

These are my impressions around atmosphere - as we talked about last night.

Let's go without welcome

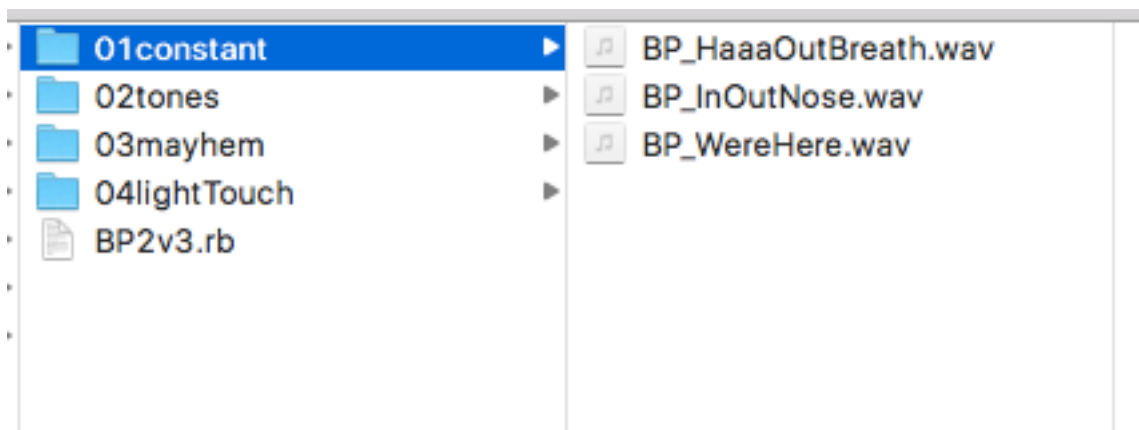
We're here should only be in 'constants' treatment as indicated in these notes. (It's too dominant as words in other treatments)

Section 1

```

5 # This is section 1 sounds test 6 June
6 #####
7 # below are the parameters you can change, note that each list has 5
8 # is the silent opening sections and then 4 audible sections. The ope
9 # parameter and that's duration. The post window on the right will sh
0
1 duration = [5,120,10,10,10] # duration for each section
2 layers = [0,100,20,25,5] # number of layers for each sections
3 low = [0,-0.8,0.8,-0.7,1] # how low (slowed down) the sound will go
4 high = [0,0.8,1.2,1.5,1] # how high (sped up) the sound will go in
5
6 # folders containing sound files - note the one for smp0 isn't used b
7 smp0 = "/Users/rosannairvine/Desktop/RIsoundsSection1/01constant/"
8 smp1 = "/Users/rosannairvine/Desktop/RIsoundsSection1/02tones/"
9 smp2 = "/Users/rosannairvine/Desktop/RIsoundsSection1/02tones/"
0 smp3 = "/Users/rosannairvine/Desktop/RIsoundsSection1/03mayhem/"
1 smp4 = "/Users/rosannairvine/Desktop/RIsoundsSection1/04lightTouch/"
2 num = [0,3,3,3,3] # number of files in each folder, remember the firs
3 #####

```



Section 2

```

5 # This is section 2 sounds test 6 June
6 #####
7 # below are the parameters you can change, note that each list has 5 values, the
8 # is the silent opening sections and then 4 audible sections. The opening section
9 # parameter and that's duration. The post window on the right will show a count
10
11 duration = [5, 120, 30, 30, 30] # duration for each section
12 layers = [0, 100, 25, 25, 15] # number of layers for each sections
13 low = [0, -0.8, 0.8, -0.7, 1] # how low (slowed down) the sound will go in each section
14 high = [0, 0.8, 1.2, 1.5, 1] # how high (sped up) the sound will go in each section
15
16 # folders containing sound files - note the one for smp0 isn't used but needs to
17 smp0 = "/Users/rosannairvine/Desktop/RIsoundsSection2/01constant/"
18 smp1 = "/Users/rosannairvine/Desktop/RIsoundsSection2/01constant/"
19 smp2 = "/Users/rosannairvine/Desktop/RIsoundsSection2/02tones/"
20 smp3 = "/Users/rosannairvine/Desktop/RIsoundsSection2/03mayhem/"
21 smp4 = "/Users/rosannairvine/Desktop/RIsoundsSection2/04lightTouch/"
22 num = [0, 4, 4, 4, 4] # number of files in each folder, remember the first value is
23 #####

