

SUNDAY, APRIL 1ST, 2007. 6PM-MIDNITE

# APRIL FOOL'S DAY

# LIQUID

# CONCRETE

# AIR BAND

BYO! DIY! If you're planning on setting up a performance installation- whether it's a single instrument or a complex haze of deconstructed electronics- there are some things to consider. There is no centralized PA to plug into, participants bring their own amplification. The chosen venue for a show will have some electrical outlets and tables to set up on, but it's good to bring as much of your own gear as possible, including stands, extension cords, power strips and cables as necessary. Delicate or quiet acoustic instruments will not be heard over the cascading din during a show's zenith unless amplified.



The Liquid Concrete Air Band is an interactive audio visual noise orchestra. Anyone in attendance at one of its rare and improvisational performances is a member of the group. Participants are encouraged to set up interactive installations for group experimentation. The first LCAB event was in 1993, and there have been seven shows since then. The 9th performance of the Liquid Concrete Air Band is planned for Leap Year Day, February 29, 2008, the 4th consecutive leap year the group has assembled.

[www.otherworld.ws](http://www.otherworld.ws)

Earplugs, drumsticks and a flashlight are good things to have at a Liquid Concrete Air Band show. Documentation of all kinds is encouraged. There is no centralized soundsystem, stage, schedule or structure at the events; the performance slowly builds in waves over hours into a dense harmonic wall of sound that gradually dissipates as the performers eventually leave the venue. A good way to describe the less intense moments of audio would be the sound of a drum circle over feedback in a video game arcade. Recordings of peak moments tend to sound like hiss with no articulation.

Instruments previously used at Liquid Concrete Air Band events include: tape decks, televisions, microphones, contact mics, homemade electronics, computers, guitars, basses, drums, violins, cello, effects units, amplifiers, samplers, synthesizers, scrap metal, steel drums, turntables, mixers, radio transmitters, sequencers, flutes, wind instruments, video projectors, movie projectors, slide projectors, lamps, tents, percussion, gongs, midi controllers, smoke alarms, radios, alarm clocks, video games, oscillators, harmonica, feedback, piano and more.