

SATURATED

(for mobile and stationary players)

duration: 3 mins

approx.
mins:

1

2

3

drms1

drms2

drms3

vcls/
drms4

trmpt

t.bone

guit1

guit2

pno1

pno2

ltop

R

G1

G2

G1 OR 2

T1

T2

T3

T4

T5

T6

R

SHAKKEI

CHOREOG.

Q

Q

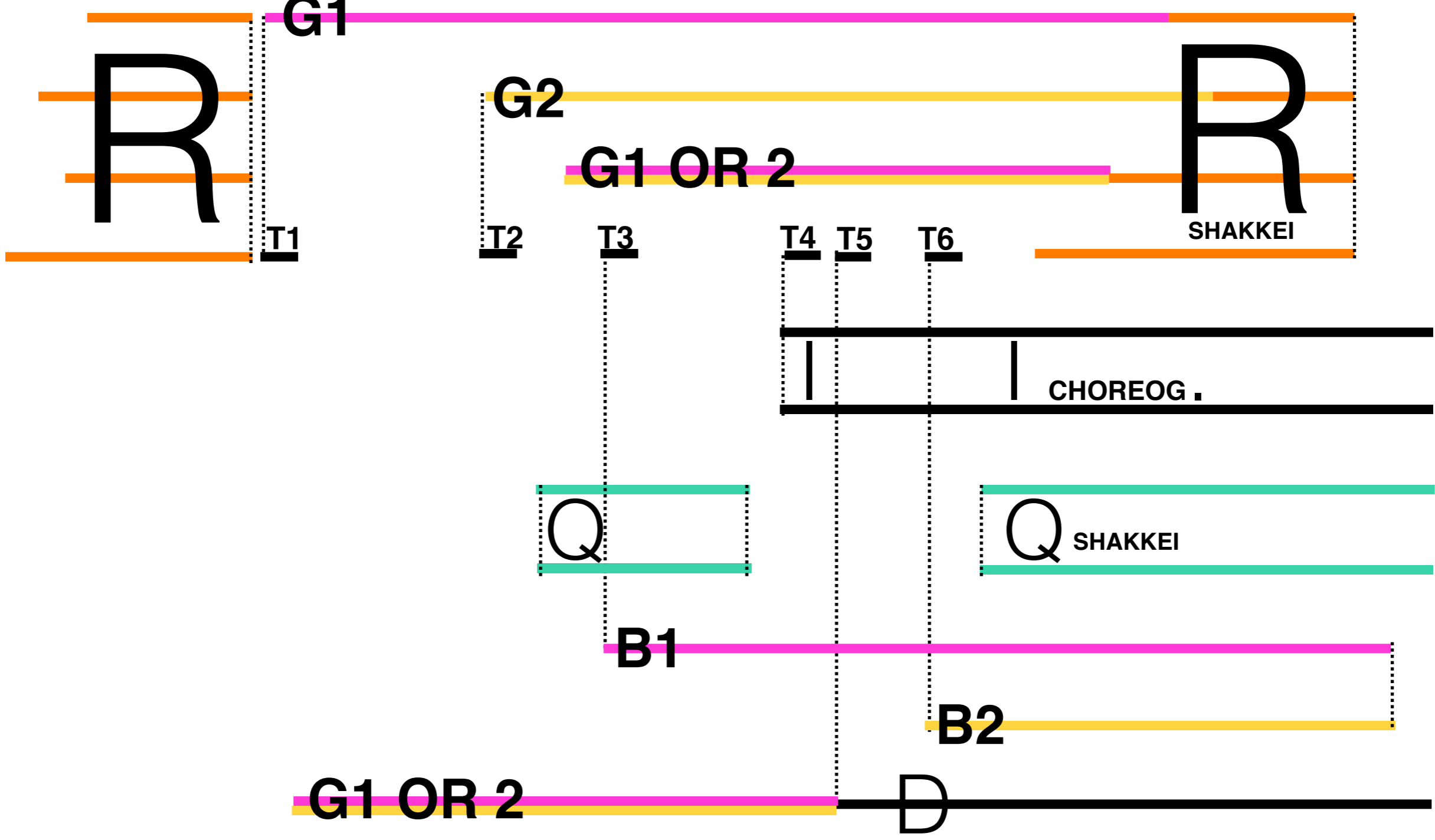
SHAKKEI

B1

B2

G1 OR 2

D



GENERAL VIBE:

physical - brutalist - unaligned - condensed - energetic - unaffected

MATERIAL:

R - rattle stick between any two chosen drums/stands/
cymbals

R SHAKKEI - same as intro rattle. but each of the
four players should come individually from the back/fore -
ground

G1 - play chosen groove

G2 - play chosen groove

T1- T6 - text fragments delivered in a firm but soft (not
angry) & as though your words make complete sense.

T1 - **SPACEB - RINGS - NEW**

T2 - **BRING - SNEW**

T3 - **AMILI - ART - HING**

T4 - **LYF-AM-I**

T5 - **SEEM - IN - GLYF**

G1 or G2 - dip in to playing with either G1 or G2 in
unison (same part). Make your entries/period of playing sharp
and impactful.

Q - play unison quavers with other guitarist (approx. 60
bpm) each guitarist may chose their note, and change to
a new one when you wish. you may as a pair speed up
slow down together on these. (approx. crotchet = 40-80)
but all rhythmic action should be in tight unison
throughout.

Q SHAKKEI - Same as above. but bring your part
from background to foreground to background etc.

I - play intervals decreasing in size. from widest
possible pitches to closest possible. in a dotted quaver -
semiquaver rhythm in unison. trombone low- high & trmpt
high to low.

I CHOREOG. - cont. with I motif (as above)
but start moving in opposite directions towards the two
groups. trombone - to group 1. trumpet to group 2. as
you do so, lose rhythmic alignment with each other and
align instead with respective groups.

B1 - play chosen b-line in lowest possible register.

B2 - play chosen b-line in lowest possible register.

D - collect vocal samples and process these to create
a dense textural SATURATED drone.

COLOUR = with whom you're rhythmically aligned

DOTTED LINES = shows parts that should start/end together

TRY WITH DIFFERENT FLOOR PLANS

GROOVE biblet

please choose accord to preference and/or make up your own similar.

GUITARS

play in unison quavers on a note of your choice at approx. 60bpm.
change randomly to a new note.