



La Chiena Campagna

*A Site-specific Community Oriented
Sound Installation In 3 Parts*

Paul Rudy

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Sound Installation In 3 Parts*

*Commissioned by the town of Campagna,
Salerno, Italy
For La Chiena, 2011*

*With Generous Support from the
American Academy in Rome*

*Paul Rudy
(b. 1962)*



Program Notes

La Chiena Campagna



La Chiena Campagna (2011) is a community oriented site-specific installation of sound sculpture and performance in celebration of water. It is inspired by the town of Campagna, Italy, and created for their water festival *La Chiena*. *La Chiena* revives the Medieval practice of washing the streets by diverting the river through the town. *La Chiena Festival* is a community event of music, dance, food, culture and fun, in and around the river that flows through there. This installation is created to highlight the importance of water and its incredibly varied and always present sounds.

A fountain is a meeting point for community and a place to drink. It honors the origin of water in Mother Earth: a sound trickles as a spring surfaces out of the ground. A river gives us renewal, cleansing, transportation, energy and recreation. It demonstrates to us the path of least resistance and how to flow with life. Seas and oceans undulate with the energy of the stars, connecting our earth-bound lives to that of the celestial bodies. Water, in all of its expressions, connects humans with their own home while reaching out to the stars. All sources of water have a sonic richness and presence that is constant yet always changing. *La Chiena Campagna* celebrates the life-giving and sacred nature of water, and how humans interact with it, through a sound sculpture and public performance with the sounds of water. Each part may be performed alone, or in any combination; as a single event, or a structured event; and can last as long as desired from a few minutes to days.

Part 1: Fountain

OBJECTIVE:

To create a public gathering around a “water fountain” sound sculpture.

IMPLEMENTATION:

Create a circular (facing out from a center point and vertical in shape) speaker array, in the center of a public space, to project the sound from the *Fountain* audio included in this score. The size and shape of the sculpture may vary depending on location, but the characteristics of the specific space of the installation, and the intentions of the presenters should be taken into consideration.

Ideas for implementation can include (but are not limited to) stacking boom boxes or any size/type of speakers on top of each other in a circle, and extending up as high as needed. You may also wish to build a sound sculpture such as a pole with speakers (i.e inexpensive computer speakers), attached in a spiraling direction up to the top (as in the photograph attached). All speakers may be fed by a single device, or a multichannel computer system with delay lines or varying equalization for speakers. A low power stereo broadcast FM radio transmitter (in compliance with local communication regulations), wifi transmitter site or internet web stream onto computer, cell phones/hand held devices or wireless headphones (infrared, Bluetooth, etc.) may be used to distribute the audio to the fountain and to personal devices locally or remotely so that those not physically present may participate also. Any method of sound projection may be devised based on the resources of the venue, and to maximize the experience for the community.

PERFORMANCE:

The public audience should gather around the *Fountain*, enjoying the sound of the water, drinking it in with their ears. Near the end the gathered audience is invited to follow the conductor into the launch of *Part 2: River*. *Part 1: Fountain* can also be looped for a permanent installation, with or without Parts 2 or 3.

DURATION:

33'22.11" (or looped for as long as necessary)



Fountain Audio Disc

Original Location of Sound Fountain
Piazza Municipio, Campagna

Part 2: River

OBJECTIVE:

To orchestrate a *River* performance of flowing water sounds, and people, down the main street of town.

IMPLEMENTATION:

Distribute copies of the enclosed audio *River* (using any method of distribution devised in Part 1) to shops along main street. In addition, enlist anyone in town with an audio player in their car, and ask them to park along main street. Anyone who wishes can also use a boom box on the sidewalk or handheld device while walking to contribute to the river of sound. Shops may either play their sound systems inside their stores, thus adding tributaries to the main river, or they can place speakers in their doorways to project out onto the street. Sound bites from the *River* audio may be played as cell phone rings (person to person streams!), or in any other way technology facilitates in the future.

