

CONDUCTOR NOTES

env. 1

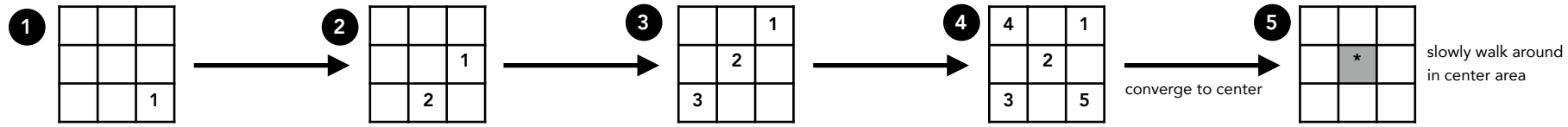
upper section — env. 3
scale: pentatonic

scale: Z

Nathan bass interlude

1. DISCOVERY ■

RIGHT SECTION: go to where your number is and slowly drift around in that section
follow number by conductor's hand to determine configuration, conductor will cue you in

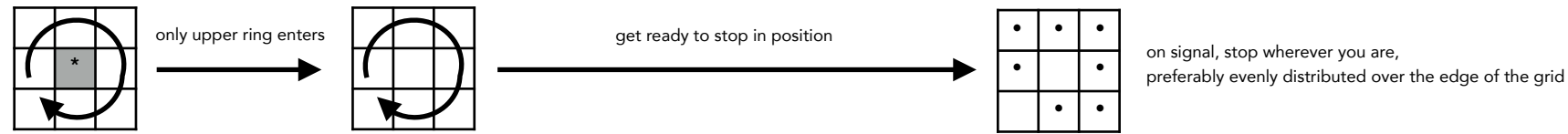


2. SETTLE

3. STRANGERS

LEFT SECTION:
when pointed to, enter grid and circle around the center
start slow, circle faster as more friends join

RIGHT SECTION:
flit nervously — back-and-forth motion 1 sq away
when pointed to, exit grid

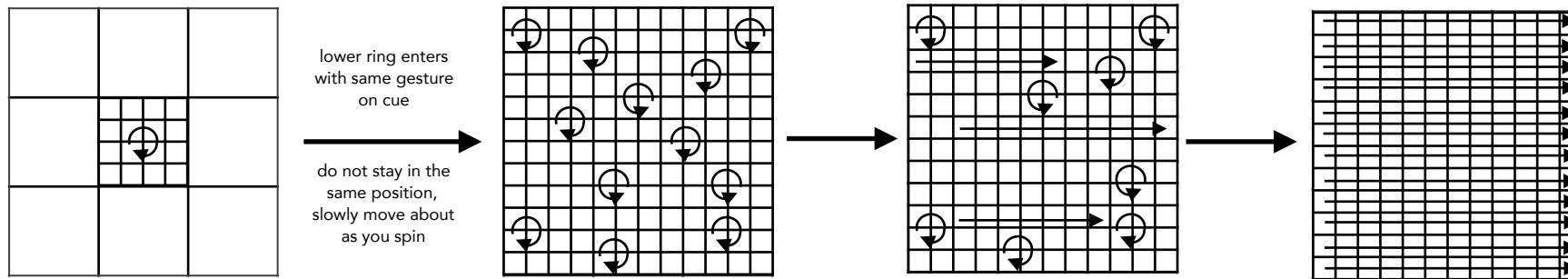


4. KINSHIP

when pointed to, begin the motion:
move in small loops (CW or CCW)
spin around a 5-10 times, then exit [ESC], take a breath, re-enter [Space], repeat

5. OPPORTUNISM

when pointed to, begin running left to right
okay to occupy same row as someone else, okay to change row occasionally

