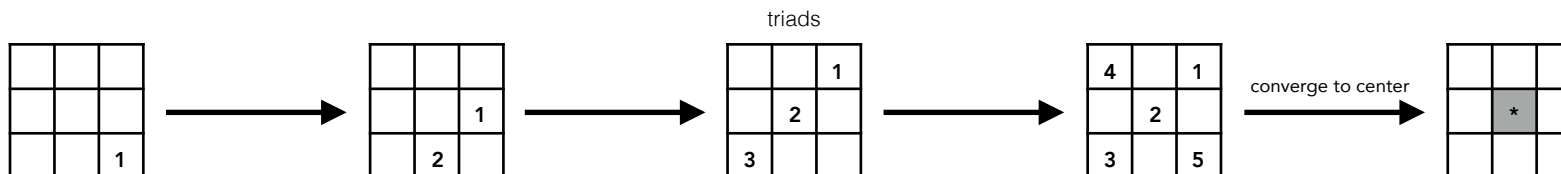


1. DISCOVERY

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

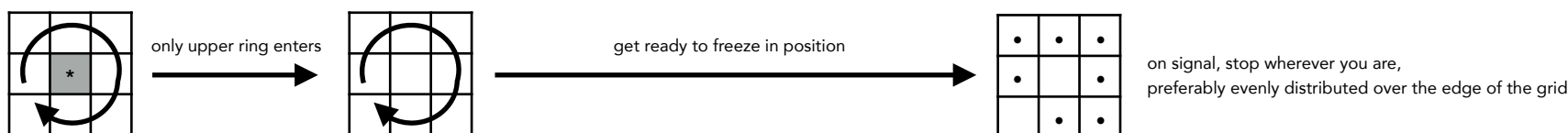


3. BLOSSOM

when pointed to,

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

if in lower ring, exit grid

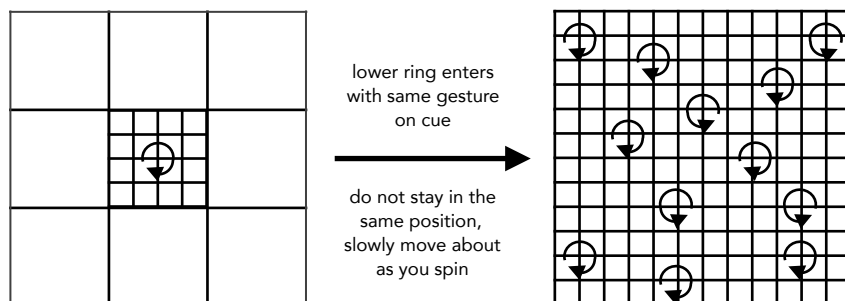


4. BALLET

when pointed to, begin the following gesture:

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

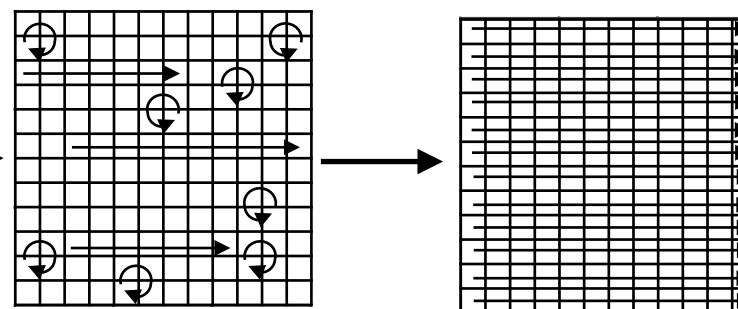
spin around a few times, then exit (esc), re-enter (space), repeat



5. ARPEGGIO

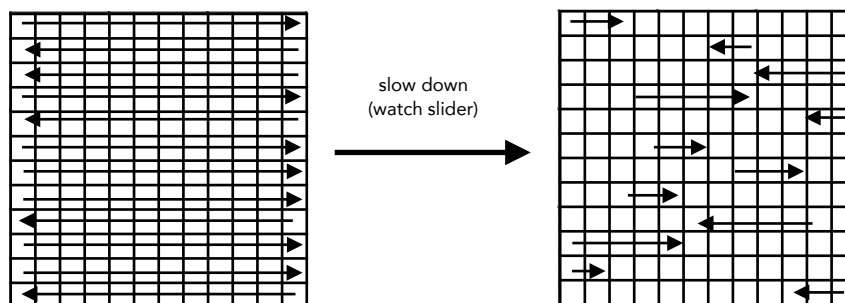
when pointed to, begin running left to right

