reservoirs, for Greg Stuart
for 2 or more people, with 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. g
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.