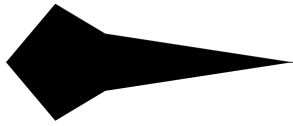


# “Water”

v11.2

Dihydrogen Monoxide



## 0:00-0:30

- Set your filter slider all the way down, add reverb to taste.
- Find a section of your audio file that has a distinctive envelope with a fairly clear attack and decay (e.g. like the image above). Using your mouse, slowly click-and-drag backwards on this section of the waveform, starting at the part with the lowest amplitude and moving left towards the attack. Do not try to coordinate with other players.
- Keep your loop size quite short, adjusting slightly to taste. Release the mouse once you reach the loudest part of the waveform. This gesture should take 2-5 seconds. Repeat this movement with longer pauses (4-7 seconds) in between instances.
- Slowly raise the filter setting throughout - your goal should be to reach the top of the filter slider at the end of the movement.

## 0:30-1:00

- Your filter slider should be about 1/3 up at the start of this section.
- Continue making similar gestures, raising the filter slowly as you go - however, in this section, alternate between sweeping backwards and forwards on the same audio section.

## 1:00-1:30

- Your filter slider should be about 2/3 up at the start of this section.
- Continue making similar gestures, raising the filter slowly as you go - however, in addition to alternating backwards and forwards, occasionally sweep over a different audio section with a similar shape.
- At 1:30, your filter slider should be all the way up. Stop.