

# 67

**for open-instrumentation ensemble  
and two audio technicians**

**Z.V. Pine**

**2019**

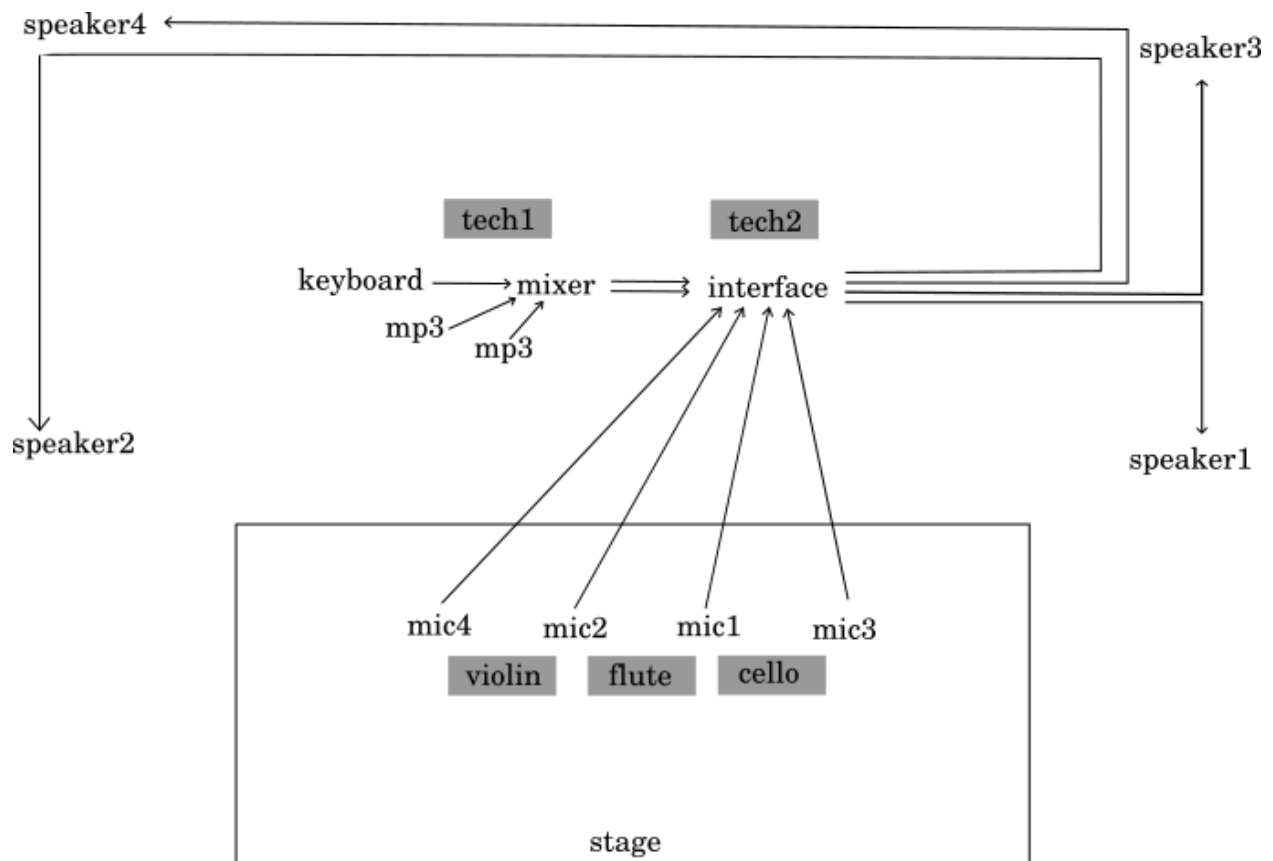
**Duration** c. 15'

**Instrumentation:** any number of instruments capable of producing toneless sounds, e.g. violin or flute.  
1 electric keyboard

**Hardware:** 4 microphones, 4 loudspeakers, 6/4 audio interface,  
2 audio players, 3 channel hardware mixer

**Software:** vocoder

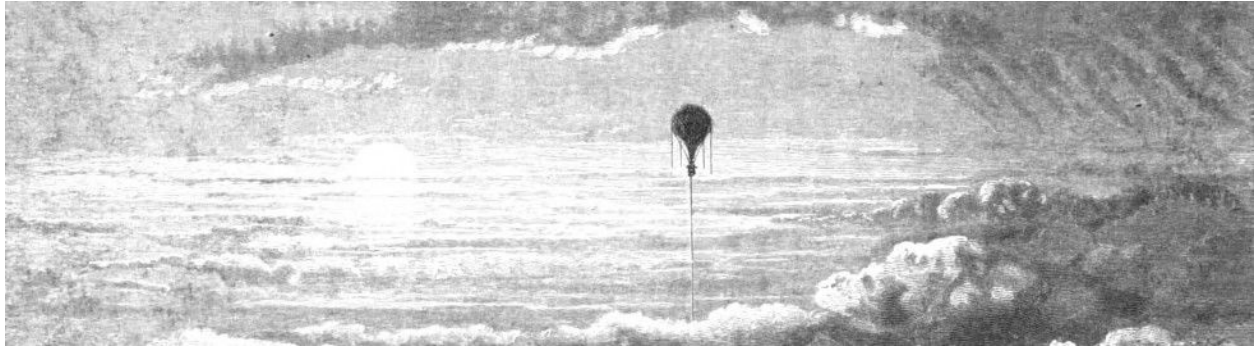
**Stage Diagram:**



# “Strange Encounter”

FEBRUARY 05, 2019

[FUTILITY CLOSET](#) ›



In June 1867 French astronomer Camille Flammarion was floating west from Paris in a balloon when he entered a region of dense cloud:

Suddenly, whilst we are thus suspended in the misty air, we hear an admirable concert of instrumental music, which seems to come from the cloud itself and from a distance of a few yards only from us. Our eyes endeavour to penetrate the depths of white, homogeneous, nebulous matter which surrounds us in every direction. We listen with no little astonishment to the sounds of the mysterious orchestra.

