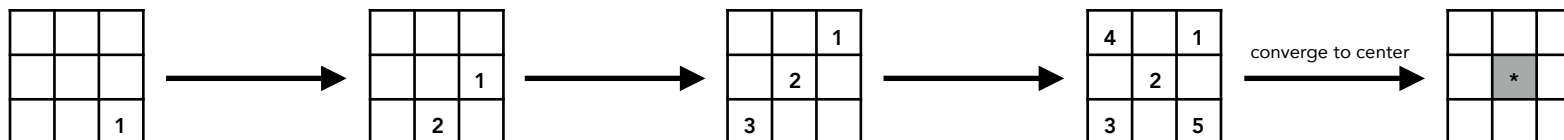


## 1. DISCOVERY

go to where your number is and slowly drift around in that section

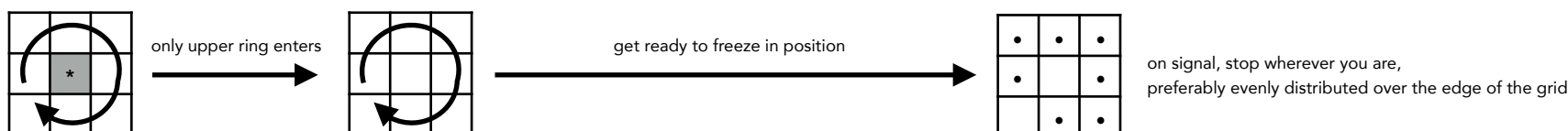


## 3. BLOSSOM

when pointed to,

if in upper ring, enter grid and circle around the center

if in lower ring, exit grid

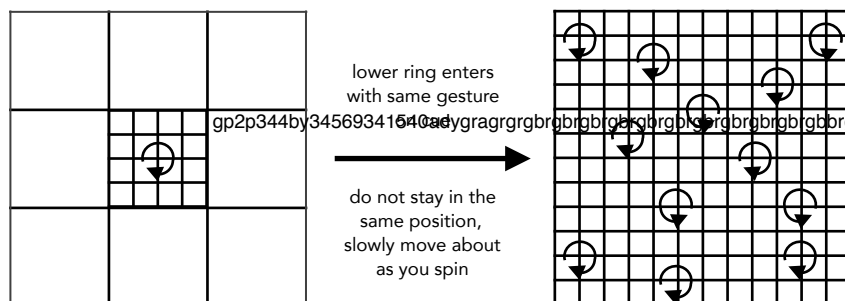


## 4. BALLET

when pointed to, begin the following gesture:

move in small loops (CW or CCW) within your section

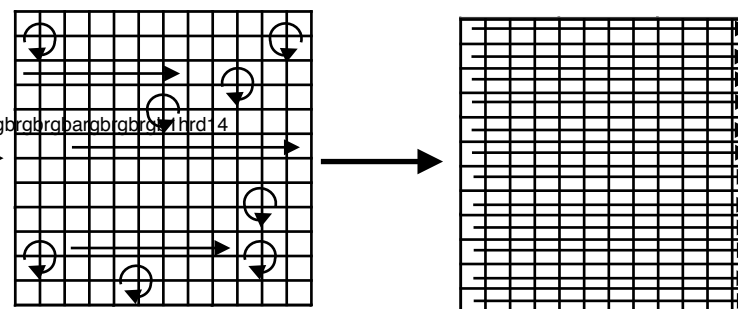
spin around a few times, then exit (esc), re-enter (space), repeat



## 5. ARPEGGIO

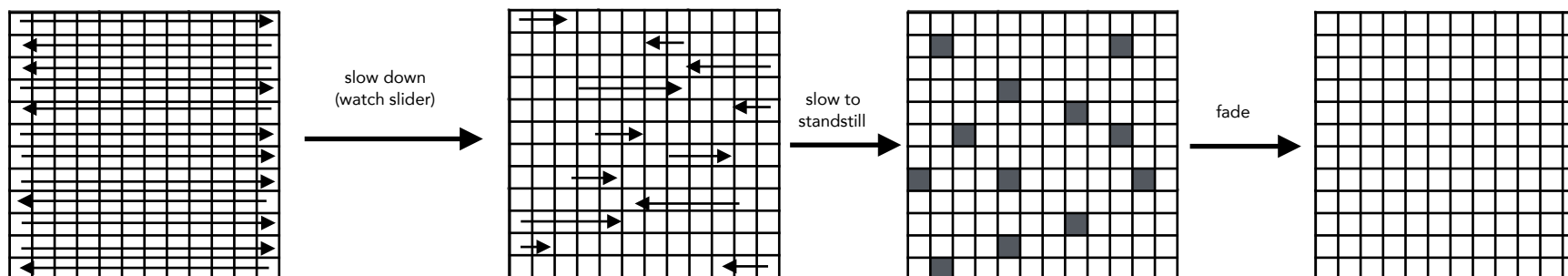
when pointed to, begin running left to right

okay to occupy same row as someone else, okay to change row occasionally



## 5.5 ARPEGGIO II

when pointed to, run in direction indicated by conductor



## 6. GLITCH

don't move, exit when indicated by conductor

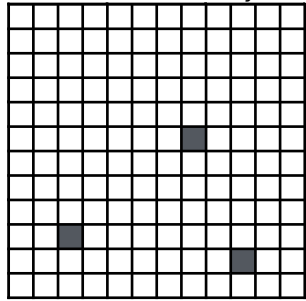
CONDUCTOR NOTES  
env. 1

upper ring – env. 3  
change scale to pentatonic

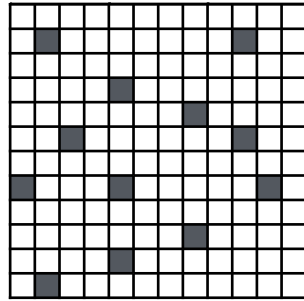
arpeggio, scale shift z

## 7. REBIRTH

when pointed to, enter and drift, tinkle occasionally using number keys indicated (watch slider for density)

