



**Features:** the ensemble + a moderator\* (Michele)

\*Moderator is in charge of all the sounds during transitions as well as other duties

### The Ensemble



Remember your character/bowtie ;)

See videos [here](#)

#### Structure of the work

- Introduction (live elements) 2'-2'30"
- I. Lost in Translation (video with audio) 2'30"
- II. GIFs (video without audio) 5'30"
- III. Divas (video without audio) 1'40"
- IV. What Are We Looking For? (video with audio) 6'10"
- Ending Credits (video without audio) 0'30"

**Total: about 20 minutes**

## Introduction (live)

**Gears needed:** An object or puppet that you can turn them into a character

**How it works:** Everyone will have about 20 seconds to control their object, and the rest of the musicians will correspond with their instruments (what we did in the very first workshop). The moderator will blow the whistle as a cue to move on to the next person, and a person will be on call (not playing) with their object ready so they can start manipulating it right after the whistle. When you are not on solo or on call, you're a part of the ensemble.

**Orders:**

Solo: Noah	Solo: Colin	Solo: Hans	Solo: Hanyu	Solo: Praveen	Solo: Eddie
On call: Colin	On call: Hans	On call: Hanyu	On call: Praveen	On call: Eddie	
Ensemble	Ensemble	Ensemble	Ensemble	Ensemble	Ensemble

**Transition: Black screen**

## I. Lost in Translation (video with audio)

**Gears needed:** Your instrument

**How it works:** "Translate" what the puppets were "talking" after their movements with sounds. Imagine your instrument is talking. You can even write out phrases or words to help mimic the intonation when you play.

**Structure of the piece:**

(Randy & Flappy move) → "Welcome to the improv show 'Whose turn is it anyway'"

(Flappy moves) → "Starring"

(Randy moves) → #1 Solo: Hans

(Flappy moves) → #2 Solo: Colin

(Randy moves) → #3 Solo: Eddie

(Flappy moves) → #4 Solo: Hanyu

(Randy moves) → #5 Solo: Praveen

(Flappy moves) → #6 Solo: Noah

(Randy moves) → #7 Randy crew\*

(Flappy moves) → #8 Flappy crew\*

(Randy moves) → #9 Ensemble

(Flappy moves) → #10 Ensemble

(Flappy moves) → "And here's how the first game works"

(Randy moves) → Randy crew: Play 5 notes (mimic 5 words)

(Flappy moves) → Flappy crew: Play 5 notes (mimic 5 words)

(Randy moves) → Randy crew: Play 4 notes (mimic 4 words)

(Flappy moves) → Flappy crew: Play 4 notes (mimic 4 words)

(Randy moves) → Randy crew: Play 3 notes (mimic 3 words)

(Flappy moves) → Flappy crew: Play 3 notes (mimic 3 words)  
(Randy moves, loooong)→ Randy crew: a lot of notes (long phrase)  
(Flappy moves, loooong)→ Flappy crew: **only one** articulate note  
(Randy moves) → Randy crew: Play 2 notes (question)  
(Flappy moves) → Flappy crew: Play 2 notes (question)  
(Randy moves) → Randy crew: A slide (lower to higher note)  
(Flappy talk: “Are we still on the same page?”)  
(Randy talk: “I think we’re lost. Ha!”)  
\*Randy crew: Hans, Eddie, Praveen  
\* Flappy crew: Colin, Hanyu, Noah

**Transition: Title card for “Lost in translation”**

**Transition: Black screen**

**Transition: Title card for “GIFs”**

## **II. GIFs** (video without audio)

**Gears needed:** At least three household objects with different timbre

**How it works:**

Everyone has three motives. When a new motive comes up, change your object.

- 1) When joining, find one of your three objects that sounds different from what others are already playing.
- 2) When your character (A) moves towards another character (B) and disappears, you transition into the rhythm (B) is playing. If your character (B) stays but someone else (A) moves to you, continuing what you’re playing until a new motive for you pops up.
- 3) When your character (A) moves towards another character (B) and the two of you overlap with lower opacity, you continue what you’re playing but transition into a new household object with timbre that’s closest to (B). If your character (B) stays but someone else (A) moves to you, continuing what you’re playing-- you eventually fade out and a new motive for you will pop up.
- 4) The end: Randy with a dotted bow tie (portrayed by Hans) will move and “eat up” all the characters one by one on screen. Continue what you’re playing until Randy covers your screen, then switch to what Randy is playing.

**(See the overview next page)**

Overview explanation:

Number: each performer is assigned a number (1-6)

- : each performer is given three rhythmic motives (-1 to -3)

Alphabet: timbre (A to R)

