# Soundpainting Exercises Phrase Outlines

The basic signs (Workbook 1)

Who	What	How	When	Functional
Whole Group	Long Tone	Tempo Fader	Play	With
Rest Of Group	Pointillism	Volume Fader	Off	Watch Me
You	Minimalism		Slowly Enter	Performer can't do this
Vocalists	Relate To		Slowly Exit	Perf. Doesn't Understand
Brass	Improvise		Finish Your Idea	Continue
Woodwind	Memory			Erase
Strings	Change			This Is
Percussion	Scanning			Wait
Electronics	Point To Point			
Actors	Hits			
Dancers	Shapeline			
Groups	Synchronize			
	Stab Freeze			
	Freeze			
	Pitch Up/Down			
	Speak			
	Air Sounds			
	Whistle			
	Extended Techniques			
	Laugh			

Signs written in italics are signs given in the box

#### Shortcuts:

WG	Whole Group
RG	Rest Of Group
LT	Long Tone
PTP	Point To Point
VF	Volume Fader
TF	Tempo Fader
Scan	Scanning

#### Practicing Soundpainting Phrase Outlines

#### How to use these exercices

Memorise the composition.

Practice in front of mirror or webcam.

Imagine how the group reacts to your sign and imagine yourself listening.

Repeat each exercise 3 times. Imagine a different result each time.

#### **Exercice 1**

Who	What	How	When
WG	LT	VF	Play
WG	Pitch Up		
WG	Pitch Down		
WG			Off

Who	What	How	When
WG	Point To Point		
	Point To Performer 1		
	Point To Performer 2		
	Point To Performer 3		
	Continue		
WG			Off

## **Exercice 3**

Who	What	How	When
WG	LT	VF	Play
WG		VF	
WG		VF	Play
WG		VF	
WG			Off

## **Exercice 4**

Who	What	How	When
WG	LT	VF	Play
WG	Pitch Up		Slowly Enter
WG	Pitch Down		Slowly Enter
WG			Slowly Exit

Who	What	How	When
WG	Scan		
(1 Performer)	Continue		
Rest Of Group	LT	VF	Slowly Enter
WG			Slowly Exit

# **Exercice 6**

Who	What	How	When
WG	Scan		
(1 Performer)	Continue		
Rest Of Group	LT	VF	Slowly Enter
WG			Slowly Exit

#### **Exercice 7**

Who	What	How	When
WG	LT		
(1 Performer)	Continue		
Rest Of Group			Slowly Exit
You			Slowly Exit

Who	What	How	When
WG	Minimalism		Count Off
WG	Change		Play
WG	Change	VF	Play
WG			Slowly Exit

## **Exercice 9**

Who	What	How	When
WG	Minimalism	VF	Count Off
WG	This Is Memory 1		
WG	Change		Slowly Enter
WG	Memory1		Slowly Enter
WG			Slowly Exit

Who	What	How	When
WG	PTP		
(1 Performer)	Continue		
You	Relate To	VF	Slowly Enter
Playing Performers	Continue		
RG	Hit		
You (Perf. 1)			Slowly Exit
You (Perf. 2)			Slowly Exit