

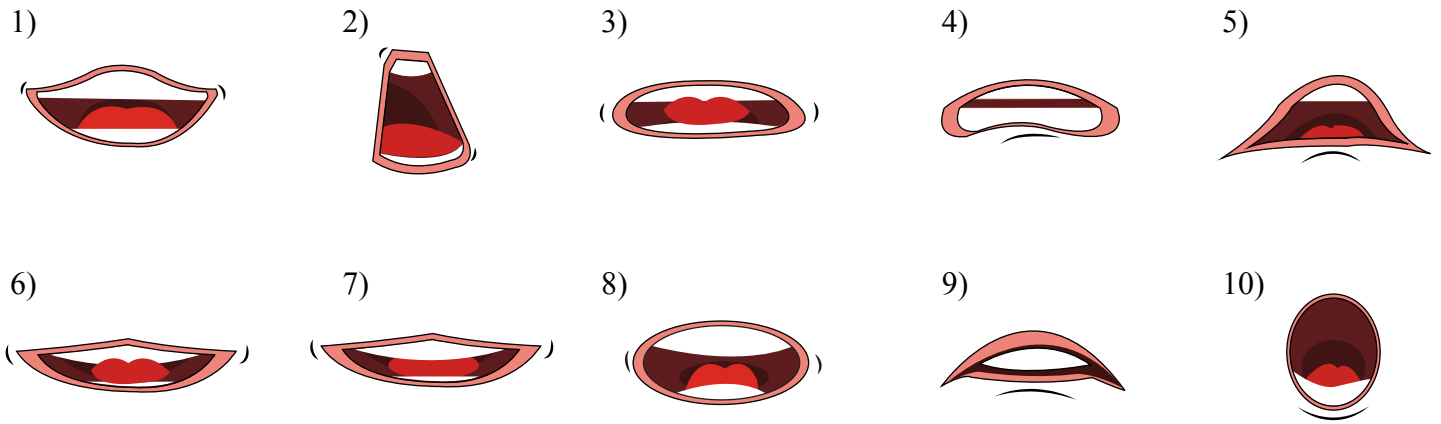
# ***STRETCH***

*[part III of the ongoing TASK series]*

*Ryan Carraher (2020)*

---

- Any number of performers willing to use their voice may participate.
- Additionally, a single performer can record numerous attempts and create a fixed media version
- Requirements
  - A single sentence written in any language, from any type of source (with the number of words ranging from at least 5 to as many as you'd like)
  - Each participant should have their own sentence. It is not required that the length of each participant's sentence be the same
  - Microphones (if implementing any types of modifications...see below)
  - A stopwatch (one per performer)
  - A random number generator (<https://www.random.org/integers/>) used to determine:
    - The performance duration of the sentence;
    - The static formation of your aperture and/or tongue.
- Instructions
  - Before performance, use the random number generator (RNG) to determine duration and mouth shape (see below)
  - Assume the static mouth position, start the stopwatch
  - Stretch the chosen sentence so it is performed as a gradual transition between oral shapes which spans the entire duration (the sentence does not repeat. The duration refers to a single performance of the sentence)
  - This is not a mimicry of a slowed down record type of sounds. The focus should be placed on oral cavity's physicality, not the resulting sounds or intelligibility of the sentence
  - Take breaths as needed, the speech needs to be as continuous as possible
  - The performance is over when the sentence is complete
- Duration generation
  - Use the stopwatch to measure how long it takes to naturally speak the chosen sentence (e.g. 5");
  - Find the minimum possible duration by multiplying this duration by two (e.g. 10")
  - Find the maximum possible duration by multiplying by 20 (e.g. 100")
  - Use the RNG to generate a duration between your minimum and maximum
  - This is the duration in which you must "stretch" the speaking/singing time of the sentence.
- Mouth shape generation
  - The mouth shape arrived at acts as a filter which remains static during your performance
  - **The application of this shape is optional**
  - There are ten (10) possible static states. Use the RNG to generate a number from 1-10. See below:



- Possible modifications

- You can choose to speak, whisper, sing the text;
- You can choose to experiment with phonation (nasalize, fry, high noise content, etc.);
- You can choose to improvise mouth shapes, aperture shapes, tongue positions etc. and superimpose them upon the continuous text;
- You can choose to use amplification, guitar effects pedals, etc.
- You can choose a dynamic restriction (i.e. as soft as possible, as loud as possible, etc.);

- Documentation/Naming

- Document each performance as a video or audio recording
- Every performance title is paired with information regarding the text/(s) used in the particular iteration
- For example, the first iteration is entitled *STRETCH* [footnote 13]
  - This iteration is a fixed-media version
  - Each part was recorded by a single performer, without hearing/monitoring the previously recorded parts
- [ryan@ryancarraher.com](mailto:ryan@ryancarraher.com)
- If more conceptual context is desired please visit my website or email me