

TAKA

Patch : Audio patch 1

Speech Samples : Hitler, Charlie Chaplin, Vietnam

Instructions:

- Come in with Hitler sample first around 1:30 (minimal processing), fade out when musicians are wrapping up Theme 1 (based on F# drone) - around 3:00
- Come in with Charlie Chaplin sample around 5:30 post the high density section. This sample would be mildly smeared towards the fade out around 7:00.
- Come in soon after with Vietnam sample with a lot of smearing. Fade out towards the end of the composition around 9:00

YING-SHU

Patch : Audio patch 2

Non Speech Samples : protests, machine guns, AHC1

Instructions :

- Come in around 1:00 with protests sample with minimal processing (this would be right after the intro hand grenade sounds from Anand). Fade out around 2:30 midway through Theme 1 (F# based) played by the musicians.
- You will be involved in the heavy mid section (around 4:30) with high density elements from the machine guns sample. Let it ring loud, play around with filters, bit crushers. Continue this for a minute and use volume control to fade out in conjunction with the musicians, post Theme 2.
- Come in with AHC1 sample for about 30 seconds around 6:00 along with the musicians while they're playing Theme 3.

ANNIE

Patch : Audio Patch 1

Speech Samples : MLK, Vietnam, Who taught us

Instructions :

- Come in with MLK sample around 2:30 while the musicians are midway through Theme 1. Use minimal processing as we would like the content to be distinct. Bypassing the VST and playing around with reverb might be a good idea for this section. Fade out post musicians' Theme 1 around 3:30.
- Midway through high density section around 4:30, come in with Vietnam sample, feel free to process. Continue for a minute, fade out around 5:30.
- Towards the end, around 8:00, come in with "Who taught us" sample. This section needs to be extremely cloudy and processed.

ADITYA

Patch : Audio Patch 2

Non Speech Samples : Metal sheets, bombs, protests

Instructions :

- Come in around 3:00 once the musicians wrap up Theme 1 (based on F# drone) with Metal sheets sample. This section needs to be loud and impactful. Turn up the gain and play around

with the bit crusher and other distortive effects. Feel free to switch around between this and the bombs sample. Use the scrubber to focus on specific sections to build up intensity. Fade out around 5:00

-- Come in around 6:30 with protests sample. Use heavy processing. Allow the sound to be extremely cloudy and smeared. Continue this up till the end and final fade out.

CHRIS

Patch : Audio Patch 2

Speech Samples : Who taught, MLK **NON-Speech Samples :** bombs, hand grenades

Instructions :

- Come in around 1:00 with Who taught speech sample. Use minimal processing, VST bypassed. Play around with the reverb, scrub/select sections of the sample you find interesting content wise and loop them. Fade out around 2:00 when the musicians come in with Theme 1.
- Mid section , very intense. Come in with the bombs / hand grenade samples around 4:00. Feel free to switch around between them. Use a lot for processing with the bit crusher. Try to build up some density. Fade out around 5:30 along with the musicians who will be concluding Theme 2.
- Come in with MLK around 6:30 slightly smeared and cloudy. Clarity of content must be reduced. Fade out soon after around 7:00.

SHAODUO

Patch : Audio Patch 1

Non Speech Samples : Machine guns **Speech Samples :** MLK

Instructions :

- Come in around 3:30 with heavy duty machine guns / bomb samples. Make it intense. Focus on sections which add density using the selection tool and loop them. Feel free to process and play around with filters, reverbs, VST parameters. Fade out this sample around 5:00 as the musicians are wrapping up Theme 2.
- Around 7:00 when the general texture of the composition is highly cloudy, launch the MLK speech sample along with a lot of smearing and processing. This should continue all the way till the end and complementing the repeat of Theme 1 in the end.