



Alan Tormey

... to shining sea

For 6 or 11 players with Max/MSP workstations, individual
sound projection, and accelerometers

Performance Instructions

Ensemble Size

For 11 players: use positions 1 – 9, X, Y (Group1, group 2, players X,Y)

For 6 players: use positions, 1, 3, 5, 7, 9, X (Group 1 and player X)

Group Leaders

Positions 1 and 2 are group leaders. They are responsible for initiating cues, and their time notation is slightly different.

Cueing

Each numbered player gives a cue (head nod) to the next player in his group when he/she begins a wave motion. As last in their group, positions 8 & 9 give no cues. X and Y receive their starting cue from Position 1.

Function of the Arms

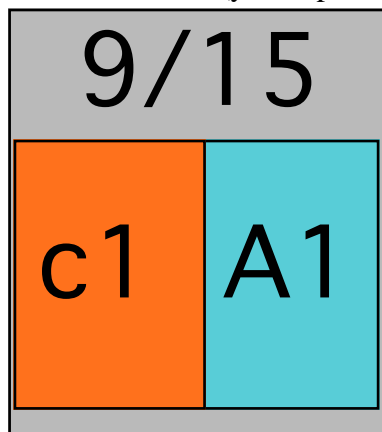
The left arm performs sweeping wave motions.

The right arm remains static, and changes position at the start of a wave.

Based on the score instructions, the players move their left arm up and down between two positions, place their right arm at a specific height. This gives Y-axis values from the accelerometers. To get X-axis values, the wrists/palms will also be set to specific positions of rotation

Notation

The parts consist of a series of boxes that look like the one on the right. The top numbers represent time, the letters represent wrist/palm (x-axis) position, and the lower numbers (next to the letters) represent the arm's vertical (y-axis position).



Position of the Arms and Wrists

Letters represent the wrist's rotation, which provides x-axis accelerometer data. Upper case letters are used for the right arm, lower case for the left. Otherwise, all letter indications work the same. a/A is the palm facing left, c/C is neutral (palms down), and e/E is palms facing right. b/B and d/D fall in-between.

Positions of the Wrist and Palms



Position a/A



Position b/B



Position c/C



Position d/D



Position e/E

Numbers represent the vertical placement of the arms, from straight down to straight up. Because accelerometers calibrate differently, some liberty will likely have to be taken in performance to achieve the proper effect, particularly at low volumes.

*****What is a little confusing is that the left and right arms have different numeric scales to divide the space between straight down and straight up.**

For all numbered stations:

Left Arm: 0 = straight down (0.0 accelerometer)

7 = straight up (1.0 accelerometer)

Right Arm: 1 = straight down (0.0 accelerometer)

5 = straight up (1.0 accelerometer)

For Station X:

Left Arm: 0 = straight down (0.0 accelerometer)

7 = straight up (1.0 accelerometer)

Right Arm:

1 = straight down (0.0 accelerometer)

13 = straight up (1.0 accelerometer)

Time

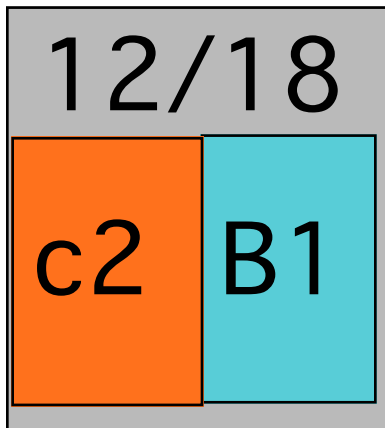
Time is indicated differently for a group leader's part (positions 1 and 2) than the rest of the players.

For Group Leaders and Letter Positions (X & Y), "X/Y" means the following:

X = amount of time for wave motion, bottom to top to bottom, in seconds.

Y = total amount of time from start of wave to the start of next wave.

EXAMPLE:



The Group Leader begins with his left arm at 0 and his right arm at 1. S/he begins a wave motion that lasts 12 seconds, moving from 0 to 2 in six seconds, and from 2 to 0 in six seconds. S/he then stays at 0 for six more seconds, for a total of 18. The Group Leader then begins the next box.

For other numbered players (3-9), “X/Y” means the following

X= The amount of time between the start of the previous player’s wave (when you should get a cue), and the start of your wave.

Y= The amount of time for your wave motion.

EXAMPLE: Using the same box from above, player 3 gets a cue from player 1. S/he waits 12 seconds, and then gives a cue as s/he begins a wave lasting 18 seconds, moving from 0 to 2 in 9 seconds and from 2 to 0 in nine seconds. Player 3 then does nothing until it is time for the next cue.

Stage Setup

