1. DISCOVERY

RIGHT SECTION: go to where your number is and slowly drift around in that section
follow number by conductor's hand to determine configuration, conductor will cue you in

2. SETTLE

converge to center
slowly walk around in center area

3. STRANGERS

LEFT SECTION: when pointed to, enter grid and circle around the center
start slow, circle faster as more friends join

RIGHT SECTION: flit nervously — back-and-forth motion 1 sq away
when pointed to, exit grid

4. KINSHIP

when pointed to, begin the motion:
move in small loops (CW or CCW)
spin around a 5-10 times, then exit [ESC], take a breath, re-enter [Space], repeat

5. OPPORTUNISM

when pointed to, begin running left to right
okay to occupy same row as someone else, okay to change row occasionally

6. CHAOS

when pointed to, run in direction indicated by conductor

7. GLITCH

don't move, exit when indicated by conductor

NOMADIC HUES (2019)
Nathan Tindall, Trijeet Mukhopadhyay

CONDUCTOR NOTES

upper section — env. 3
scale: pentatonic

Nathan bass interlude
8. **REBIRTH**  
when pointed to, enter the grid \([\text{Space}]\)

- glacially move across the grid, as if recovering after an apocalypse
- tinkle sparingly to discover the world

9. **BUSTLE**  
on cue, start chaotic bustle

- find a partner, and dance with them
- use tinkle as call and response
- increase tinkle to 3 on synergy

10. **RAIN**  
slowly begin dripping downward, follow conductor's indication of rain intensity
- tinkle when you are about to hit the floor like raindrops

11. **CIVILIZATION**  
on conductor's cue, form the following shapes; jump \([J]\) to claim your position

- **A. TRIANGLE**
  - on cue, stop jumping move together
  - we'll do 2 complete cycles
  - conductor will wait to resync at every loop

- **B. BLOCK**
  - expand from block
  - jump when you think you're at position
  - we'll go back and forth a few times

- **C. SQUARE**
  - jump sparsely after settling

- **D. CROSS**
  - increase speed of chaotic motion, use the tinkle more often

12. **DUST**  
slowly, extremely slowly collapse to center
- do not use jump anymore

- fade when pointed to \([\text{ESC}]\)

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**REBIRTH**  
env. 1 → env. 2

**BUSTLE**  
env. 3 → env. 4

**CIVILIZATION**  
env. 2 / env. 3
scale change on every shape