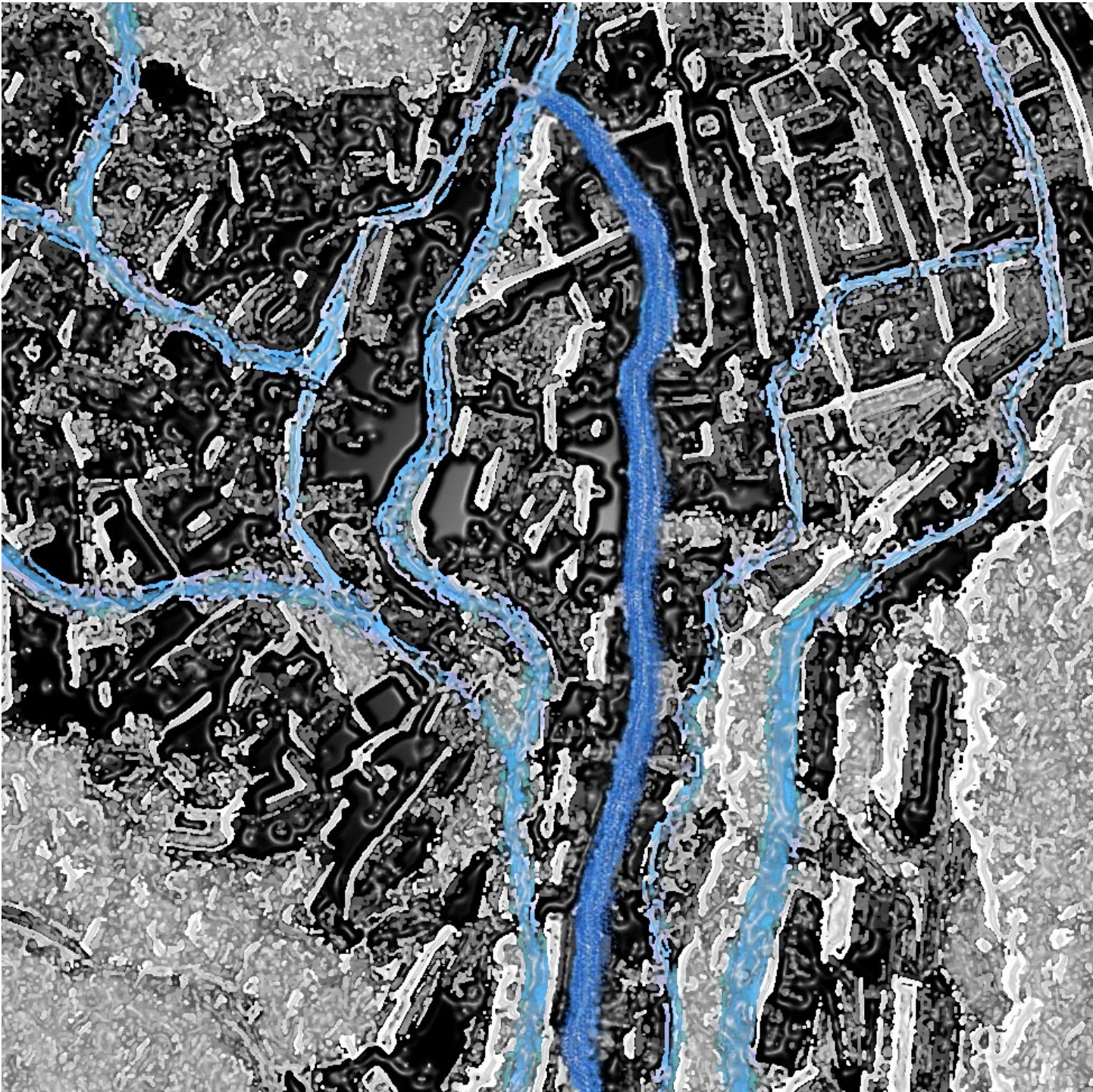
*Audio may also be broadcast over a local radio station to include surrounding towns in the *River* performance.

