Giuseppe Gavazza: sketch for sounds for Atlanta fountain. September 2002

			Time	0'00''	10'	20'	30'	40'	50''
A	CD1	R	Water 1	Pattern of 15'00''		Repetition 1	Repetition 2		Repetition 3
		L	Sound 1						
B	CD2	R	Water 2	Pattern of 12'00''	Repetition 1	Repetition 2	Repetition 3		Repetition 4
		L	Sound 2						
C	CD3	R	Water 3	Pattern of 10'00''	Repetition 1	Repetition 2	Repetition 3	Repetition 4	Repetition 5
		L	Sound 3						
D	CD4	R	Water 4	Pattern of 6'40''	Repetition 1 / Repetition 2	Repetition 3 / Repetition 4	Repetition 5 / Repetition 6	Repetition 7	Repetition 8
		L	Sound 4						

This is the "score" for the sound in Atlanta fountain.

Technical indications

There will be 4 audio stereo CD played on 4 CD player. Every CD has only one stereo trace.
All the CD will be played in loop (Play Mode: Repeat).
All the CD will start at the same moment; it doesn't matter if will be of a few seconds shifting start between the CD.
Loudspeaker will be positioned on a line at regular distance, cutting the whole linear space in equal spaces.
The disposition of loudspeakers will be (L to R or R to L is not important): CD1L-CD1R-CD2L-CD2R-CD3L-CD3R-CD4L-CD4R.
Power of amplifier and loudspeakers depends from the acoustical situation: I don't need very loud sounds (it isn't a rock concert) but good quality and a audible level for otpimal people collocation (the good distance to see clearly at the projected images).

Short description of the music projet

There are four different pattern: the durations are calculated to give a big global cycle of 1 hour. After 1 hour the patterns are again in the same phase as beginning, they restart. The performance can have every duration, shorter or longer then one hour (in any case better not shorter then 30').

Every pattern (every CD) has two traces: the first - right channel - is a water sounds, the second - left channel - is a "not water" sounds.
In the period of every pattern the original sound transform: water sounds develop in not-water sounds (something different from water), not-water sounds develop to water-like sounds (something evoking water)

Four CD mean four different couple of sounds (with same time's cycle, of course)
- A, CD1, 15'00'' cycle. Water1: Waterfall sounds; Sound1: speaking voices (confused crowds voices)
- B, CD2, 12'00'' cycle. Water2: Rain sounds; Sound2: Ambient noises (mechanical noise, like engine, cars, boat)
- C, CD3, 10'00'' cycle. Water3: Sea coastwise sounds; Sound3: Singing voices (a far choir)
- D, CD4, 6'40'' cycle. Water4: Fount sounds; Sound4: Abstract sounds (electronics synthesised sounds)

GG, Bergen, 12 september 2002