

**Tempo is fixed at 112**

**Five roles, select yours before beginning:**

- **Director:** cues time alignments and triggers all pattern transitions for the group
- **Synth:** keeps a synth loaded in the right instrument for use during the middle section
- **Octave Down:** piano will automatically shift down an octave during some sections
- **Octave Up:** piano will automatically shift up an octave during some sections
- **Standard:** no instrument changes, all patterns played through piano at original octave

**Camera control:**

- **X-axis:** time delay
  - **Y-axis:** reverb size (enabled during the last section)
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### **Section 1 - Pattern 01**

**Director:** start playback on "01\_Full\_F\_Maj," wait for note probability to reach **100** before continuing

**All Performers:** start with delay at **0**, "01\_Full\_F\_Maj" loads automatically, note probability will ramp from **0–100**, remain as synchronized as possible

### **Section 2 - Pattern 01**

**Director:** slowly drift forward or backward in time until you are offset from the group by exactly **1** beat, let the pattern loop a few more times after you've settled

**Other Performers:** remain synchronized with each other at **0** delay, do not follow Director yet

### **Section 3 - Pattern 01**

**Director:** remain **1** beat ahead of or behind the rest of the group, cue realignment using a directional hand gesture (pointing forward or backward)

**Other Performers:** on cue, gradually realign with the Director

### **Section 4 - Pattern 01**

**Director:** cue performers to "scramble" using a splayed hand gesture, slowly meander forward and backward in time, occasionally pausing at offsets of **-0.5, 0.5, -1, or 1**

**Other Performers:** on cue, slowly meander forward and backward in time, occasionally pausing at offsets of **-0.5, 0.5, -1, or 1**

### **Section 5 - Pattern 01**

**Director:** return to **0** delay, then cue realignment using "0" hand gesture, once everyone is synchronized, continue to the next section

**Other Performers:** on Director's cue, gradually realign at **0**

### **Section 6 - Patterns 02–10**

**Director:** trigger each modulation change (patterns "02–10"), letting each one repeat as many times as desired, move freely forward and backward in time without cueing others *except* to realign on patterns **06** and **10**, wait for complete synchronization on **10** before continuing

**Other Performers:** attempt to stay in sync with the director and with each other by listening, watch for specific alignment cues on patterns **06** and **10**

**Synth:** instrument will automatically swap at the beginning of this section

**Octave Down:** piano shifts down an octave at the beginning of this section

**Octave Up:** piano shifts up an octave midway through this section (pattern 05)

### **Section 7 - Pattern 11**

**All Performers:** once at "11\_Full\_Db\_Maj," the **Y-axis** controls reverb **size**, gradually increase reverb **mix**, adjust other parameters to taste, create glitchy reverb washes and pitch-shifting swirls, use "freeze" occasionally if desired (though be careful, it can easily get out of control)

**End**

**All Performers:** end with reverb **mix** at **1.0** and "freeze" off

**Director:** once a continuous wash is established, click "Stop" to end the performance