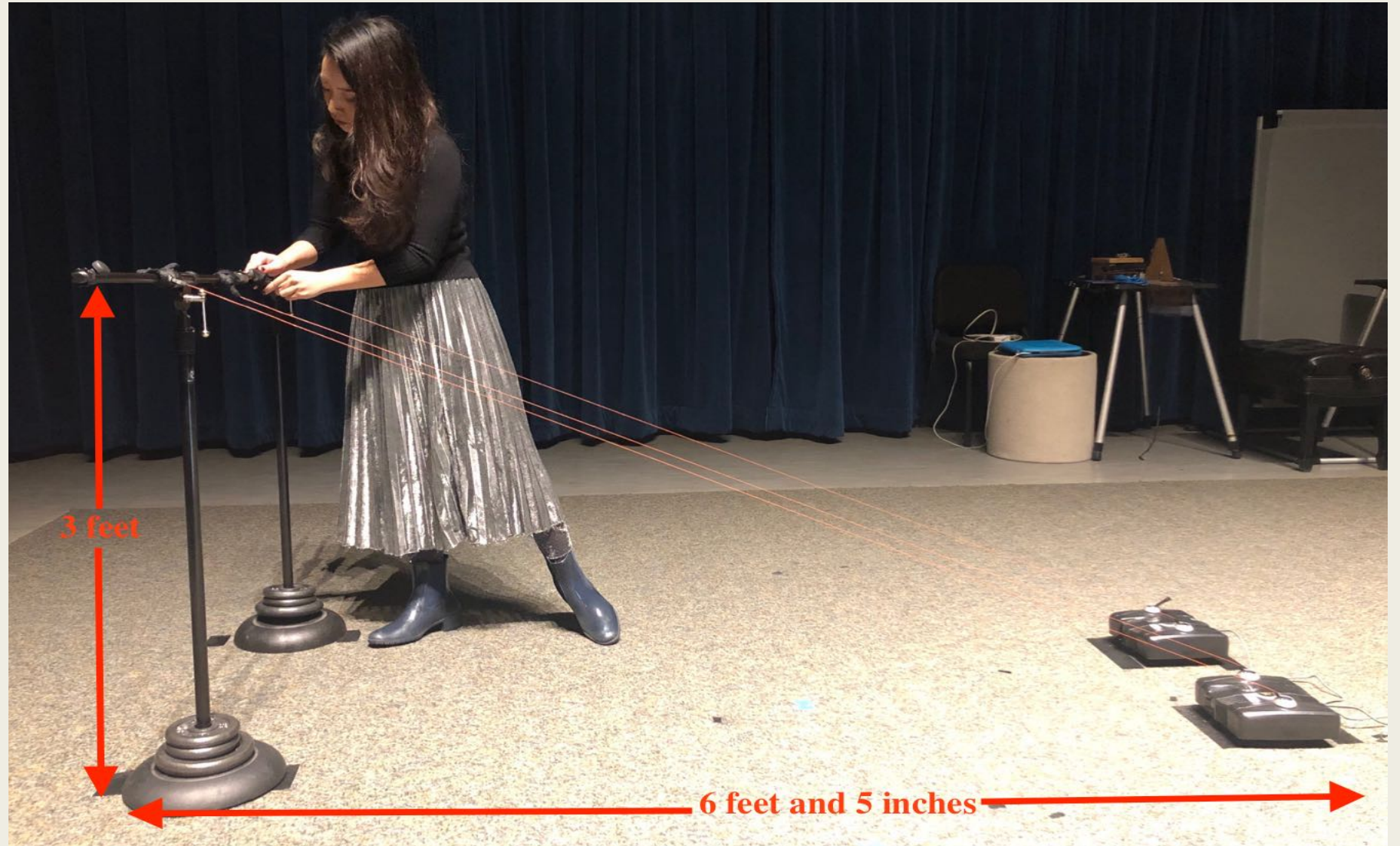# Performance Instruction of *Tied Threads*

