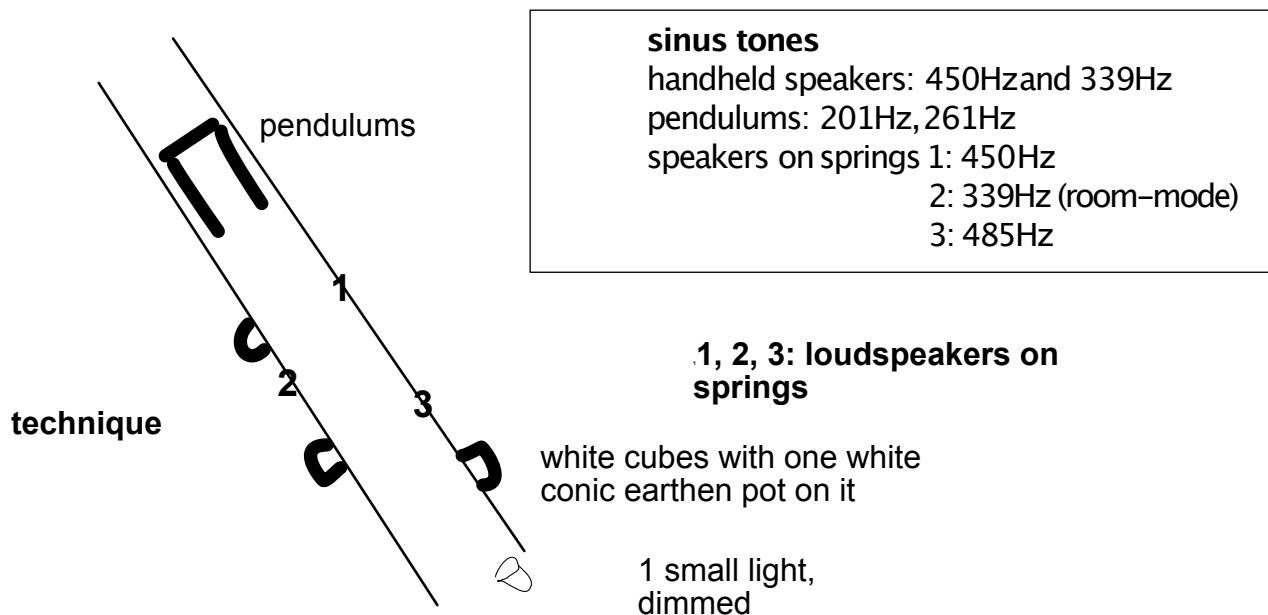


oblique sounds

score

- a) two performers with handheld loudspeakers emitting inserted sinus tones walk the diagonal shifting their trajectories in accordance with the other and the spatiality in sound being created,
performer 2 uses two handheld loudspeakers
- b) performers turn on /off the loudspeakers while shifting spatiality to one another and to spatiality
- c) two pendulums loudspeakers on pendulums are being turned on; performers still
- d) the two pendulums are being set in motion by performer 1



- e) the loudspeakers on springs are brought into motion in addition to the pendulums
movement up and down and swinging
the speakers can always be turned on/off, decisions made musically
- f) handheld loudspeakers are brought in motion next to the loudspeakers on springs and interact musically
- g) handheld loudspeakers are being moved in/out of pots to create varying volumes
- h) both performers walk around the space on its outer periphery behind public, with handheld speakers on; one by one turn off the loudspeakers