

# Human Shredders

*for humans with laptops*

Scott Hewitt 2009

## **Preparation**

All laptop players should prepare 3 different sonic materials lasting between 0 and 30 seconds in length. It is suggested these parts are created using ChuckK.

In addition each player should prepare a human coding instructions governing the use of the sonic materials. These instructions should be exchanged as the first act in the performance and then enacted.

Once a performer has finished they should close their laptop screen.

### *Example*

Do - execute sonic	Material 1	Material 2	Material 3
When	High pitch sound is played	There is silence	Maybe when another player plays
Once or Until	once	Until someone else plays	Until that player stops
If	Material 3 has not been used in the last minute play now, once.		
Finish when	Material 2 has been played 4 times, or all other players have stopped		
At Start	Play Material 2, once		

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Do - execute sonic	Material 1	Material 2	Material 3
When			
Once or Until			
If			
Finish when			
At Start			

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When			
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