Author: Peiyue Lu
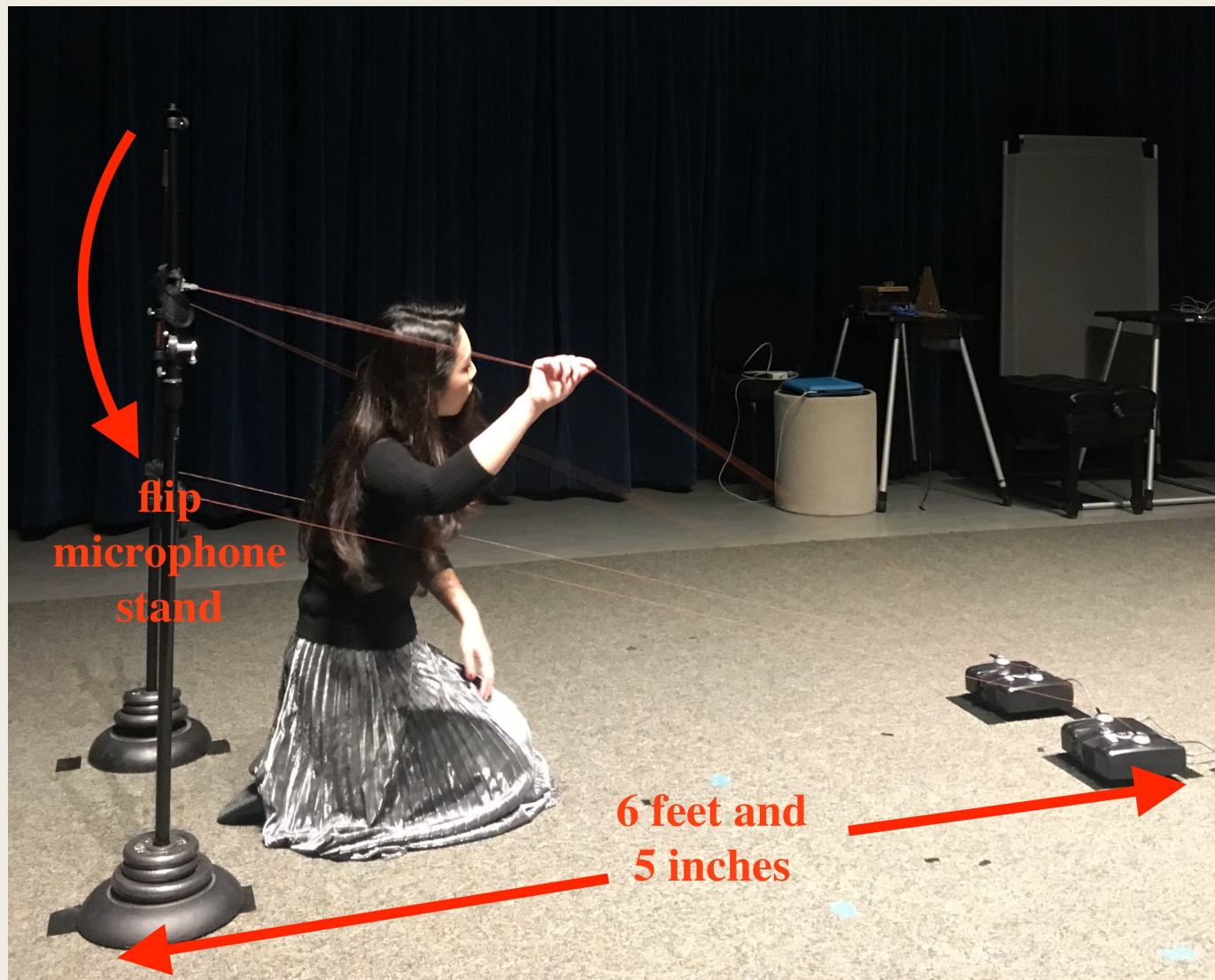
Performance Instruction and Instrument Setup

■ **Section A:**

Performance Instruction and Instrument Setup

- **Section B:**

Performance Instruction and Instrument Setup

■ **Section C:**

5 feet and 3 inches

6 feet and 5 inches

Performative Action Instruction

■ **Different triggering actions:**

1. Breaching the number threshold of each individual string to trigger sound, depending on sounds' characteristics.

e.g. percussive sound with short attack ➡ quickly pulling out the strings

drones, flutes with longer attack ➡ gradually, slowly pulling out the strings

Performative Action Instruction

■ Different triggering actions :

2. Breaching the threshold of multiple strings to trigger multiple sounds at the same time for both musical and programming conditions.

e.g. To reach the high point of the section two ➡ simultaneously pull out four strings together

to breach the conditions to get to the next section ➡ simultaneously pull out four strings together

Performative Action Instruction

■ **Different triggering actions :**

3. Breaching multiple threshold from the data of one strings' to trigger multiple sounds respectively. Those actions required lots of practice to be accurately executed.