PERFORMANCE:

At the appointed time, the conductor leads the crowd accumulated around the fountain down main street. As he or she passes, each shop or automobile should start playing their audio with windows open and the sound flowing out, thus creating a river of people and sound flowing down the street. When the conductor reaches the end of cars, they will begin walking back up stream. At the top, the conductor will signal the cars to begin driving away (with the sound still playing). When all cars are away from main street, the river can be released allowing the water to flow down the street, thus concluding the *River* performance.

DURATION:

While the enclosed audio track is 22'22.22" in length, the specific length of any performance may vary (through looping the audio) to allow people sufficient time to walk up and down the sound *River* and experience the flow and play in the sound.



River Audio Disc

Part 3: Ocean

OBJECTIVE:

To turn an entire town into an ocean of sound!

IMPLEMENTATION:

There should be a “main stage” near the center of town with a full sound system where the enclosed *Ocean* audio is played, and around which the rest of the town resonates (*note: the *Fountain* may be re-tasked for this purpose). In addition, any method of distribution devised in Part 1 or 2 may be used to distribute audio to anyone who wishes to participate, in any part of the town (the more the better!). Participants should be encouraged to point their speakers out windows or in some way allow their audio to intermix with everyone else’s. Those who performed with their cars in *Part 2: River*, may park on the streets in front of their homes or in other public places and leave the *River* audio playing during the *Ocean* performance, or switch to the *Ocean* audio.

PERFORMANCE:

Church bells, radio broadcast, text messaging, or any other signal may be used to alert the town to the start of the *Ocean* performance. At the signal, all participants will start their audio playback in whatever way they have chosen, and let it run for a specified amount of time, to be determined by the organizing body of the event. The participants are invited to leave their homes or cars and walk the town, experiencing the ocean of sound from multiple locations and in varied acoustic spaces. They may even choose to walk with ear buds to mix private and public space. Everyone is encouraged to be both “performer” and “listener”. No attempt should be made to coordinate the start precisely. Slight variations in start time (up to 1-2 minutes) will increase the effectiveness of the sound.

DURATION:

While the provided *Ocean* audio is 55’44.33”, any duration is possible. Sufficient time should be given to allow those participating, to leave their homes and walk throughout the *Ocean* of sound. The piece may end in a communal way, by allowing the audio to stop naturally or fade out, as participants come together again at the *Fountain* for a coda. The entire event may be concluded with an evening concert by the composer, or other group, celebrating water as music.



Ocean Audio Disc

Special Thanks to:

Felipe Dulzaiedes
Mayor Biagio Luongo
Antonino Valente
Vito Maggio
Antonio Corsaro
Christopher and Anna Celenza
Karl Kirchway
Corey Brennan
Joshua Stein
Jon Rudy
Giovanna Latis
Sarah Ripple
The Town of Campagna
The American Academy in Rome



April, 2011: Paul Rudy, Campagna Mayor Biagio Luongo, Felipe Dulzaiedes

Paul Rudy



Paul Rudy (1962) has composed for orchestra, chamber music, electroacoustic and site-specific sound installations. He is a Rome Prize (2010), Guggenheim (2008), Fulbright (1997) and Wurlitzer Foundation (2007 and 2009) Fellow. His music has won the Sounds Electric '07 Competition (Dublin), EMS Prize (Sweden), Citta di Udine (Prize ex aequo, Italy) and has received recognition and commissions from IMEB, Bourges (2008 Commission), SEAMUS, Meet the Composer, the American Composer's Forum, SCI, National Music Teacher's Association. He teaches at the University of Missouri at Kansas City where he received the 2008 Kauffman Award for Artistic Excellence. In 1994 he completed the Colorado Grand Slam after climbing all 54 of Colorado's 14,000 foot peaks. That goal completed, his current goal is to enjoy surfing the unknown and catch all the things he missed getting to all those summits. Recordings of 2012 Stories are available on iTunes and at www.aucourantrecords.com Group and private performance meditations and journeys are also available upon request at twistedtrail@sbcglobal.net. Please visit www.paulrudy.com for more information about my music and life.

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July 30, 2011

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www.paulrudy.com/Paul_Rudy/La_Chiena_Campagna.html