Red: new element

	Hans (#1) R		Colin (#2) F		Eddie (#3) R		Hanyu (#4) F		Praveen (#5) R		Noah (#6) F	
	1-1	A	/		/		/		/		/	
	1-1	A	2-1	B	/		/		/		/	
	1-1	A	2-1	B	3-1	C	/		/		/	
	1-1	A	2-1	B	3-1	C	4-1	D	/		/	
	1-1	A	2-1	B	3-1	C	4-1	D	5-1	E	/	
	1-1	A	2-1	B	3-1	C	4-1	D	5-1	E	6-1	F
Transition	1-1	A	Rhythm 1-1 (Hans)		3-1	C	Rhythm 3-1 (Eddie)		5-1	E	Rhythm 5-1 (Praveen)	
	1-1	A	1-1	B	3-1	C	3-1	D	5-1	E	5-1	F
	1-2	G	1-1	B	3-1	C	3-1	D	5-1	E	5-1	F
	1-2	G	1-1	B	3-2	H	3-1	D	5-1	E	5-1	F
	1-2	G	1-1	B	3-2	H	3-1	D	5-2	I	5-1	F
Transition	Timbre B (Colin, your other squirrel)		1-1	B	Timbre D (Hanyu, your other squirrel)		3-1	D	Timbre F (Noah, your other squirrel)		5-1	F
	1-2	B	1-1	B	3-2	D	3-1	D	5-2	F	5-1	F
	1-2	B	2-2	J	3-2	D	3-1	D	5-2	F	5-1	F
	1-2	B	2-2	J	3-2	D	4-2	K	5-2	F	5-1	F
	1-2	B	2-2	J	3-2	D	4-2	K	5-2	F	6-2	I
Transition	Rhythm 4-2 (Hanyu)		2-2	J	Rhythm 6-2 (Noah)		4-2	K	Rhythm 2-2 (Colin)		6-2	I
	1-3	M	2-2	J	6-2	D	4-2	K	2-2	F	6-2	I
	1-3	M	2-2	J	3-3	N	4-2	K	2-2	F	6-2	I
	1-3	M	2-2	J	3-3	N	4-2	K	5-3	O	6-2	I
Transition (1/3)	1-3	M	Timbre N (Eddie)		3-3	N	4-2	K	5-3	O	6-2	I
Transition (2/3)	1-3	M	2-2	N	3-3	N	Timbre O (Praveen)		5-3	O	6-2	I
Transition (3/3)	1-3	M	2-3	P	3-3	N	4-2	O	5-3	O	Timbre M (Hans)	
	1-3	M	2-3	P	3-3	N	4-3	Q	5-3	O	6-2	M
	1-3	M	2-3	P	3-3	N	4-3	Q	5-3	O	6-3	R
Transition (1/5)	1-3	M	2-3	P	3-3	N	4-3	Q	Rhythm 1-3 (Hans)		6-3	R
Transition (2/5)	1-3	M	2-3	P	Rhythm 1-3 (Hans)		4-3	Q	1-3	O	6-3	R

Transition (3/5)	1-3	M	2-3	P	1-3	N	4-3	Q	1-3	O	Rhythm 1-3 (Hans)	
Transition (4/5)	1-3	M	2-3	P	1-3	N	Rhythm 1-3 (Hans)		1-3	O	1-3	R
Transition (5/5)	1-3	M	Rhythm 1-3 (Hans)		1-3	N	1-3	Q	1-3	O	1-3	R
	1-3	M	1-3	P	1-3	N	1-3	Q	1-3	O	1-3	R

**Transition: Black screen**  
**Transition: Title card for “Divas”**

### III. Divas (video without audio)

**Gears needed:** Your instrument

**How it works:** Play lyrical melodies corresponding to the gestures of your character. While you're in your zone like a diva, still pay attention to the counterpunctual melodies you're a part of and find ways to blend in sonically as a whole. A hand (portrayed by the moderator) will eventually interrupt your performance-- interact with the hand by reflecting what's happening with your musical playing (for example: struggling to stay on screen, trying to fight back, got silenced unexpectedly...etc)

**Transition: Black screen**  
**Transition: Title card for “What are we looking for?”**

### IV. What Are We Looking For? (video with audio)

**Gears needed:** Your instrument

**Structure of the piece:**

R= Randy / F = Flappy

	Cue (begin)	Cue (end)	Ensemble
I-1	After R&F are off the screen	Fades out when R&F are back	All
I-2	When the lid is opened	When R knocks over the box	All: short and articulated notes (different pitches) (as if a creature escapes and runs away)
II-1	After F is off the screen	Fades out when F is back	<b>Keyboards+bass:</b> something sneaky and

			poky
II-2	F bends forward to bite the wrapper	Until the screen goes black	All: something chaos (as if being tickled pretty badly)
III-1	After R is off the screen	Fades out when R is back	<b>Keyboards + guitar:</b> foreshadowing the materials
III-2	Fades in subtly after the lid is opened	When R&F freeze	All: smooth and lullaby-y (bass: pizz)
IV	When R&F look into the box	When R&F say “whoa”	All: long sliding note (low to high)
V-1	After R is off the screen	(continued)	<b>Violin, bass, guzheng:</b> Gentle knocks on your instrument’s body (as if checking out goodies on a field)
V-2	When F starts to panic	When the screen goes black <b>Pianos:</b> Strike the highest note with the pedal. Let it sustains until the phrase fades out	<b>Strings instrument:</b> Scratchy sounds (as if suffocated) Stop when the screen goes black
VI-1	After R opens the book	When R&F stops being whiny	<b>Violin:</b> something lyrical but sad <b>Guzheng:</b> 揉音 <b>All the rest:</b> whine with R&F
VI-2	After R turns the page	Fades out when the screen goes black	All: laugh with R&F with your instruments

### Ending credits (video without audio)

- Play a repeated rhythmic pattern with your hands (clapping, rubbing, snapping...etc.).
- Cheer if you would like.
- Toward the end: build up (volumes), and end right when the two characters freeze