

## Human Shredders

*for humans with laptops*

Scott Hewitt 2009

Do - execute sonic	Material 1	Material 2	Material 3
When	Things are quiet	It is really loud	After sound 1
Once or Until	Once	Once	Until it gets louder
If	Playing sound 3 for more than 1 minute stop		
Finish when	Someone else stops		
At Start	Play Material 1 loud until someone else plays		

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Do - execute sonic	Material 1	Material 2	Material 3
When	If someone makes a gesture	In support of a crescendo	After sound 1 or 2
Once or Until	Once	Once	Once
If	Silent play sound 3 once		
Finish when	It is really loud		
At Start	Remain silent		

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Do - execute sonic	Material 1	Material 2	Material 3
When	Quietly till end	When you hear a rhythm	When someone else plays
Once or Until	until end	Once	Once
If	If sound 1 crashes end		
Finish when	Sound 3 has been played 4 times		
At Start	Play material 1		

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Do - execute sonic	Material 1	Material 2	Material 3
When	When you feel like it	When you don't feel like it	At the most awkward possible moment when the performance should have ended
Once or Until	Once	Once	Once
If	and, or, but		
Finish when	The audience claps		
At Start	Bang a water bottle on table three times.		

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Do - execute sonic	Material 1	Material 2	Material 3
When	When you hearing something you like	If someone coughs, sneezes, yawns, or looks at you	When you get tired of sound 1
Once or Until	Once	Once	Once
If	You don't like these rules, then ignore them.		
Finish when	Necessary		
At Start	Wait		

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Do - execute sonic	Material 1	Material 2	Material 3
When	1 second after person to left plays sound	If you think someone has played their sound 2	After you have started playing sound 2 and you hear someone start playing a higher frequency sound.
Once or Until	Once	Until restart	Until restart
If	If you are playing all three sounds restart		
Finish when	When you have restarted twice		
At Start	Play Sound 1		

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Do - execute sonic	Material 1	Material 2	Material 3
When	When you make eye contact with a performer	You think someone else sound has just finished	Before you play sound 2
Once or Until	Once	Once	Until sound 1 has been played and stopped
If	You are playing all 3 sounds stop and start again		
Finish when	You don't want to make eye contact with any of the other performers or the performers don't want to make eye contact with you.		
At Start	Silence		

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Do - execute sonic	Material 1	Material 2	Material 3
When	You feel the need for melody	The texture is to thick	The texture is to thin
Once or Until	Once	Once	Until texture thickened
If	It is so noisey you want it to end play all there sounds and end.		
Finish when	You have played material 3 six times or everyone else stops		
At Start	Play material 3		



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Do - execute sonic	Material 1	Material 2	Material 3
When	Someone in the audience coughs or makes a disruptive noise	someone in the audience checks their phone / tablet / portable time-waster thing	The room fills with awkward silence
Once or Until	Once	Once	5 times
If	a particularly egregious example of one of the triggers occurs, play the appropriate material at a particularly high volume		
Finish when	All material has been played at least twice		
At Start	wait for the audience to get bored.		

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Do - execute sonic	Material 1	Material 2	Material 3
When	The person next to you play something you really like or something really loud	It gets quiet or there is a pause	A subtle background is needed
Once or Until	Once	Once	Once or until silence
If	someone coughs or sneezes play all of them and then play material 2 five more times.		
Finish when	You feel like it		
At Start	Play 2 then 1 then 3		

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Do - execute sonic	Material 1	Material 2	Material 3
When	First and Last	After a long pitch tone	When there is a human voice sample
Once or Until	Once	Once	Once
If	Some laughs play material 2		
Finish when	at least 3 people are done		
At Start	play material 1 twice		

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Do - execute sonic	Material 1	Material 2	Material 3
When	When the piece sounds hectic and at the start and end.	consistently throughout the piece and at the ending	The piece starts to pick up
Once or Until	until you feel the piece is ending	until you feel the piece is ending	7 times
If	someone sneezes, play all the noises at once		
Finish when	the piece is coming to a palpable stop		
At Start	Play sound three a few times		

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Do - execute sonic	Material 1	Material 2	Material 3
When	At start and when material 3 gets old	When you stop playing material one, or when it gets too loud	The need for ambiance is apparent
Once or Until	Once	Once	Until built up
If	Everyone else stops, close your screen.		
Finish when	Done		
At Start	Play Material 1		

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Do - execute sonic	Material 1	Material 2	Material 3
When	When texture gets thin or dynamic is quiet	When someone plays a short file a lot	The first time there is a lull
Once or Until	Once	Once	Until its gets to be to much
If	If there's too much quiet, play everything a lot. If there's too much going on, play everything even more		
Finish when	Everyone else stops.		
At Start	Wait for other things to happen. If quiet too long play file 1.		