Triggering flute sample around **0.4** of Z- axis of Gametrack

Triggering percussion around **0.7** of Z-axis Gametrack

Triggering granulated flutes around **0.9** of Z-axis Gametrack

Performative Action Instruction
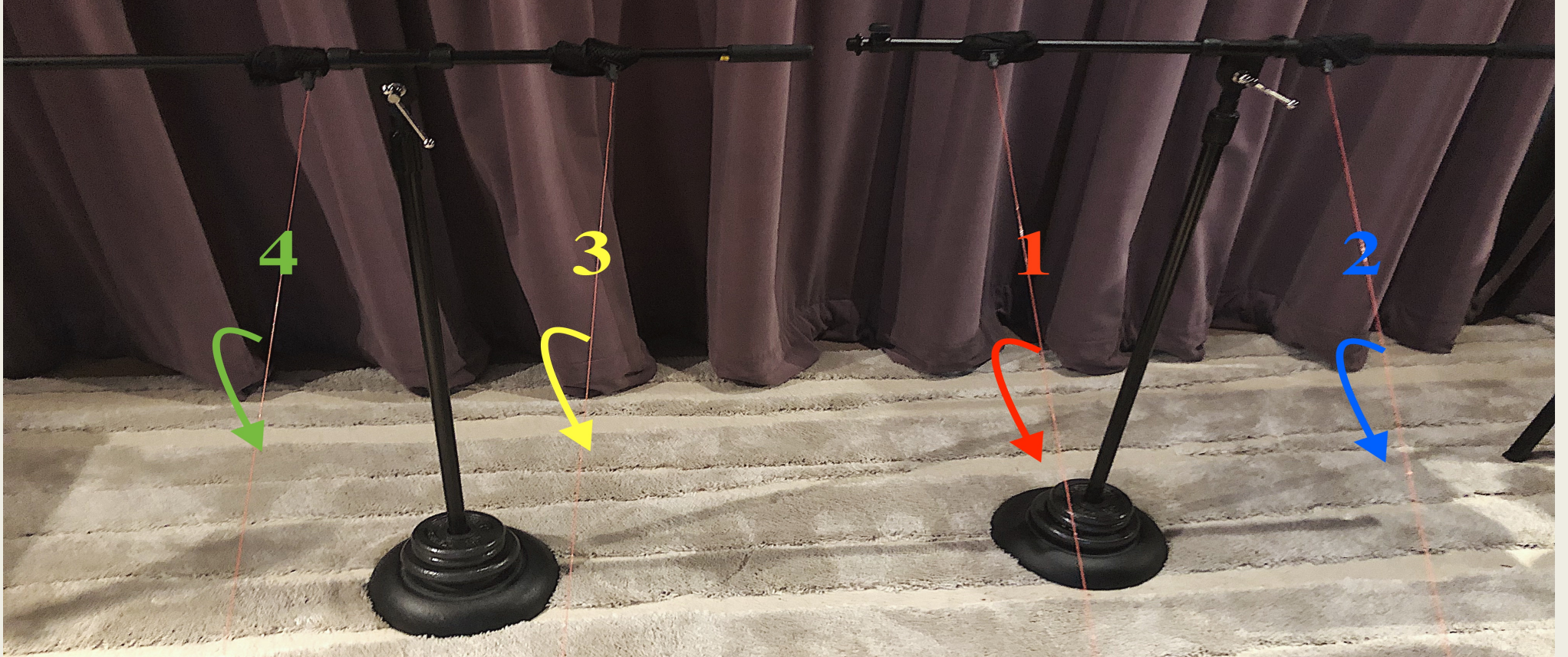
- **Swing the string:**

Performative Action Instruction

■ **Pulling strings without attaching to microphone stands:**

Sounds, Musical Data and Performative Actions

■ **Section A:**

Sounds, Musical Data and Performative Actions

- **Section A:**

String 1: responding to the Z-axis of specified Gametrack string, assigned to !lc03 parameter inside of Kyma. When !lc03 is greater than 0.9, granulated Shakuhachi sample triggered.

