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AN ELECTRONIC JOURNAL
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This first project is a tricky one. Even though it has to do with sound, it doesn't make it any easier for me. I mean, this isn't really the type of stuff I'm used to doing. Maybe I have a little bit of an upper hand, but not much. The first couple pages of this journal is going to be pretty boring, seeing as how there are no pictures or any type of visual element to plug in here. But I'll do my best to make it interesting.

So, the sounds I have in mind for vocal tracks are pretty much just that.....sounds. Not really speaking clearly, but just sounds, like weird sounds made with the throat or just high pitched squeals. Regular talking is just.....regular. There's nothing incredibly interesting about it. But I suppose when used in the context we'll be using it in, it could become interesting. So I'll probably end up recording a couple of those. I just have to make them interesting somehow. I've always found the phrase "The quick brown fox jumps over the lazy dog" pretty interesting, just because it involves all the letters of the alphabet. I think that's the right sentence. It's the same one that comes up when you try to view a true-type font in Windows, I'm not sure if the same thing happens on Macs.

I'll probably also throw in some various other non-vocal sounds, like pots and pans clanging or walking around on a creaky floor or something like that. It's gonna be interesting though. It's important to gather a lot of sounds and then edit. Because I could have about 30 sounds and only 2 could be interesting. So I have to record a lot of sounds.

Okay, I've got some sounds, and now it's time to start editing. I'm surprised because I like a lot of the sounds. I didn't think that would happen. The only problem is that I'm still having a difficult time thinking of what to record. I like my sounds, but I didn't record a lot of them just because I can't think of anything to record. Our instruments have a lot of potential, but it's so hard to make them sound like anything other than just a bunch of annoying sounds playing together. That's why the editing part comes in so handy. I'm sure if I want to edit the sounds I have to correspond with each other, like if I want all my sounds to be the same tempo or have the same BPMs, all have the same pitch, same speed, and all that stuff. It'd probably be more interesting to have a wide variety, but the more the variety, the more trouble you could have trying to make everything sound like something. That sounds kind of vague, but I think I know what I mean.

The recordings of these sounds went much, much better than I thought they would. I thought it was gonna be a disaster, but it turned out all right. I can't wait to make the next recording. Even after some of the scores were incorporated, it still sounded all right. I thought the first part was a little more successful, I guess because it was a little more....controlled, for lack of a better word. A little more organized, I guess. Not that disorganization always sounds bad, because it doesn't.

As far as the performance goes, I've been having trouble trying to think of good ideas. I've had the notion of doing an outdoor performance in my head, with huge projections on the side of a building. Or possibly a slideshow. I've had the idea of a slideshow milling around in my head, too. I'm not sure what I could do with that....

What slides would be interesting? I'm so used to seeing slides of other people's artwork, and that's it. I always remember those images of 1960's nuclear families gathering around the slide projector to look at slides in the living room. I'd like to bring that back. Well.....maybe not. Maybe just those slides they were looking at. Maybe I could go to a flea market and pick up some used slides somewhere and not look at them until the show. That's an interesting idea.....not knowing what the stuff looks like until you unveil it, so both the artist and the audience are seeing it for the first time. I'll try and elaborate on that later. Right now I'm out of ideas.

And what to do about interactivity...

It's hard to try and think of things that get the audience involved without them completely losing interest in what's going on. I'm not sure if we should be doing all kinds of things all the time or just one thing at a time. It makes more sense to do more things.

I've been trying to think about how to get the audience involved in terms of the slideshow. Perhaps we could tell the audience to describe the slides as they seem them, or something along those lines. Just the first thing that comes to mind, only one word. And maybe we don't even have to project it on the wall. we could project it on the ceiling, or the floor. We could project it on the audience. We could project it so close to a surface that the projection is only 6 inches wide. We could project it upside down. There's so many different possibilities with this stuff.

Maybe we could give the audience stuff as they came in, forcing them to interact in someway, whether it be to hit the object with another object, throwing it across the room, or simply sitting it down, whereas someone else could come and pick it up. This is such an open-ended thing...I feel like my brain is going to explode.

I know for sure that we have to incorporate the instruments somehow. It would seem wrong not to. We need to make more recordings, maybe just for variety's sake. We could make a recording of the performance, then play it back during the performance. Both video and audio. I like the idea of having a live video feed for the first half of the performance and then playing it back for the second half. I can't remember who thought of that. Maybe we could do the same with the audio. Hang the minidisc microphone from the ceiling in the middle of the space, and people would just be drawn to it, and probably instinctively say something into it or make a noise, just because it's a microphone. Not even necessarily knowing that it's on. I think that's an interactive element that could definitely work. The video as well. The audience wouldn't even be aware of their interaction, but when the video is played back, they will be the ones on the screen. It seems like it would be perfect for this type of performance. I hope everyone would agree, because it could be a really successful element to the performance as a whole.