THRESHOLD

[part II of the ongoing TASK series]

Ryan Carraher (2020)

- Requirements

- Any number of performers may take part in a performance. Participants need not be professional musicians.
- Any type of surface (amplified by contact microphones)
 - An electric guitar, snare drum, a table, a balloon, a tank filled with water, a metal canteen etc
- Distortion can be applied to the signal chain as desired. It is desired that the contact microphones be as sensitive as possible without too much noise and/or feedback.

- Instructions

- Assume an unnatural, unstable physical posture. This position should exert stress on the body. For example, if you were to hold dumbbells in both hands with your arms extended as far as possible and attempt to hold this position. Overtime, the muscles will become naturally fatigued and attempt to revert to a resting position.
- Possible considerations for this position could be: arms tucked tightly to your chest (like a T-Rex), extreme levels of stiffness/resistance in your torso/arms, standing on one leg, balancing on the heels of your feet...
- Next, lower (or raise) both hands towards the amplified surface. Hover your hands approx.
 1-2mm above the surface. They should be extremely close so that the slightest involuntary micro-movements and nervous tremors of your hands (influenced by the body position) make unintended contact with the surface.
- Attempt to maintain this distance and the physical posture for as long as possible. Minimize voluntary physical adjustments and artistic inclinations. Allow your body to shift reflexively. Allow the micro-movements to exist naturally.
- When the posture becomes too taxing or uncomfortable and/or you can no longer maintain the distance of 1-2mm from the surface, the piece is complete.
- If a performance of this task is being staged please contact me (<u>ryan@ryancarraher.com</u>) with any questions or concerns.
- This task can be documented as a video recording, a written commentary about your performance experience, or not documented at all.