

Faultlines

by Graham Booth, January 2009

for laptop ensemble of between ten and twenty players

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Specification

- 10-20 x MacIntosh laptops running OS X.
- 1 x "Faultlines" application (v1.0), to be installed on each of the above laptops. (Please contact the author if the application has not been included with this score).
- 1 x 54Mbps 801.11g wireless access point (configured to allow open network access).

Preparation

- The group should be split in two as evenly as possible, with one player nominated as a conductor. Players must respond to the conductor's visual cues within the performance.
- All laptops should be set to full volume prior to performance.
- Players should ensure their user interface sound effects are turned **off**, in case of a need to mute their volume output during the performance (System Preferences / Sound / Sound Effects Tab > Uncheck "Play User Interface Sound Effects")
- Players will ideally need to familiarise themselves with the basic operation of the application before rehearsal.
- Timing of the piece is determined at random ranging between 5 and 15 minutes and should be decided on in advance.
- In performance, players should place themselves around and amongst the audience to allow for an immersive, surrounding experience. Where possible, players should be distributed equally around an identified centre point.

Controls of the Application (for Players)

Each player has access to the following controls:

- | | |
|-------------------|--|
| Numbered Box | - To be clicked on to identify your player number on the network. |
| Start/Stop Button | - To start/stop playback of your "line" (may also be done using the ENTER key). |
| Pitch Slider | - To set the frequency of their tone (in Hz). |
| Speed Slider | - To set the speed at which your tone will be passed between members of the group (may also be done by tapping the space bar, where the time between taps specifies the time your tone will sound on each laptop). |

For further instructions please see notes on the application itself.

Performance

Each player should be allocated a number starting from one up to the total number of players in the ensemble. Each player should then:

1. Connect to the wireless network.
2. Load the *Faultlines* application, then turn their audio on and off **twice** using the speaker button.
3. Click the red box in the application that corresponds to the number they have been given (as shown below).



Note: Players must **only** click the number they have been given - if anyone selects wrongly then the whole ensemble will need to restart the program.

4. When all players are connected then a box on the user interface (shown) turns red, indicating that the ensemble are performance-ready.



All Players
Connected?

5. Events then proceed according to the score (see overleaf).

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Score (0 - 100%)

Cue 1: 0% or at time point 0m00s

- Conductor raises hand to signify the piece is about to start.
- Conductor taps space bar 8 times (orchestra follow cues).
- The first half of the group (e.g. players 1 to 10) come in one by one, trying to start as soon as the previous players output stops playing on their laptop.

Cue 2: 30% or at time point _m__s (to be filled in by conductor).

- Conductor raises hand to signify cue 2.
- Players can move their pitches and speeds freely.
- Players should aim for medium rather than extreme values and changes.

Cue 3: 40% or at time point _m__s (to be filled in by conductor).

- Conductor raises hand to signify cue 3.
- Conductor taps space bar 8 times to resynchronise the group (orchestra follow cues).
- The second half of the group (e.g. players 11 to 20) come in one by one, as they wish.

Cue 4: 60% or at time point _m__s (to be filled in by conductor).

- Conductor raises hand to signify cue 4.
- Players can move their pitches and speeds freely.
- Players should aim for extreme values and changes.

Cue 5: 75% or at time point _m__s (to be filled in by conductor).

- Players drop out one by one until only the conductor is left.
- If your sound keeps going for any reason, manually press your mute key!