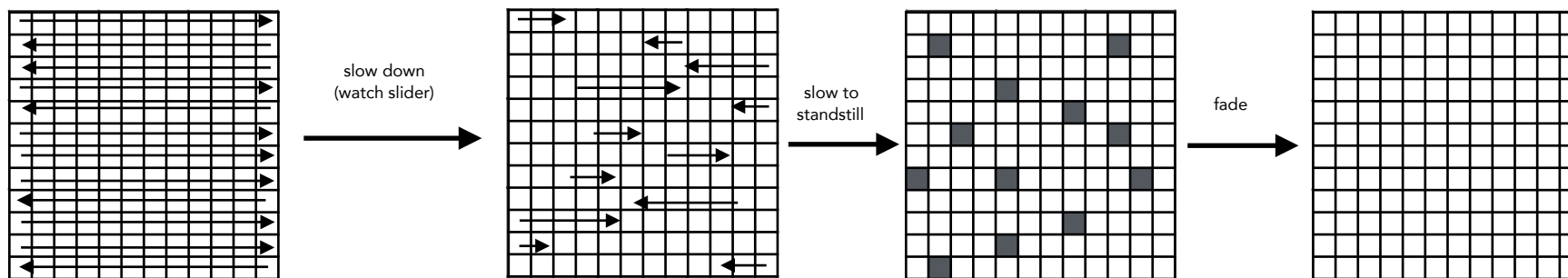


6. CHAOS

when pointed to, run in direction indicated by conductor

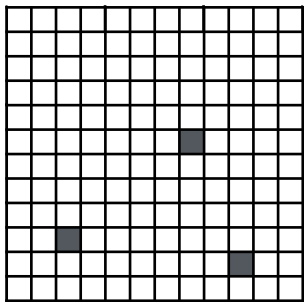
7. GLITCH ■ ■ ■

don't move, exit when indicated by conductor



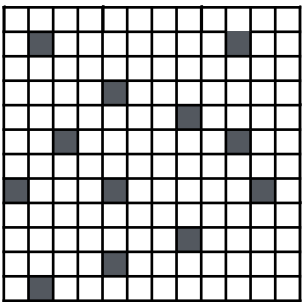
8. REBIRTH

when pointed to, enter the grid [Space]



glacially move across the grid, as if recovering after an apocalypse
 →
 tinkle sparingly to discover the world

! 1

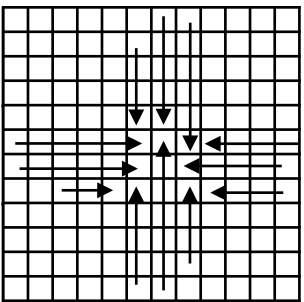


find a partner, and dance with them
 use tinkles as call and response
 →
 increase tinkles to 3 on synergy

@ 2 # 3

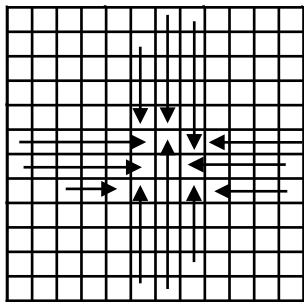
9. BUSTLE

on cue, start chaotic bustle



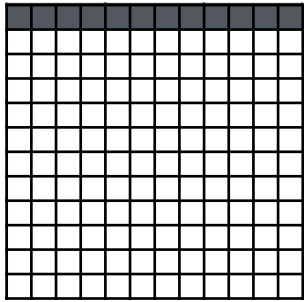
increase speed of chaotic motion, use the tinkle more often

^ 6 % 5



(9 * 8 & 7

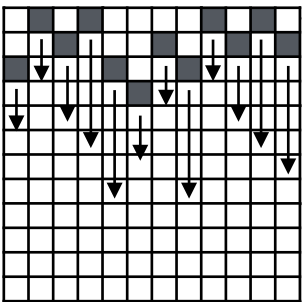
percolate upwards, continue tinkling; end occupying row 1



