

VOCAL IMPROVISATION COURSE NOTES

Session 1: Rhythm, cycles and improvisation

- Play vocal warm up/Impro games.
- Look at the concept of Hocketing using Pygmy music as an example and replicate a few patterns as a group with the opportunity to improvise within the structure.
- Work as a group to create vocal rhythms and harmonies using a simple looping system with the opportunity to lead and be led.
- Introduction to fx pedals and microphones.
- Use microphones and fx pedals to create a piece of improvised vocal music.

Session 2: Drones, texture and harmony

- Play vocal warm up/Impro games,
- Work as a group to create vocal rhythms and harmonies using a simple looping system with the opportunity to lead and be led.
- Look at Drone music and ways to create a dynamic piece of improvised music within that set structure.
- Introduce FX pedals, microphones and amps.
- Use equipment to create piece of Drone music.

Session 3: Voice as Installation

- Play vocal warm up/Impro games.
- Create vocal rhythms and harmonies using a simple looping system with the opportunity to lead and be led.
- Use the loop pedal and fx pedals to create a piece of music....
- Set up a spatial sound installation using amps and fx pedals and voice. Giving everyone an opportunity to manipulate the sound source (voice), be the sound source and experience the installation as listener/audience.