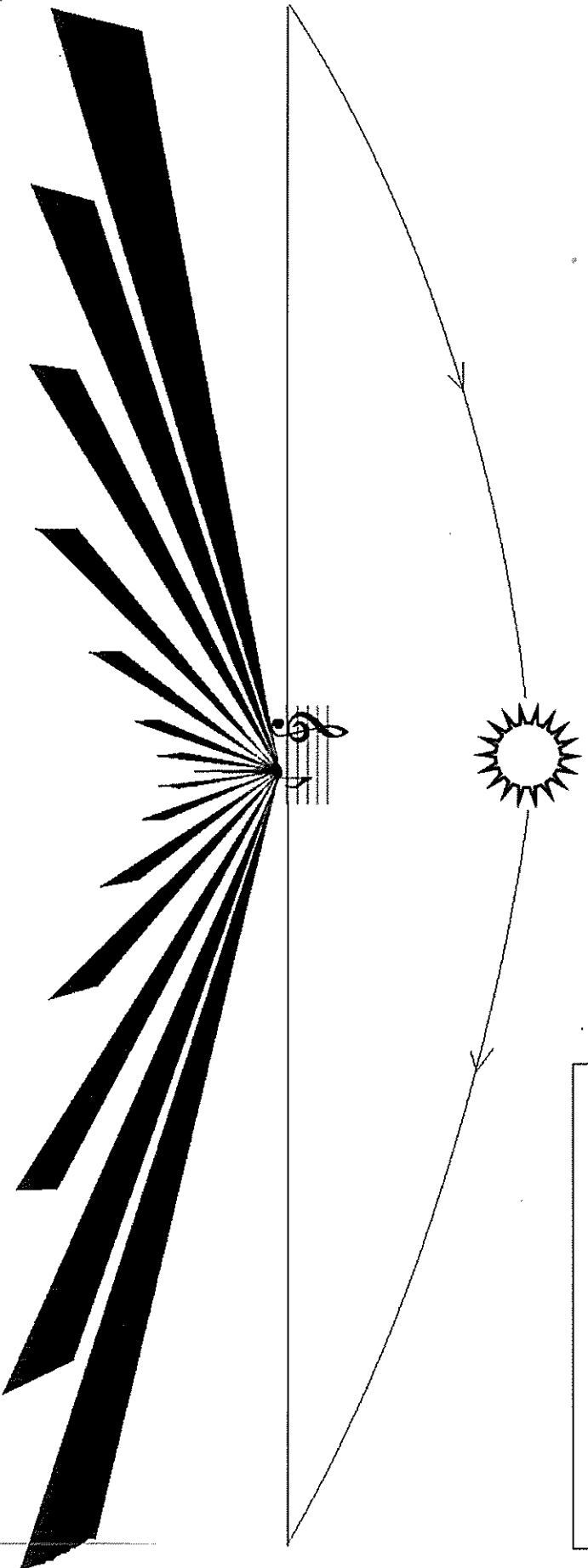


# SHADOW CLOCK IN C

The sun causes many objects to have shadows and at certain times of the day, when the sun is at certain heights, the lengths of shadows change. In the early morning and late night, when the sun is lower on the horizon, shadows appear to be longer because the line from the sun to the object to the ground is flatter, casting a longer shadow. Around noon, when the sun is almost directly overhead, there is almost no sunlight being blocked from hitting the ground, thus casting a very small shadow.

The shadow-casting object in the composition is the note C.



Instruction for the performance:  
 "Shadow clock in C" should have two or three sections. In the first section play the shadow clock of the day - from the longest shades till the "zenith hour" and then gradual transition to the longer shades again.  
 In the second section imagine that you have a power to interrupt the gradual trajectory of the sun and create your own trajectories!  
 The Third section is optional. If you wish to return on "natural" shadow clock, you can play the gradual passage of shadows again.

*Senja misura*

*sf*

*Red.*