```

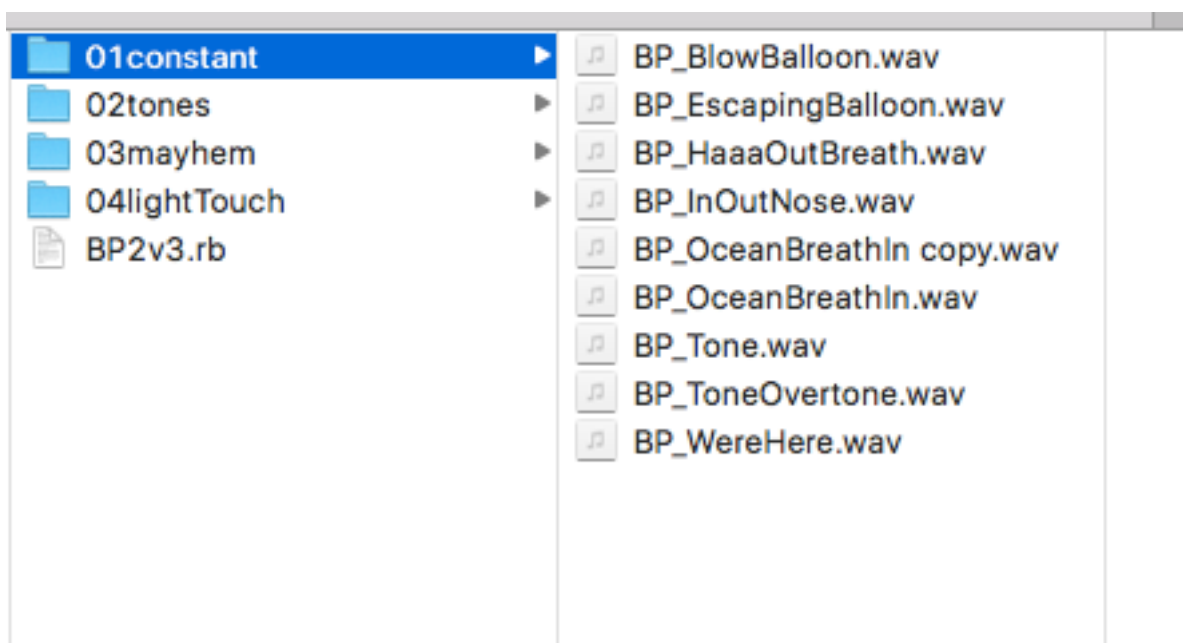
01constant	
01constant	BP_OceanBreathIn copy.wav
02tones	BP_OceanBreathIn.wav
03mayhem	BP_Tone.wav
04lightTouch	BP_ToneOvertone.wav
BP2v3.rb	

The gradual building

```
# This is section 3v2 sounds test 8 June
#####
# below are the parameters you can change, note that each list has
# is the silent opening sections and then 4 audible sections. The d
# parameter and that's duration. The post window on the right will

duration = [5,120,15,120,120] # duration for each section
layers = [0,120,15,150,100] # number of layers for each sections
low = [0,-0.8,0.8,-0.7,1] # how low (slowed down) the sound will g
high = [0,0.8,1.2,1.5,1] # how high (sped up) the sound will go i

# folders containing sound files - note the one for smp0 isn't used
smp0 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/01constant/
smp1 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/01constant/
smp2 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/02tones/"
smp3 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/03mayhem/"
smp4 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/04lightTouc
num = [0,9,7,6,6] # number of files in each folder, remember the fi
#####
```



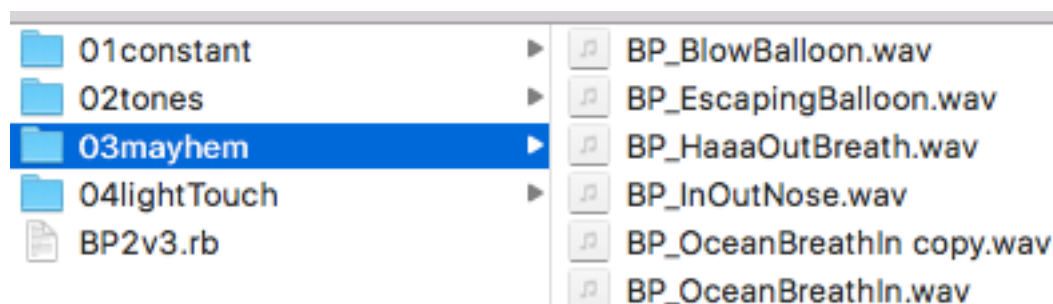
Section 3 maybe - Or is Section 3 the 'gradual building' above?
Any way - maybe it leads here ish.

