

## Air For Eliade

This piece is for fixed prerecorded material and eight live performers. There are seven tin whistles performers and one additional performer called *Stage*. The *Stage* moves as slowly as possible across the entire length of the stage. While traversing the stage they intermittently place a fragment of a breezeblock at their feet and push it forward with their feet. They should also attempt to maintain maximum stillness throughout the rest of their body.

From the eighth minute of the piece the seven whistle performers begin to circle the audience, at staggered intervals. Their footsteps should be audible by any means that does not involve stomping. Each subsequent performer walks at a slower tempo than the preceding performer. This difference in speed causes the faster performers to lap other performers throughout the piece in a kind of visual phasing. During the twelfth minute of the prerecorded material unprocessed tin whistles are audible. This is the cue for the performers to begin playing their whistles. When they have completed this material they pause for two minutes, and then repeat. When they have completed this they sit in the audience and wait for the electronics to end.

The prerecorded material consists of a combination of heavily processed tin whistle improvisations and a studio version of the performers footsteps and whistles.

Ideally it should be played through at least two sets of stereo speakers possessing markedly different sonic characteristics.

The table below gives the order of the techniques to be performed by each whistle player

Performers begin playing circa 12 minutes into the piece. They move through the table in the following manner:

- Each performer plays no more than 5 iterations of each technique
- Each set of iterations should last no more than 15 seconds with a pause of 5 second between each technique
- After playing through the table once, performers pause for about 2 minutes and then repeat the process

	<b>Video Ex. 1</b>	<b>Video Ex. 2, 3, and 4 Play in any sequence - 2,3,4 or 3,4,2 or 4,3,2 or 4,2,3</b>			<b>Video Ex. 5</b>	<b>Video Ex. 6, 7, and 8 Play in any sequence - 7,8 or 8,7</b>	
<b>Performer 1</b>	Under Blown	Lip Tremolo	Blowing on/off Axis	Blowing Into Finger-holes	Glissando	Loud Inhaling	Muted Over-Blow
<b>Performer 2</b>	Under Blown	Lip Tremolo	Blowing on/off Axis	Blowing Into Finger-holes	Glissando	Loud Inhaling	Muted Over-Blow
<b>Performer 3</b>	Under Blown	Lip Tremolo	Blowing on/off Axis	Blowing Into Finger-holes	Glissando	Loud Inhaling	Muted Over-Blow
<b>Performer 4</b>	Under Blown	Lip Tremolo	Blowing on/off Axis	Blowing Into Finger-holes	Glissando	Loud Inhaling	Muted Over-Blow
<b>Performer 5</b>	Under Blown	Lip Tremolo	Blowing on/off Axis	Blowing Into Finger-holes	Glissando	Loud Inhaling	Muted Over-Blow
<b>Performer 6</b>	Under Blown	Lip Tremolo	Blowing on/off Axis	Blowing Into Finger-holes	Glissando	Loud Inhaling	Tongue Ram
<b>Performer 7</b>	Under Blown	Lip Tremolo	Blowing on/off Axis	Blowing Into Finger-holes	Glissando	Loud Inhaling	Tongue Ram



