Gentle Fire

Collect, on tape, examples of ambient sound events such as those
made by

Screeching brakes
Chattering guests
Warring gangs
Rioting prisoners
Stalling motors
Colliding meteors
Orating politicians
Arguing lawyers
Heating kilns
Shooting rifles
Coughing engines
Droning turbines
Squealing tires
Manouvering tanks
Drilling squads
Buzzing saws
Landing jets
Drilling rigs
Dripping faucets
Knocking radiators
Dragging tailpipes
Hawking newsboys
Squeaking shoes
Tapping canes
Wailing sirens
Spurting blood
Roaring trains
Hissing cats
Rattling snakes
Raging fires
Snarling dogs
Collapsing mines
Bursting bombs
Burning houses
Sinking ships
Nagging wives
Snoring husbands
Braking trucks
Crashing planes
Diving bombers
Ripping fabric
Tearing paper
Falling trees
Breaking windows
Shattering glass
Gnashing teeth
Spraining ankles
Stretching muscles
Snapping vertebrae
Flooding rivers
Erupting volcanoes
Gushing wells
Flaming burners
Spinning wheels

Reaming rotors
Crumbling cakes
Snorting hogs
Tolling bells
Rasping coughs
Gnawing rats
Scratching claws
Fracturing bones
Stampeding herds
Laughing hyenas
Scraping forks
Sinking boats
Horns in fogs
Freezing bogs
Ringing phones
Slipping cogs
Fraying cables
Groaning tables
Popping corn
Skidding bikes
Howling mikes
Humming choirs
Closing banks
Rolling logs
Bawling brats
Creaking doors
Rotting tombs
Stabbing knives
Heaving seas
Slipping discs
Slamming drawers
Digesting food
Melting snow
Whirring blades
Scolding maids
Scalding kettles
Steeping tea
Cracking ice
Clicking dice
Splitting diamonds
Limping legs
Draining dregs
Frying eggs
Marching bands
Swelling glands
Sizzling steaks
Crashing boors
Embarking tours
Drying lakes
Rising bread
Dying ponds
Drooping fronds
Hardening arteries
Clogging drains
Eroding cliffs
Boring drills
Spilling oil
Sliding hills
Driving piles
Turning stiles

Hammering jacks
Belching furnaces
Stomping boots
Splintering bats
Sputtering fats
Roaring crowds
Moaning victims
Clanking chains
Pelting hail
Springing traps
Ringing alarms

Using an electronic music synthesizer or any equivalent
configuration of electronic components, process these examples
in such a way that they become transformed into what could be
perceived as sound events of different origin such as those made by

Ocean waves
Wind in trees
Flowing streams
Boiling tea
Cooing doves
Droning bees
Jumping fish
Walking spiders
Crawling babies
Purring cats
Crying loons
Hooting owls
Laying hens
Snapping turtles
Swaying palms
Barking dogs
Cracking ice
Falling rain
Squeaking shoes
Buzzing saws
Hatching eggs
Bouncing balls
Passing ships
Rocking boats
Squirting clams
Clicking stones
Croaking frogs
Warbling birds
Howling wolves
Cackling geese
Running water
Perking coffee
Whooping cranes
Thumping rabbitts
Cawing crows
Scolding squirrels
Clattering hoofbeats
Flapping wings
Burning embers

Crackling fire
Whistling kettles
Snapping twigs
Crunching snow
Chewing beavers
Swimming tuna
Sounding dolphins
Spouting whales
Blowing gales
Popping corn
Tooting horns
Neighing horses
Baaing sheep
Mooing cows
Blowing breezes
Drifting sands
Rising bread
Pitching hay
Sucking pigs
Billowing sails
Jingling coins
Straining loins
Draining pipes
Murmuring pines
Humming birds
Lofting passes
Escaping gasses
Flowing gowns
Combing tresses
Dragging carts
Playing parts
Ascending balloons
Laughing girls
Frowning clowns
Running boys
Chanting braves
Blooming flowers
Mowing lawns
Nuzzling fawns
Sprouting chives
Quaking aspen
Spinning tops
Wringing mops
Swishing tails
Hammering nails
Opening jails
Laying rails
Emptying pails
Stacking bales
Wiring speakers
Frying eggs
Making beds
Painting reds
Buttering muffins
Erasing errors
Assuaging terrors
Stopping bottles
Screwing corks
Entering ports

Swaying dancers
Healing cancers
Cheering teams
Jumping beans
Splitting jeans
Waving queens
Scuttling crabs
Honking geese
Winding tape
Hanging crepe
Smacking lips
Bumping hips
Creaking ships
Clapping hands
Marching bands
Rattling bones
Hewing beams
Rubbing towels
Turning cogs
Nibbling mice
Passing floats
Weaving strands
Watering hoses
Easing throttles

For example, snarling dogs become crunching snow, crashing planes, laughing girls and manouvering tanks, ocean waves.

Record these transformations on tape in any sequence on any number of channels, using any manner of mixing, overlapping or fading, taking care only that the process of change from each original sound event to its final state of transformation is slowly, gradually and clearly heard.

Deploying microphones in remote places, bring about these transformations in real time by the human manipulation of the synthesizer or with the help of self-governing control systems.

Based on these procedures and experiences, design for your personal use and store in your mind an imaginary synthesizer with which, when used in conjunction with blocking, masking and pattern recognition techniques, you can willfully bring about such transformations at any time in any place without the help of external equipment.

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