

PHASE

[part XIV of the ongoing **TASK** series]

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- This piece acts a programmatic “prologue,” it takes place in interim between the opening of the venue’s doors and the beginning of a program (i.e., the moment where the audience is present and socially engaging)
- It must be performed as either the first piece of a program or the first piece after an intermission.
- Requirements
 - Microphones
 - Mixer
 - DAW
 - Speakers

- Instructions [Before audience enters]
 - Place microphones through out the venue. Try to make them as inconspicuous as possible.
 - Place speakers on the stage and/or throughout the venue.
 - Run the microphones to a mixer, output the mixer into a DAW, run this output to the speakers.
 - There is to be no signaling that a performance has begun. Do not lower the lights, do not have any “in-house announcements,” and do not have any performers present on the stage. Keep the doors to the venue open, continue to allow people to enter.

- Instructions [After audience has entered]
 - Below are a series of events to be performed. The order of the events should be maintained but the performer(s) may freely change the duration of the events.
 - (1) Begin with 0% output. Wait.
 - (2) Slowly increase the output so the sounds of the audience are audible through the speakers. Do not overpower the sounds of the actual audience; the reflected sounds should be backgrounded. Aim to increase to about 50%. If you hear (or see) anyone in the audience express confusion about the sounds, immediately return to 0% output. Wait.
 - (3) Repeat event 2 as many times as you wish.
 - (4) Next, activate a delay on the microphone’s input. Delay the input by ca. 1-2” so it becomes “out of phase” with the actual events of the audience.
 - (5) Repeat event 2, this time aiming to increase to about 75% and, when the sound becomes noticed by the audience (e.g., someone asks “do you hear that?” Or the silence that besets an audience as a performance starts seems to set in) let it linger a bit longer before abruptly cutting it off.
 - (6) Wait until the audience returns to normal socializing.
 - (7) Repeat event 2 but raise the output to 100% and leave it there.
 - (8) The piece is finished when the audience realizes they have been the sound source for a performance which has been taking place this whole time. When they realize this, they will (most likely) quiet down.
 - (9) Begin your concert program as scheduled.