There is sometimes a dropping out of sound - a kind of loss of build - but there is a gain in the range of dynamics and textures. Something about trying to avoid the unpredictable silence and keeping a sense of going forward. Maybe also volume change comes in to this - for Kian. I haven't done any testing adjusting lows and highs

```
# This is section 3v2 sounds test 8 June
#####
# below are the parameters you can change, note that each list has
# is the silent opening sections and then 4 audible sections. The c
# parameter and that's duration. The post window on the right will

duration = [5,120,15,120,120] # duration for each section
layers = [0,120,15,150,100] # number of layers for each sections
low = [0,-0.8,0.8,-0.7,1] # how low (slowed down) the sound will g
high = [0,0.8,1.2,1.5,1] # how high (sped up) the sound will go i

# folders containing sound files - note the one for smp0 isn't used
smp0 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/01constant/
smp1 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/01constant/
smp2 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/02tones/"
smp3 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/03mayhem/"
smp4 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/04lightTouc
num = [0,9,7,6,6] # number of files in each folder, remember the fi
#####
```



Section 4

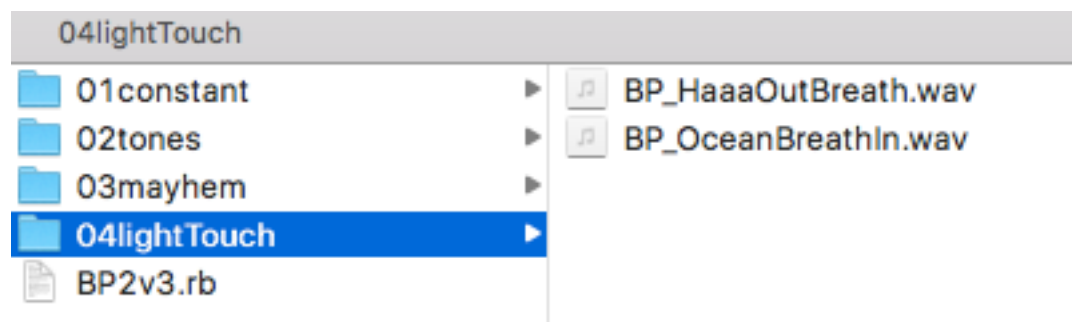
```

# This is section 4 sounds test 6 June
#####
# below are the parameters you can change, note that each list has
# is the silent opening sections and then 4 audible sections. The c
# parameter and that's duration. The post window on the right will

duration = [5,10,10,10,120] # duration for each section
layers = [0,15,15,25,120] # number of layers for each sections
low = [0,-0.8,0.8,-0.7,1] # how low (slowed down) the sound will g
high = [0,0.8,1.2,1.5,1] # how high (sped up) the sound will go i

# folders containing sound files - note the one for smp0 isn't used
smp0 = "/Users/rosannairvine/Desktop/RIsoundsSection4/01constant/"
smp1 = "/Users/rosannairvine/Desktop/RIsoundsSection4/01constant/"
smp2 = "/Users/rosannairvine/Desktop/RIsoundsSection4/02tones/"
smp3 = "/Users/rosannairvine/Desktop/RIsoundsSection4/03mayhem/"
smp4 = "/Users/rosannairvine/Desktop/RIsoundsSection4/04lightTouch/

```



Also About Build

I thought this was quite interesting in terms of intensity but it gets repetitive and maybe doesn't really go anywhere

```
# This is section 3v2 sounds test 8 June
#####
# below are the parameters you can change, note that each list has
# is the silent opening sections and then 4 audible sections. The d
# parameter and that's duration. The post window on the right will

duration = [5,120,15,120,120] # duration for each section
layers = [0,120,15,150,100] # number of layers for each sections
low = [0,-0.8,0.8,-0.7,1] # how low (slowed down) the sound will g
high = [0,0.8,1.2,1.5,1] # how high (sped up) the sound will go i

# folders containing sound files - note the one for smp0 isn't used
smp0 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/01constant/
smp1 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/01constant/
smp2 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/02tones/"
smp3 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/03mayhem/"
smp4 = "/Users/rosannairvine/Desktop/RIsoundsSection3v2/04lightTouc
num = [0,9,7,6,6] # number of files in each folder, remember the fi
#####
```

