

The View From The High Horse

Instructions for Performers

Throughout the performance the performers manipulate the rate at which the patch flicks between the two copies and the position of the audio and video playback by following the directions given below. The *Moving Subjects* and the *GUI Controller* read the bracketed numbers as the number of actions to be performed in a *set*. Each action in a *set* of actions is performed at the same *rate*. Each *set* of actions is performed at a different *rate*. Pauses indicate the performer to be still, the lengths of pauses vary according to the ranges as indicated below.

Moving Subject 1- [6, pause, 3, pause, 4, pause, 1, pause, 4, pause].

Pauses between the events increase from 3 to 13 seconds and back down again. When the microphone is near the performers mouth they, whistle, hum, or breathe into it.

Moving Subject 2- [3, pause, 4, pause, 2, pause, 2, pause, 5, pause].

Pauses between the events increase from 6 to 13 seconds and back down again. When the microphone is near the performers mouth they should, whistle, hum, or breathe into it.

GUI Controller- [2, pause, 3, pause, 2, pause, 2, pause, 4, pause, 5, pause].

Pauses between the events increase from 9 to 18 seconds and back down again.

Demonic Influence- This performer keeps turning a *Wii-mote* (using *OSCulator* as an interface with *Supercollider*), which influences the video playback

The *GUI Controller* performs their actions on one or more of the faders or knobs of a midi-device, thus changing the various parameters of the *Supercollider* patches. The two *Moving Subjects* divide their bodies into 5 parts; left arm, right arm, left leg, right leg, torso: they move these one at a time, in any combination for a *set*. Both

Moving Subjects carry microphones, which are used to trigger the real-time audio elements.

The *Demonic Influence* occasionally interferes with the rate and duration of both copies of the video playback by turning the Wii-mote on or off.