

# Environmental Pieces

**Alexis Porfiriadis**

2012

*Environmental Pieces* (2012) is a collection of verbal and graphic scores that have no structural connection with each other. Their purpose is to give ideas for improvisation sessions and not to build a “piece” by combining these scores. Every score in *Environmental Pieces* is an autonomous unit.



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### ***3 meter occupation***

(Knizak Homage)

Go to a public square with your fellow-players

Scatter yourselves using the entire square

Draw a circle about 3m in diameter with chalk on the ground

Stay there, close your eyes and hear the environment for 5 minutes

Open your eyes and play in a way that you will occupy audible absolutely  
your 3 meter diameter circle. Your sound is the leader inside this circle.

Play for 10 minutes like that.

After the performance erase the circle from the ground  
and abandon the square.

Use a stopwatch.

Don't make any pauses.

Alexis Porfiriadis, 2012

***Environmental Pieces*** (3 meter occupation (Knizak Homage))



## ***Harmony***

Find a very quite outdoor spot with your fellow-players

Form a circle, close your eyes and hear the environment for 5 minutes

Open your eyes and after consideration  
play a sustained sound for 10 minutes  
that works in absolute harmony with the environment

Use a stopwatch.

Don't make any pauses.

Alexis Porfiriadis, 2012

***Environmental Pieces*** (Harmony)



## ***Beach and Stones***

(Karlheinz Stockhausen Homage)

Go to the beach with your fellow-players

Collect stones of different sizes

Form a line with on the seashore and improvise together  
throwing stones into the water

Better throw when the others are listening

Perform ideally at dusk

Alexis Porfiriadis, 2012

***Environmental Pieces*** (*Beach and Stones*)



## **...am - ...pm**

Go to a big outdoor space with your fellow players  
Scatter yourselves so that each player can hear only one of her fellow players

Hear the environment for 5 minutes

Play sustained sounds only when you don't hear your fellow player

Decide the exact common duration with your fellow players  
before the performance

## ***Look and play***

(Alvin Lucier Homage)

Make a walk in the town with your fellow players for at least 30 minutes

Look at the buildings, the colors, the people

Hear the noises of the everyday life in this place

Don't talk, just see and hear

Gather in a quiet place (indoor or outdoor)

Play for 10 minutes your intuitively reaction to what you saw and heard

Alexis Porfiriadis, 2011/12

***Environmental Pieces*** (*Look and Play*)



# ***Sea***

(Christian Wolff Homage)

Go to the beach with your fellow players

Sit very close to the sea

Hear the environment for 5 minutes

Play with the sea for 10 minutes

Don't play with the other players

Just play with the sea

Perform ideally at dusk

Alexis Porfiriadis, 2011/12

***Environmental Pieces (Sea)***



## ***Indoor***

Gather in an indoor space where you can have some windows open

Form a circle

Hear the sounds of the space and of the environment outside of the space  
for 5 minutes

Play for 10 minutes so quietly  
that you continue to hear all the sounds of the environment while you play

Alexis Porfiriadis, 2011/12

***Environmental Pieces (Indoor)***





## ***Breath***

(Pauline Oliveros Homage)

Go to a busy outdoor place with your fellow players

Scatter yourselves using the entire place

Close your eyes and stay motionless for 3 minutes

Try to hear only your breathing

If you succeed stop. If not try for more time.

Discuss afterwards your experience with your fellow players

Alexis Porfiriadis, 2011/12

***Environmental Pieces*** (*Breath*)



## Items

Take a walk by yourself for at least 30 minutes

Collect items that you can use to make sounds

Return to an indoor space

Play a 10-minute free improvisation with your fellow players,  
using only the items you collected

Keep some of the items when you leave the performance space  
and take them home with you

Alexis Porfiriadis, 2011/12

***Environmental Pieces (Items)***

