

**NOTE:**

'08 means ugrad class of 08

\*08 means grad class of 08

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**1-garden**

**slork-garden-01.jpg (photo: Brett Ascarelli)**

Outside of CCRMA: SLOrk prepares laptops for a concert in the New Guinea Sculpture Garden.

**slork-garden-02.jpg (photo: Brett Ascarelli)**

SLOrk hemispherical speaker arrays await deployment in the Sculpture Garden.

**slork-garden-03.jpg (photo: SLOrk)**

Sonic SLOrk Sculptures: the first-ever outdoor laptop orchestra concert takes place in the New Guinea Sculpture Garden at Stanford University, April 26th, 2008.

**slork-garden-04.jpg (photo: Brett Ascarelli)**

Stanford Laptop Orchestra director Ge Wang conducts the ensemble.

**slork-garden-05.jpg (photo: SLOrk)**

SLOrk plays among the sculptures.

**slork-garden-06.jpg (photo: SLOrk)**

Players use tilt sensors in the laptops to map physical gestures to sound.

**slork-garden-07.jpg (photo: SLOrk)**

A subwoofer among the sculptures...

**2-rimofwire**

**slork-rimofwire-01.jpg (photo: Enrique Aguirre)**

The Stanford Laptop Orchestra, onstage with traditional acoustic instrumentalists, plays with musicians 6000 miles away in Beijing.

**slork-rimofwire-02.jpg (photo: Enrique Aguirre)**

SLOrk ensemble members use the laptop's internal tilt sensor and trackpad to create music at the Pan-Asian Music Festival 2008.

**slork-rimofwire-03.jpg (photo: SLOrk)**

Ge Wang, SLOrk director, and Jieun Oh '08 debug an instrument together before the concert.

**slork-rimofwire-04.jpg (photo: Enrique Aguirre)**

Orchestral "live coding": writing code in real-time to create music as an ensemble.

**slork-rimofwire-05.jpg (photo: Enrique Aguirre)**

SLOrk onstage at Dinkelspiel Auditorium.

**slork-rimofwire-06.jpg (photo: Brett Ascarelli)**

An ensemble boots up in preparation for the Pacific Rim of Wire concert.

**slork-rimofwire-07.jpg (photo: SLOrk)**

SLOrk in rehearsal, director Ge Wang conducting.

**slork-rimofwire-08.jpg (photo: SLOrk)**

A custom hemispherical speaker array. Each laptop is paired with one of these to create a unique sonic presence and identity.

**slork-rimofwire-09.jpg (photo: Brett Ascarelli)**

A SLOrkist plays a laptop-mediated instrument.

**slork-rimofwire-10.jpg (photo: SLOrk)**

The Stanford Laptop Orchestra rehearses for the Pacific Rim of the Wire.

**slork-rimofwire-11.jpg (photo: SLOrk)**

A laptop-based instrument and a traditional one...

**slork-rimofwire-12.jpg (photo: SLOrk)**

She walks through sleeping laptops...

### 3-general

**slork-class-01.jpg (photo: Ge Wang)**

The laptop orchestra prepares to meet in the CCRMA classroom. Rehearsals take place in the CCRMA Stage. The Stanford Laptop Orchestra course combines music, computer science, audio programming, instrument design, and live performance.

**slork-class-02.jpg (photo: Ge Wang)**

Laptop stations in the CCRMA Listening Room room provides a special SLOrk laboratory environment for students to work, rehearse, and listen.

**slork-class-03.jpg (photo: Ge Wang)**

Multichannel, hemispherical speaker arrays for the Stanford Laptop Orchestra. These were constructed by members of the 2008 ensemble using salad bowls from IKEA, high-end car speakers, and compact amplifier kits. These speaker arrays are designed to provide each laptop with a intimate sonic presence and identity.

**slork-class-04.jpg (photo: Ge Wang)**

SLOrk ensemble works in the Listening Room. Here they perform regular maintenance to propagate new files to all the laptops in the ensemble.

**slork-makerfaire-01.jpg (photo: SLOrk)**

A close look at the SLOrk speaker array.

**slork-makerfaire-02.jpg (photo: SLOrk)**

SLOrkists strike poses at Maker Faire 2008.

### 4-chamber

**slork-chamber-01.jpg (photo: SLOrk)**

Steinunn Arnardottir '08 engages a laptop instrument.

**slork-chamber-02.jpg (photo: SLOrk)**

Jieun Oh '08 performs at SLOrktastic Chamber Music, May 24th 2008.

**slork-chamber-03.jpg (photo: SLOrk)**

Turner Kirk '08 intently adjusts parameters during performance.

**slork-chamber-04.jpg (photo: Brett Ascarelli)**

Anan Marquez Borbon '08 (left) and Kyle Swenson Spratt '08 (right) perform a piece for 20 unplugged laptops.

**slork-chamber-05.jpg (photo: SLOrk)**

Brett Ascarelli conducts the SLOrk chamber ensemble.

**slork-chamber-06.jpg (photo: Brett Ascarelli)**

Audience looks and listens.

**slork-chamber-07.jpg (photo: Brett Ascarelli)**

Two young audience members experience a chamber music presentation of the Stanford Laptop Orchestra.

**slork-chamber-08.jpg (photo: SLOrk)**

SLOrk Laptops glowing during SLOrktastic Chamber Music.

**5-twilight**

**slork-twilight-01.jpg (photo: SLOrk)**

SLOrk tunes/boots up in preparation for Twilight Concert 2008, featuring the full ensemble in the CCRMA Courtyard.

**slork-twilight-02.jpg (photo: SLOrk)**

SLOrk performs outside CCRMA.

**slork-twilight-03.jpg (photo: SLOrk)**

Night falls, as SLOrk performs into the evening.

**slork-twilight-04.jpg (photo: SLOrk)**

Diana Siwiak \*08 uses gestures to play a laptop instrument.

**slork-twilight-05.jpg (photo: SLOrk)**

A bright laptop screen in the darkness.

**slork-twilight-06.jpg (photo: SLOrk)**

Kyle Spratt \*08, takes part in a musical performance using the Quake 3 open source game engine.