The cloud's high humidity had concentrated the sound of a band playing in a town square more than a kilometer below. Five years earlier, during his first ascent over Wolverhampton in July 1862, James Glaisher had heard “a band of music” playing at an elevation of nearly 4 kilometers (13,000 feet).

(From Glaisher's [Travels in the Air](#), 1871.)

# Open Ensemble

Shape a long toneless sound by varying the position of your wrist, elbow, shoulder, torso, or head.

Repeat this shaped sound as exactly as possible 6 or 7 times.

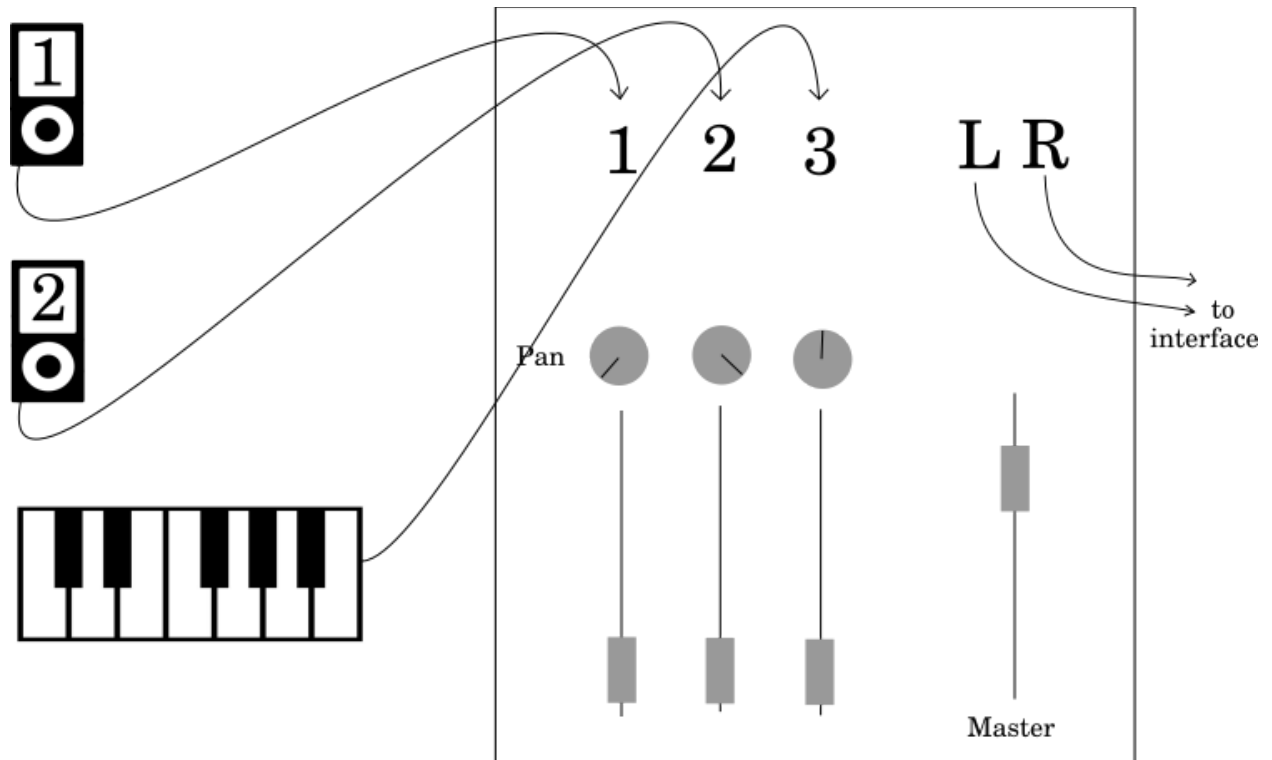
Shape a new long toneless sound by varying the position of your wrist, elbow, shoulder, torso, or head.

Repeat this new shaped sound as exactly as possible 6 or 7 times.

Continue in this way for as long as possible.

# Audio Technician 1

*Initial hardware configuration:*



*Initial software configuration:*

*Load audio player 1 with 6 or 7 tracks.*

*Load audio player 2 with the same tracks as audio player 1.*

*Choose a keyboard preset with a long attack time and a long release time.*

Start a track on audio player 1.

Start a new track on audio player 1

or start a track on audio player 2

or play 6 or 7 pitches on the keyboard that you are hearing within the space

or slowly adjust the panning or amplitude of channel 1, 2 or 3.

Start a new track on audio player 1 or audio player 2

or play 6 or 7 pitches on the keyboard that you are hearing within the space

or slowly adjust the panning or amplitude of channel 1, 2 or 3.

Continue in this way until the ensemble finishes playing.

# Audio Technician 2