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



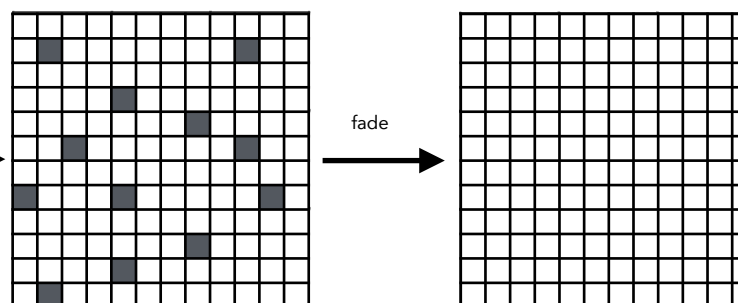
5.5 ARPEGGIO II

when pointed to, run in direction indicated by conductor



6. GLITCH

don't move, exit when indicated by conductor



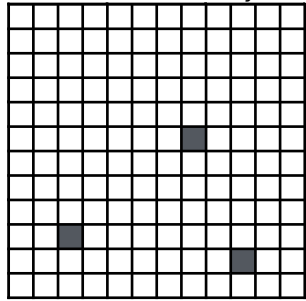
CONDUCTOR NOTES
env. 1

upper ring – env. 3
change scale to pentatonic

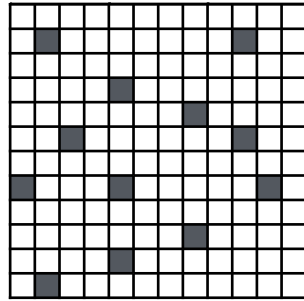
arpeggio, scale shift z

7. REBIRTH

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

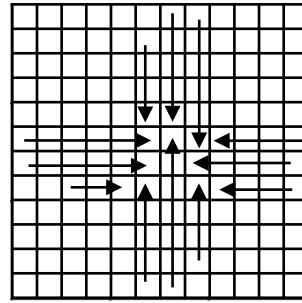


pick your own
'motion'
for how to move
and do that
repeatedly
i.e. ^ > v > etc.

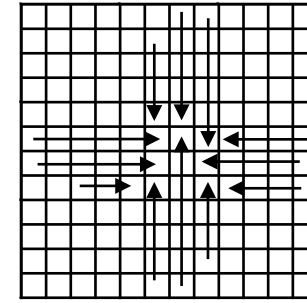


8. TRAFFIC

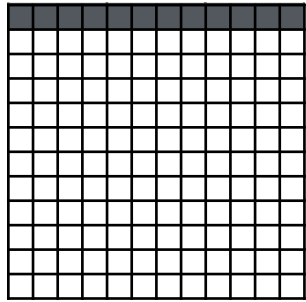
on downbeat, begin moving at one another (slider is speed)
concentrating on center rows & columns, okay to change lanes / turn



tinkling
density
increases
(slider)

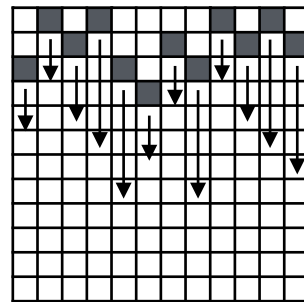


percolate upwards, continue tinkling
end occupying row 1

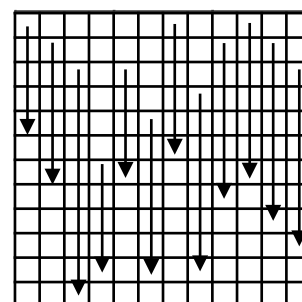


9. RAIN

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



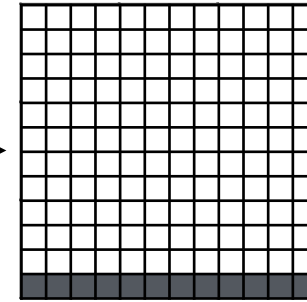
increase
velocity
(slider)



on cue, settle
down to the
bottom row
tinkling ceases

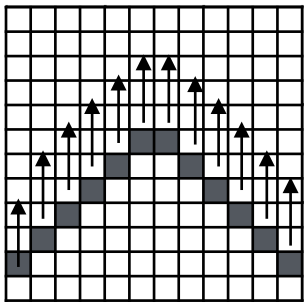


10. SETTLE



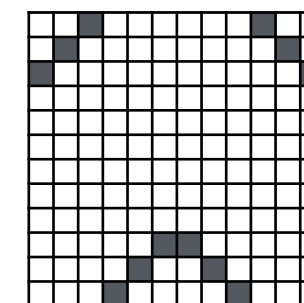
11. CIVILIZATION

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



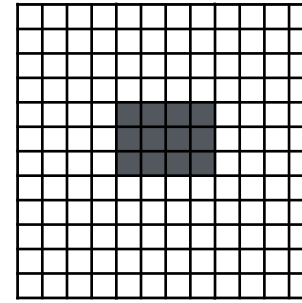
on cue,
stop jumping
move
together

for two
complete
passes



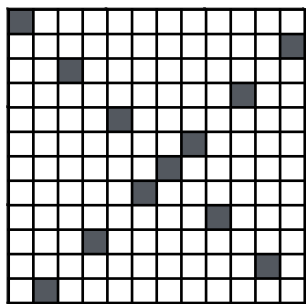
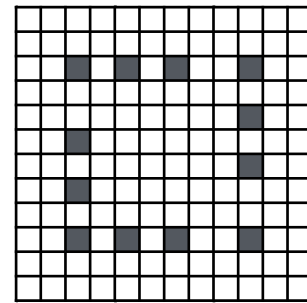
form a block

jump when
you think
you are
in the right
position



expand

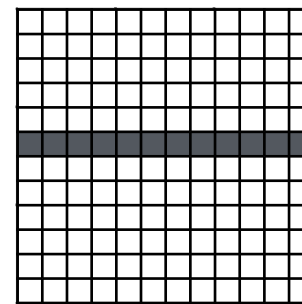
jump when
you think
you are
in the right
position



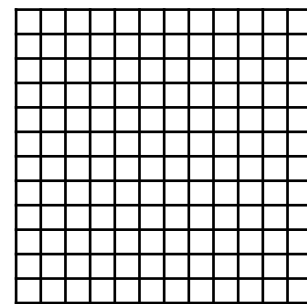
12. DUST

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