

## Go far away with poetry- 6 channels interactive electronic music

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### Program note:

Since I left my lovely tribe alone in sorrow.  
Traveling between the horizons and the edges of the seas,  
Walking on the prairie, gazing at the sky.  
Floating along year after year, month after month through wind and rain.  
Finally, one day  
I came to a white-earth place.  
The domain of the white-animal tribe,  
Who sent out heavenly steeds to greet me.

————— Mongolian Folk Epic: '*Aralu Gowa*'

This work needs 6 players to control 6 independent laptops and 6 independent speakers. 6 players divide to 3 pairs. Group 1 and group 2 have one player to play sound file and another player control special effect, like frequency, granular degree, reverb, etc. Otherwise, two players in group 3 need to trigger two short independent sound file. Here is the list of sound genre of each group:

# Introduction

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## Group1:

Player1 - Long note - Granular

Parameters control: Volume, pitch

Player2 - reverb effect

Parameters control: deep or light, dry or wet

## Group2:

Player3 - Long note - Mongolian Throat Singing

Parameters control: Volume, pitch

Player4 - driver effect

Parameters control: Speed

## Group3:

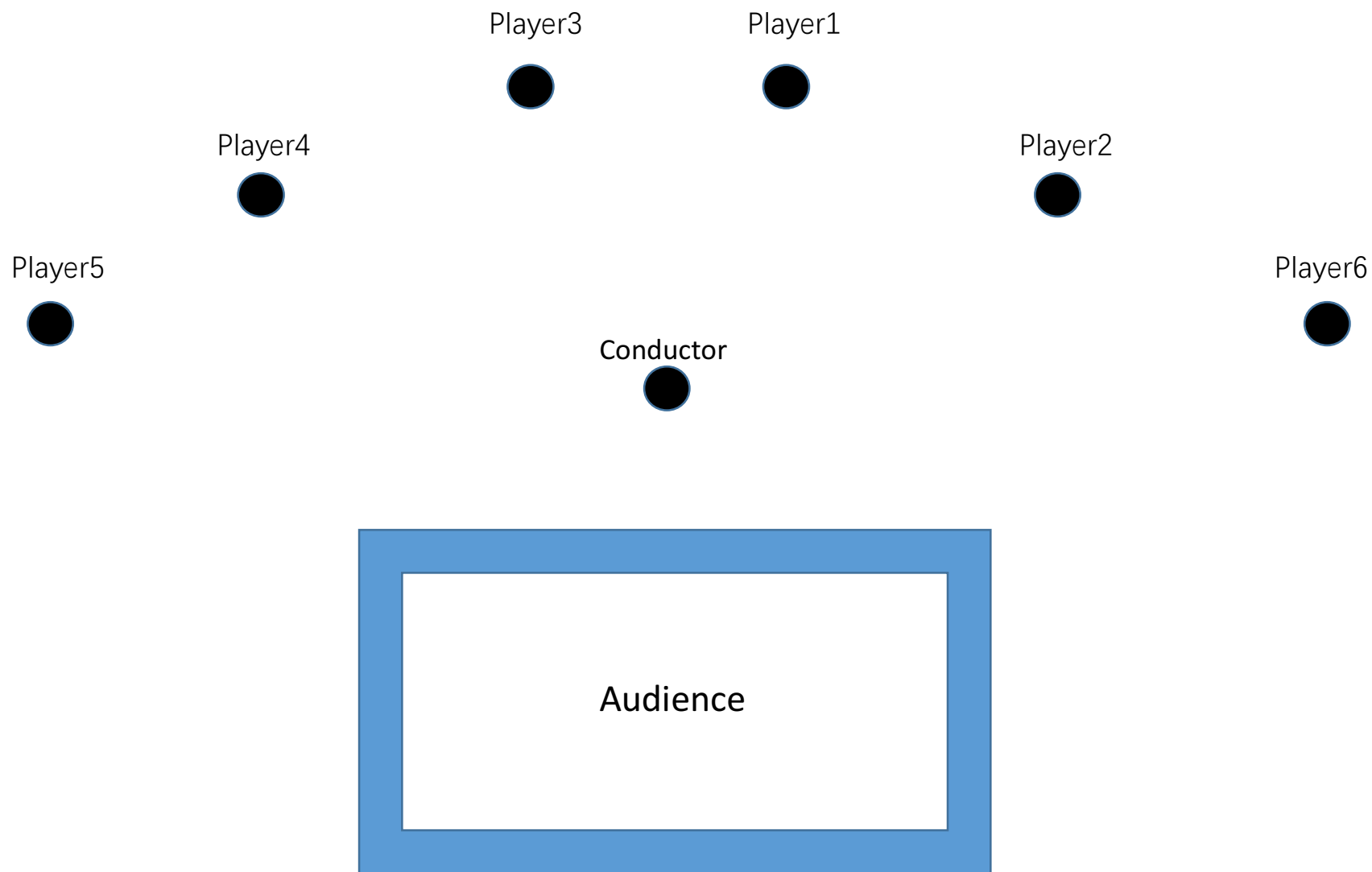
Player5 - Short note - Harmony chord

Parameters control: Range of sound file, speed

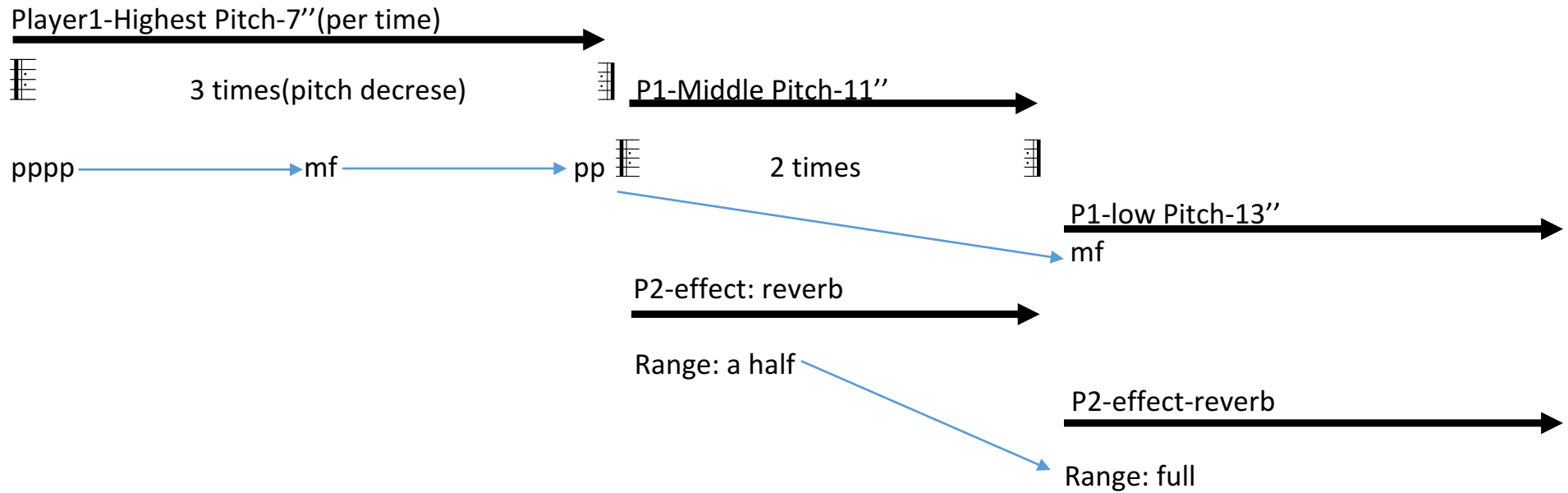
Player6 - Short note - Harmony chord


Parameters control: Range of sound file, speed

## Performance position:



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P5: ⇒  (Play the chord suddenly)

>  
sfz

.....(delay)


P1- floating between high pitch and middle pitch-1'

(mf - f)