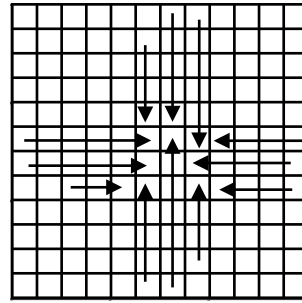


pick your own 'motion' for how to move and do that repeatedly i.e.  $\wedge > v > \text{etc.}$

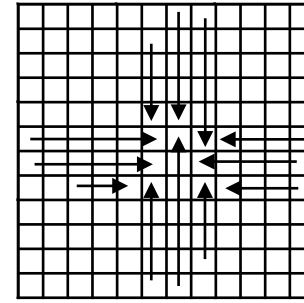


## 8. TRAFFIC

on downbeat, begin moving at one another (slider is speed) concentrating on center rows & columns, okay to change lanes / turn



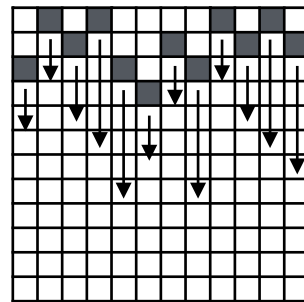
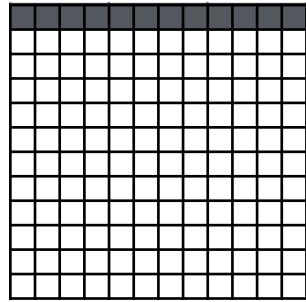
tinkling density increases (slider)



## 9. RAIN

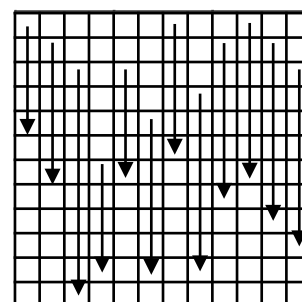
slowly begin dripping downward at your own pace watch slider for speed, cut tinkle back to 1

percolate upwards, continue tinkling end occupying row 1



increase velocity (slider)

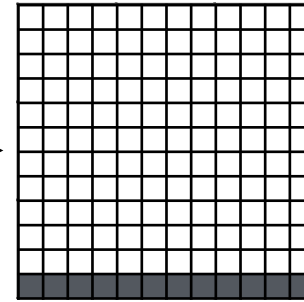
continue sparse tinkling



on cue. settle down to the bottom row tinkling ceases

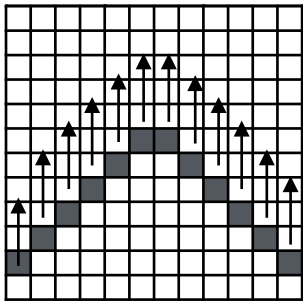


## 10. SETTLE



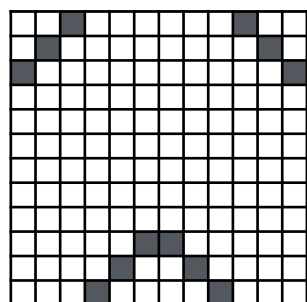
## 11. CIVILIZATION

form the following shapes, repeatedly jump (j) when you have reached your position



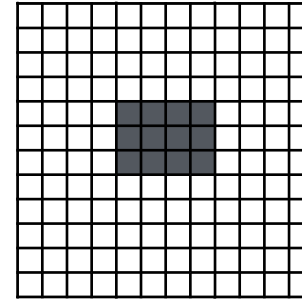
on cue, stop jumping move together

for two complete passes



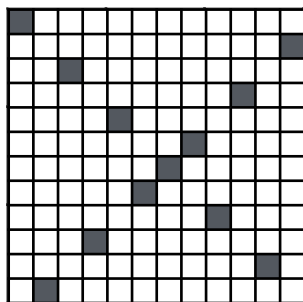
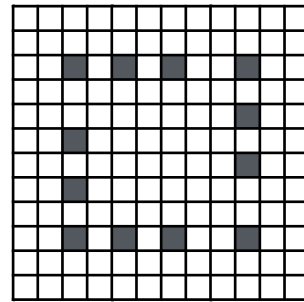
form a block

jump when you think you are in the right position



expand

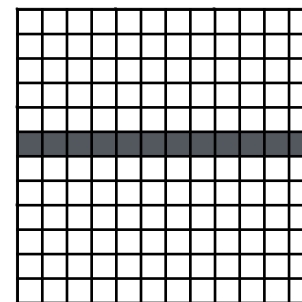
jump when you think you are in the right position



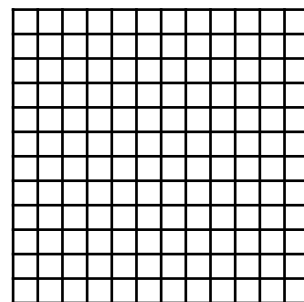
## 12. DUST

slowly... slowly collapse. server to increase 'wind noise'

that's why this arrow is so long



fade out when pointed to



# NOMADIC HUES 1.1

NATHAN & TRIJEET | SLOrk 2016

CONDUCTOR NOTES