

# Gloop I

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## Section 1

The speaker records a 20-second sample named “intro”. Players begin playing this loop and recording smaller snippets from it, such as phrases. Players then play those loops and record even smaller snippets, such as individual words or syllables. Players gradually play these short loops slower and slower over the course of the section, lasting perhaps two minutes. When all of the loops are playing quite slowly, the players should have their eyes on the speaker, waiting for a count to cut their sound and end section 1.

## Section 2

The speaker records a 10-second sample named “type”. Players begin playing this loop with their volume all the way down and gradually fade in at different speeds. After a brief period of free play, players take the speed of the loop down to the range 0.3 to 0.5 (or -0.3 to -0.5). Occasionally, a player may leap back up over 1.0 and then quickly bring the speed back down. Players fade out and fade in individually over the course of the section. After a few minutes, the speaker will gesture to the players that they should begin speeding up. At this stage, the players speed up continually until the speaker gives a count to end section 2.

## Section 3

The speaker records an 8-second sample named “thank”. Players freely manipulate this loop for the next 30 seconds or so, until the speaker signals them to end. One designated player will continue after the rest have stopped, slowly playing the loop one last time to close the piece.