Beijing

This piece was written for Stanford Laptop Orchestra by Madeline Huberth and Ge Wang during the summer of 2014 at SLOrk's residency at the Stanford Center at Peking University. All sounds are samples of Beijing sounds recorded by the authors. It is written for three parts, primarily controlled over the network, with individual interactions controlled by the gametraks.

Instrument One: Chords - CP
Sound files will be sent to your machine. The left x-axis controls the rate of the sound file, and left z-axis controls gain. The right z-axis controls the feedback on the comb-filtered chords - how much the file will sound like a reverberant chord versus its original state. The chords will also be pre-determined, and sent to you over the network.

Instrument Two: Percussion - PP
You are responsible for two sets of sounds: mechanistic chopping sounds, and control of the sounds of some of the chords that are being sent to the chord player. For the chopping sounds, left hand y-axis controls the rate of the chopping, and left hand x-axis controls the playback rate of the sound files. Left hand z-axis will spork more chopping processes with increased height – use this sparingly. Your 'drum solo' is at the end of the FOOD section. Towards the end, you are to "rev your engine" (make the chopping sound like an engine by bringing the right hand y-axis close to you in succession. Throughout the subway and the traffic section, you are to play the right axis of the gametrak sparingly - it will play notes from the chords sent to you over the network - the z-axis of the right hand controls the rate at which the notes sound.

Instrument Three: Raw Sounds - RP
Throughout the piece, the raw sound files will be sent to your machine over the network. You are to play these at particular times (see score). Button press on the gametrak controls the play of each file.

SCORE – The temporarily of these events are determined by a conductor (likely the person controlling the network). They generally overlap in time.

SUBWAY
CP - stand firm hold the handrail
CP - pitch shifted "stand firm" - both
CP - subway
RP - 1 - subway sound file, very soft, just once or twice, plays beeps before CP beeps
PP - right-hand, use sparingly
CP - more subway
RP - 2 - beeps
CP - beeps
RP - 3 - arrival at pku
RP - 4 - subway-tones

FOOD
CP - sizzling
RP - 5- 3 kuai announcement - speech 2
PP - chopping (BE SENSITIVE - QUIET)
CP - sizzling
RP - 6 - sizzling
RP - 7 - 4 kuai announcement - speech 1

TRAFFIC
PP - chop -> engine
RP - 8 - engine rev
PP - right hand, use sparingly
CP - engines
RP - 9 - motorbike passing
RP - 10 - horn

END WITH CP ALONE:
CP - engines

1. stanfirmd -- 5 seconds...
2. subway-1 -- 13 seconds...
3. beeps-1b -- 4 seconds...
4. sizzle-2 -- 7 seconds...
5. rev-engine-1 -- 13 seconds...
6. rev-engine-2a -- 7 seconds...
7. rev-engine-3 -- 11 seconds...
8. rev-engine-4 -- 12 seconds...
9. motorbike-passing-1 -- 13 seconds...
0. motorbike-passing-2 -- 6 seconds...