(9 * 8 & 7

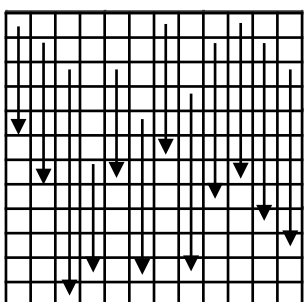
10. RAIN

slowly begin dripping downward, follow conductor's indication of rain intensity
 tinkle when you are about to hit the floor like raindrops



slowly climax to heavy rain (follow conductor)
 →
 tinkle near floor to simulate raindrop

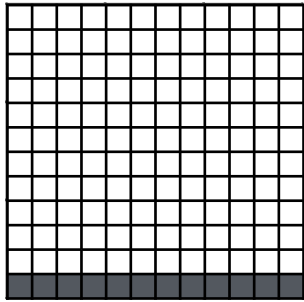
! 1 @ 2



slowly settle on the floor
 →
 tinkling ceases

! 1 ~~! 1~~

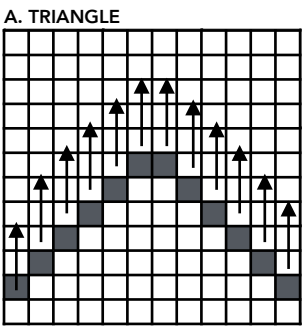
follow the conductor, and settle on the floor; jump sparsely after settling



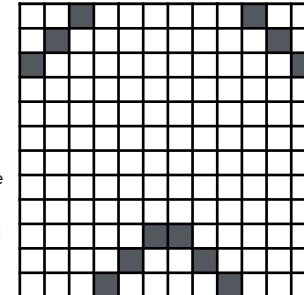
J

11. CIVILIZATION

on conductor's cue, form the following shapes; jump [J] to claim your position

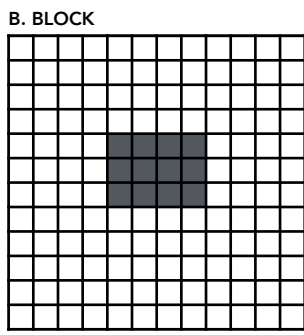


on cue, stop jumping move together
 →
 ←
 we'll do 2 complete cycles conductor will wait to resync at every loop

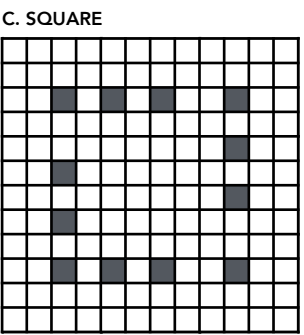


form a block in the center
 →
 jump when you think you're at position

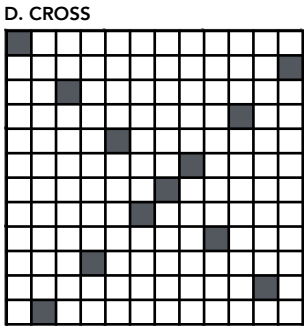
J



expand from block
 →
 jump when you think you're at position
 ←
 we'll go back and forth a few times



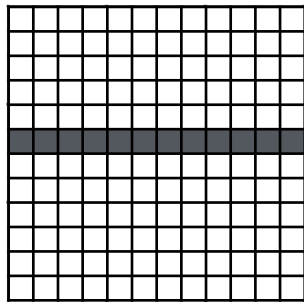
J



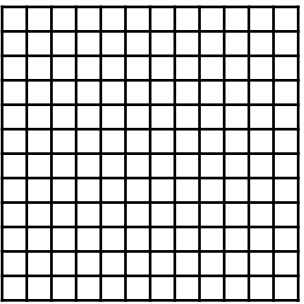
J ~~J~~

12. DUST

slowly, extremely slowly collapse to center
 do not use jump anymore



fade when pointed to [ESC]
 →



~~J~~

esc

REBIRTH
 env. 1 → env. 2

BUSTLE
 env. 3 → env. 4

RAIN

CIVILIZATION
 env. 2 / env. 3
 scale change on every shape

CIVILIZATION
 env. 4