

*reservoirs, for Greg Stuart*

for 2 or more people, with large glass jars, water, flexible tubing, hydrophones, speakers, sticks, stones, pinecones, bottles, cans, other objects as desired, and software (attainable from the composer or at <https://github.com/john422e/fieldHarmonyLive/tree/main/reservoirs> )

-John Eagle, 2022

one person each at a glass jar partially filled with water. with objects, all jars connected with tubing creating siphons. a hydrophone in each jar connected to software for filtering out all but the loudest frequencies. the software should take periodic short samples and sustain the filtered frequencies at a constant volume for the duration of the cycle.

Part A:

*using sticks or stones, striking the outside of the jar*

*slowly, sometimes less slowly*

*alternating, sometimes simultaneously (try to repeat when this happens)*

*or alone*

*raising or lowering the water level in the jar*

*adding and removing objects*

*lowering the jar slowly to nearly drain your neighbor's*

*finding consonances, trying to sustain them*

Part B:

*slowly fill the jar*

*fitting objects carefully to fill the space*

*moving, rearranging*

*raise the jar slowly to fill a neighbor's near the point of flooding*

All players begin with Part A.

After a time, one player at a time, transition to Part B.

After more time, one player at a time, transition back to Part A.

The software may be programmed with any duration, and with cycles starting fast and slowing down at the midpoint then speeding up again.

When the electronic tones fade, continue playing for a time until each player stops, one at a time.