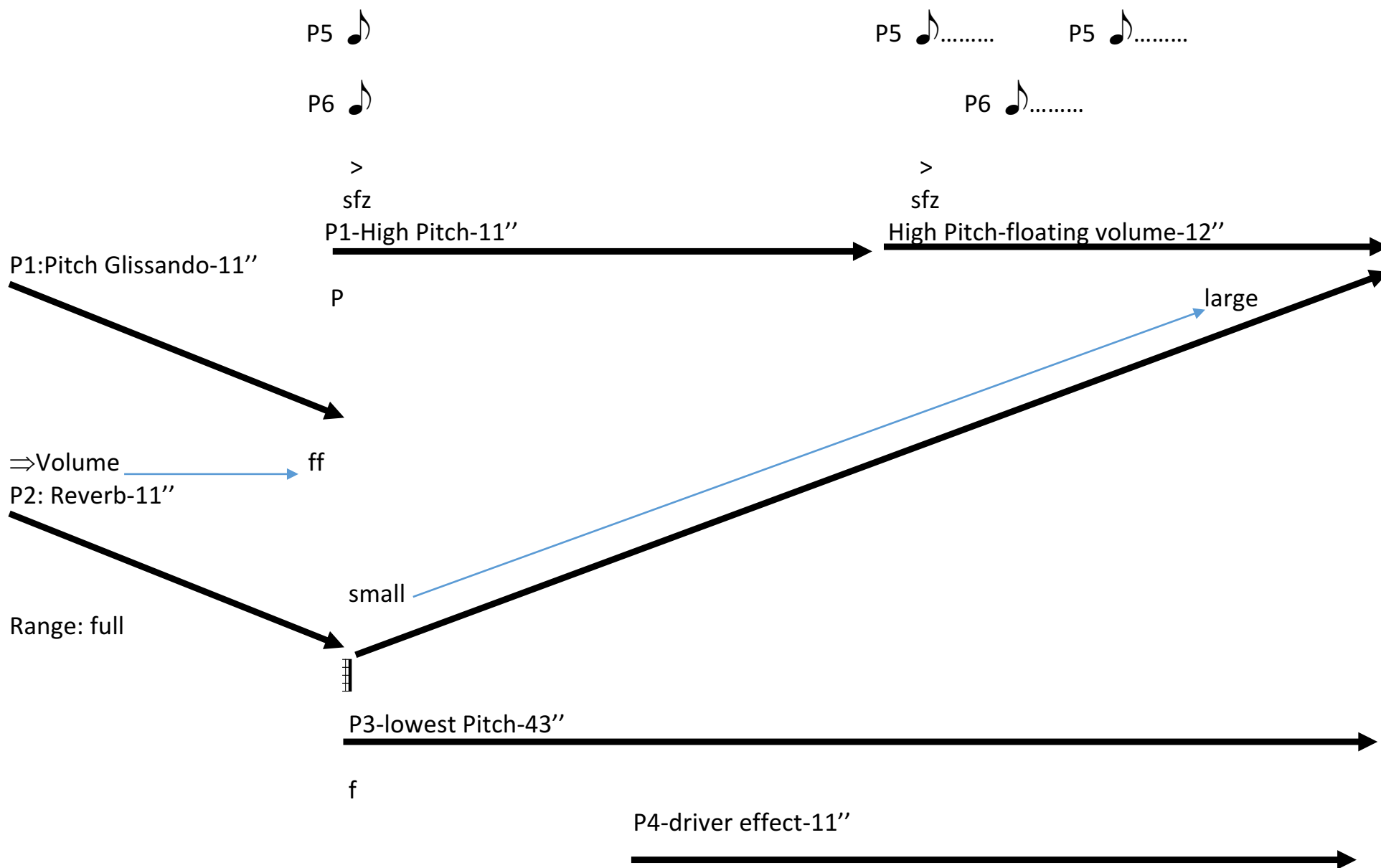
P2-reverb parameter floating in middle range-1'



P6: ⇒  (Play the chord suddenly)

>  
sfz

.....(delay)



P5  .....

P5  .....

P5  .....

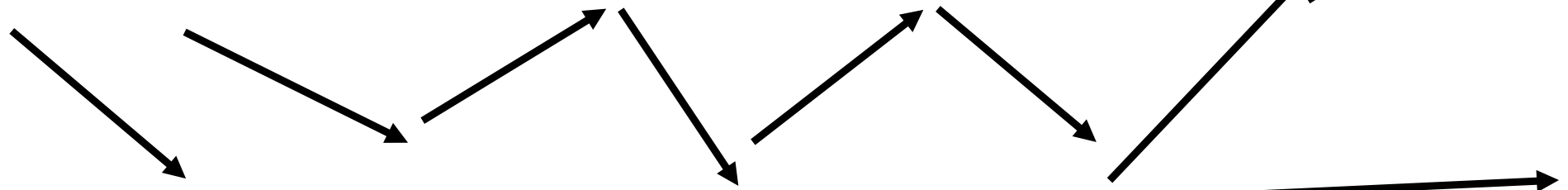
P5  .....

