

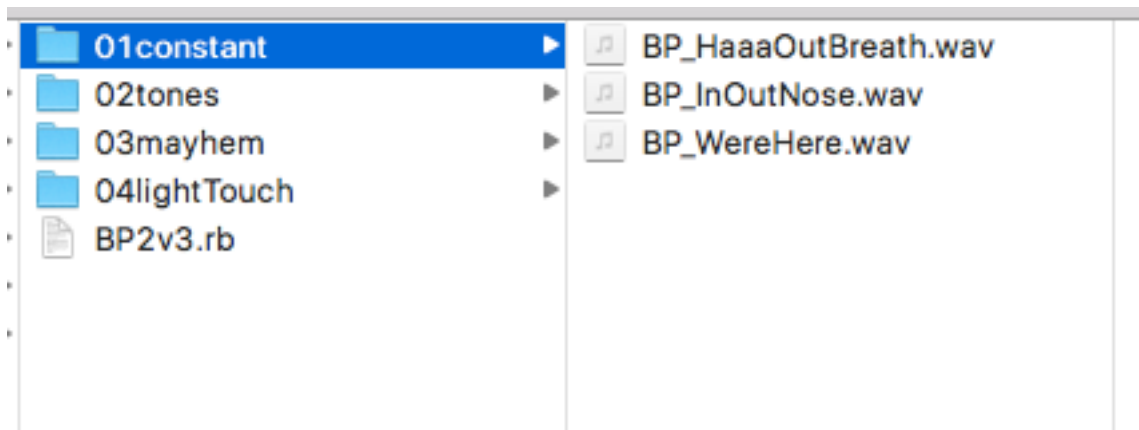
These are my impressions around atmosphere - as we talked about last night.

Let's go without welcome

Were 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

01constant

01constant

02tones

03mayhem

04lightTouch

BP2v3.rb

BP\_OceanBreathIn copy.wav

BP\_OceanBreathIn.wav

BP\_Tone.wav

BP\_ToneOvertone.wav

```

# folders containing sound files - note the one for smp0 isn't used but needs to
smp0 = "/Users/rosannairvine/Desktop/RIsoundsSection2/01constant/"
smp1 = "/Users/rosannairvine/Desktop/RIsoundsSection2/01constant/"
smp2 = "/Users/rosannairvine/Desktop/RIsoundsSection2/02tones/"
smp3 = "/Users/rosannairvine/Desktop/RIsoundsSection2/03mayhem/"
smp4 = "/Users/rosannairvine/Desktop/RIsoundsSection2/04lightTouch/"
num = [0,4,4,4,4] # number of files in each folder, remember the first value is
#####

```

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/"

```

01constant

02tones

03mayhem

04lightTouch

BP2v3.rb

BP\_BlowBalloon.wav

BP\_EscapingBalloon.wav

BP\_HaaaOutBreath.wav

BP\_InOutNose.wav

BP\_OceanBreathIn copy.wav

BP\_OceanBreathIn.wav

BP\_Tone.wav

BP\_ToneOvertone.wav

BP\_WereHere.wav

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
#####
```

