



For any number of performers + audience participation (using mobile phones or laptops)

The basic principle of the piece is that the audience make a video score by sending YouTube links to a live video mixer, which are then interpreted by the musicians as a graphic score.

Stage layout:

A projector faces the audience. The performers sit so that they have a sightline with the projector without facing completely away from the audience (so they will sit around the edges of the stage facing diagonally towards the audience)

Equipment:

Projector

Good WiFi or strong mobile data connectivity in the room

Roles:

Score: an animated visual score composed of YouTube videos

Performers: musicians playing instruments, objects, electronics, or controlling the volume of the computer playing the YouTube videos

Audience: an actively participating audience who select YouTube videos with their phones and send them to the Score

How to Play:

- 1) Prepare the performers with a printed version of the instruction cards or with a device loaded with the Performance Instruction webpage
- 2) Load the server page
- 3) Wait for audience members to join
- 4) When audience and performers are ready, activate the piece, and YouTube videos will begin to play once the audience submit some0
- 5) Performers will interpret the crossfading YouTube videos as an animated graphic score using predefined instructions

The piece is designed to be extremely easy to use, with all elements delivered over the open internet rather than via a local network. No log in or prior setup is necessary, and the piece could easily be performed by a group of people who aren't tech savvy.

Instructions for the performers:

Performers can decide to use the cross-faded YouTube videos as a completely blank canvas and play using their own rules, or completely freely.

Alternatively, a set of rules has been defined by the composer:

COMPOSER'S RULESET #1:

Performers will need a mobile phone or laptop, as well as stopwatch or other way of viewing elapsed time.

STEP 1: Agree on a duration for the piece

STEP 2: Each individual, using an individually chosen method, defines a number of "Events", and defines a timestamp for each Event (e.g you could define four Events occurring after 2, 4, 7 and 8 minutes); Take note of these Event times.

STEP 3: At each event time, choose a random item from the Performance Instruction website (or from a printed version of these events; a PDF suitable for printing on cards can be obtained from the composer). Use the random item to inform your interpretation of the video score until the time of your next Event.

Tech components:

Firestore backend: receives all the YouTube videos that have been sent and spits them out (or is there another way to do this?)

Score Website: parses incoming YouTube links and gradually mixes between them

Audience Website: a YouTube search page which sends video links to the Firestore backend

Performance Instruction Website: a webpage containing simple text instructions which can be selected by the performers in order to guide their interpretation

Please note that the Firestore backend has not been implemented yet, and that the Score Website + Audience Website are combined into one page for proof-of-concept purposes. It is eminently feasible to create the server/client separation in the way I propose though.

Score + Audience proof of concept link: <https://sebastianadams-music.github.io/youtube-cues/ytsearch>

Performance Instruction proof of concept link: <https://sebastianadams-music.github.io/youtube-cues/performerinstructions>

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