P6  .....

P6  .....

P6  .....

P1: Changing pitch by the arrow direction



P2: reverb

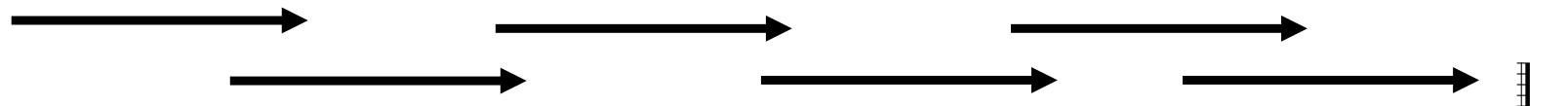
⇒ Volume  fff








P3: Keep low pitch-floating dry/wet-48''



Delay effect: 

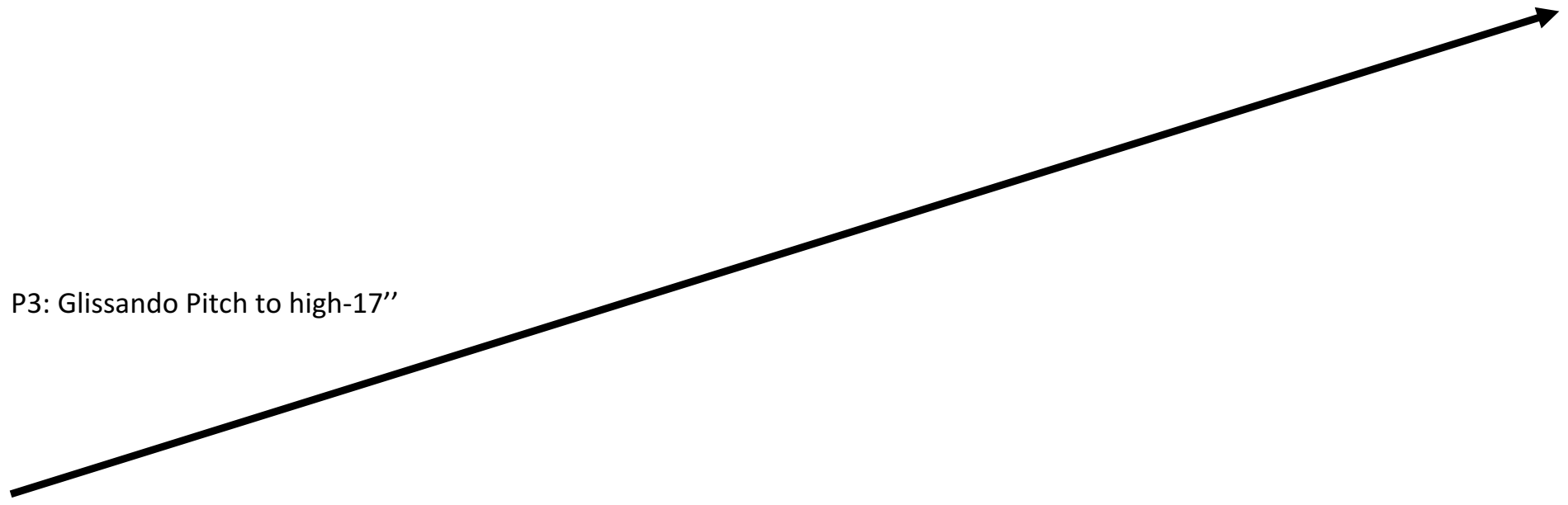
P4-floating driver



P5  .....    P5  .....    P5  .....    P5  .....  
P6  .....    P6  .....    P6  .....


⇒ Volume fff  pppp

P3: Glissando Pitch to high-17''





P5 

P6 

>  
sfz

P1: Highest Pitch-13''~



P2: Largest Reverb-13''~

