

Instructions For Angel's Piece

Description

This piece consists of 2 sections:

1. Raining Forest
2. Forest After Rain

This piece aims to experiment with different timbres and musical sequences using Strudel's built-in samples, scales, and various forms of modulation envelopes. It is intended to capture the liveliness of nature. You will hear multiple attempts to mimic natural sounds like thunder/lightning-like drums, water drop/water flow-like sequences, wind, chirps from animals and insects, etc.

Task Distribution

	Section 1 Raining Forest	Section 2 Forest After Rain
Compositional Structure	<ol style="list-style-type: none">1. Intro1 – Yunkai2. Intro2 – Yunkai3. devA – Darcy4. devB – Darcy5. Climax – Angel6. devC – Angel7. Outro1 – Darcy8. Outro2 – Darcy	<ul style="list-style-type: none">● Intro1 – Yunkai● Intro2 – Yunkai● devA – Matt● devB – Matt● Climax – Matt● Outro1 – Angel● Outro2 – Angel
Wanderer	Matt, YunKai	Darcy, Angel

Rules

1. The entire piece will be performed on Flok.cc:
<https://flok.cc/s/normal-aquamarine-caterpillar-875b712a>
2. We will synchronize using a shared stopwatch: <https://www.chronograph.io/dWNgdK4E>
3. There will be a separate flok.cc page for each section.
 - a. Within each section....
 - b. Three members will be responsible for playing their assigned sections at a specified time. When it is your turn, you will need to **first enable your current section, then comment out the previous section in Flok!**
 - c. Other members will be free to move around the piece and explore the effect of various parameters based on the tips.
Helpful Tips: Look for “// Tips: ... ” comments! There will be instructions prompting you to try out different things :)