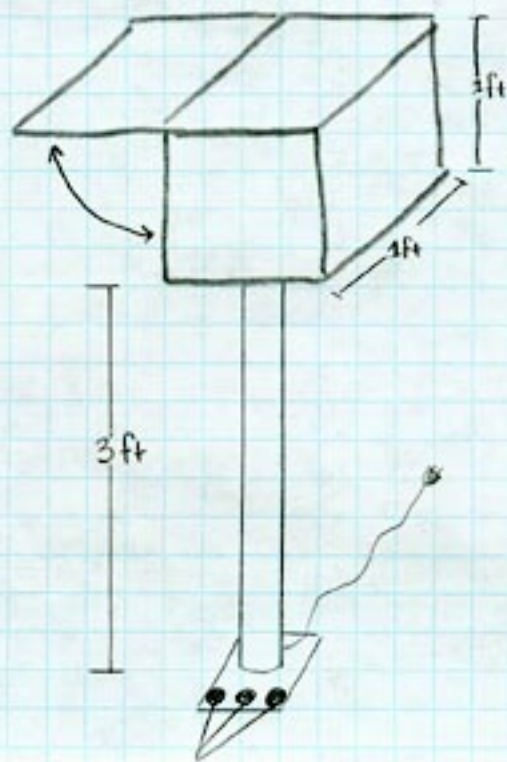


④ CONTAINER for SOUND



buttons trigger
3 different sound banks

a wooden cube, with sides measuring about 1 foot, is mounted on a metal pole. at least 2 (possibly 3 or 4) of the side panels flip up. flex sensors measure the angle of the opening. the performer opens & closes one or two flaps simultaneously to manipulate a bank of pre-recorded sounds. three sound banks are selected by pushing a button on the floor with the foot.

the piece is silent until one of the flaps is cracked open, which "unleashes" the sound.

The challenge here: to see if there is anything in the dexterity of the player - opening doors is easy to master - how will a performer get variation? Soluble challenges - but that is an issue that jumps out at me.

overall GOALS

- 1 - portable: can take it with me on a plane! easy set-up.
- 2 - robust: after i get off the plane, it still works.
- 3 - versatile: can use for more than 1 piece - use different sound material