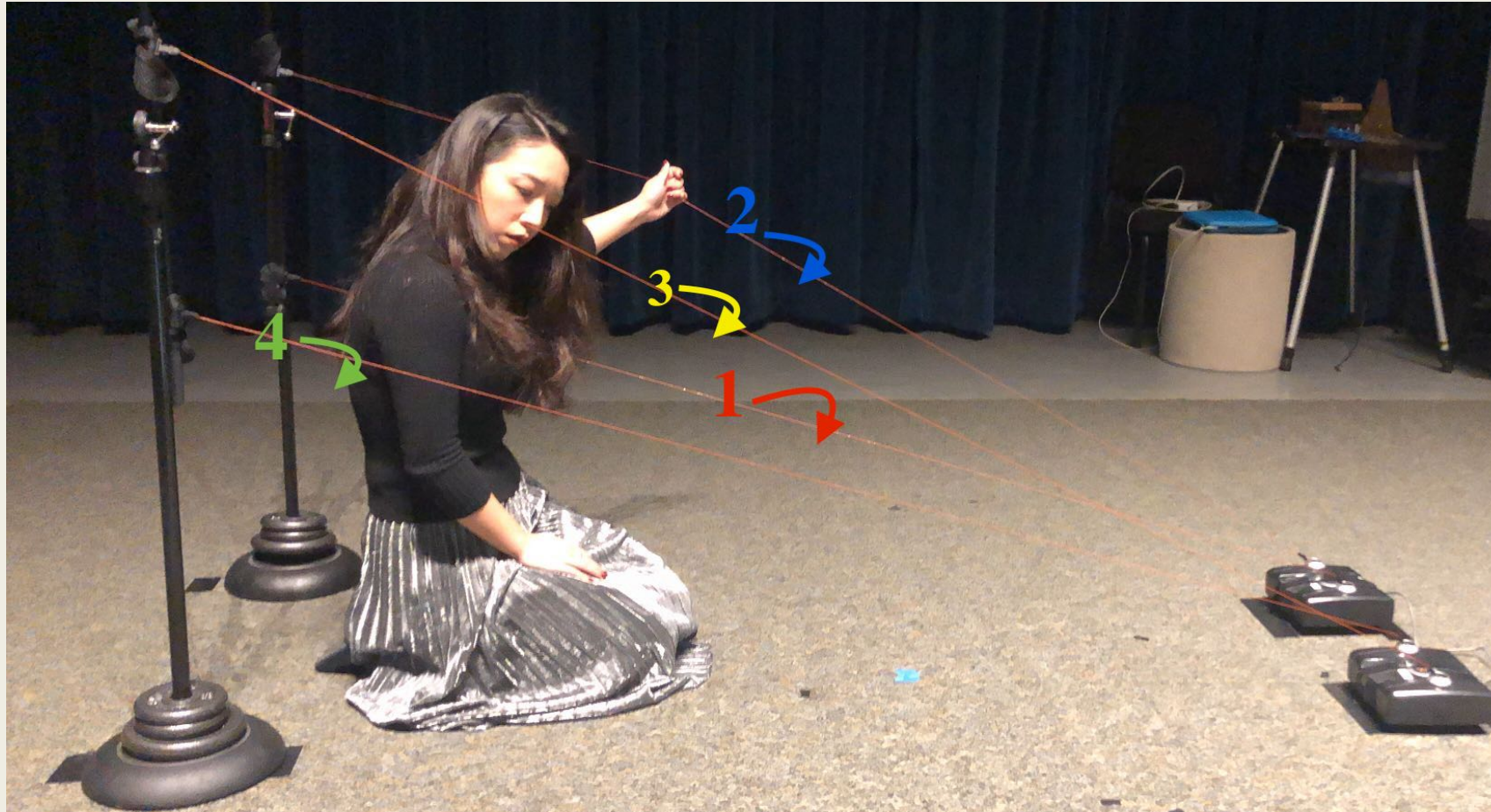**String 2:** responding to the Z-axis of specified Gametrack string, assigned to !lc06 parameter inside of Kyma. When !lc06 is greater than 0.8, multiple percussions triggered at same time with slight different delays.

String 3: responding to the Z-axis of specified Gametrack string, assigned to !lc12 parameter inside of Kyma. The !lc12 parameter controlling the amplitude of drones.

String 4: responding to the Z-axis of specified Gametrack string, assigned to !lc09 parameter inside of Kyma. When !lc09 is greater than 0.7, Shakuhachi samples in different pitch triggered.

Sounds, musical data and performative actions

■ **Section B:**

Sounds, musical data and performative actions

- **Section B:**

String 1: responding to the X-axis of specified Gametrack string, assigned to !lc01 parameter inside of Kyma. The !lc01 parameter is controlling the frequency changes of the "woodblock" rhythmic pattern.

String 2: responding to the Z-axis of specified Gametrack string, assigned to !lc06 parameter inside of Kyma. When !lc06 is greater than 0.8, plug-strings in different pitches samples triggered.

String 3: responding to the Z-axis of specified Gametrack string, assigned to !lc12 parameter inside of Kyma. Multiple percussions and mechanical samples triggered at the same time with slight different delays.

String 4: responding to the Z-axis of specified Gametrack string, assigned to !lc09 parameter inside of Kyma. When !lc09 is greater than 0.7, delayed Shakuhachi samples with different pitches triggered.

Sounds, musical data and performative actions

■ Section C:

Sounds, musical data and performative actions

■ **Section C:**

String 1, **String 2, String 3 and String 4** responding to the Z-axis of specified Gametrack strings, assigned to !lc03, !lc06, !lc12 and !lc09 parameters inside of Kyma. Bell sounds in different pitches are triggered by all four strings, when !lc03, !lc06, !lc12 and !lc09 parameters are respectively greater than 0.9. Processed percussion sounds in different pitches are respectively triggered by all four strings, when !lc03, !lc06, !lc12 and !lc09 parameters are respectively less than 0.6.

For more detailed performance instructions of *Tied Thread*, please contact the composer for more information.