

Some of the instruments in tonight's show may be new to you.

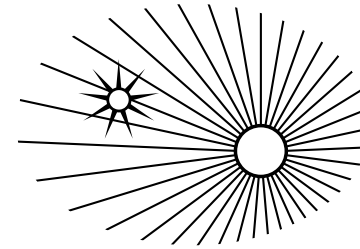
- The **aebea** (rhymes with "idea") is a 5-stringed instrument tuned in fifths, like a cello, in the low register, and in fourths, like a guitar, in the upper register. Its range is between that of the guitar and bass.
- The **EWI** (Electronic Wind Instrument) allows synthesizers to be played using saxophone technique; it is shaped somewhat like a sax, with keys in the appropriate places and a sensor for the player's breathing.
- The **P3** is a *sequencer*: a device that fires sequences of notes in response to a command from the user. The P3 is a very powerful and interactive sequencer with live-performance abilities that are unique.
- **Convolution** is a mathematical process by which the acoustics of sound in air are recreated electronically. It can create reverberances or spatial environments that range from realistic to otherworldly.
- The **Cracklebox** is a device that makes sound by the interaction of electronics with human tissue: by touching the pads, the user's own body completes a circuit and creates sound.

The artists of Different Skies rely on the sale of CDs for extra revenue, and would appreciate your stopping at the merchandise table to sample their wares. There are a variety of releases in a wide range of styles; of particular interest is the Different Skies DVD, with music and visuals created at a previous show.

There will be only short breaks between some of the pieces in tonight's program, and no breaks between others; please feel free to applaud at the end of any piece if you're so moved. We're happy to wait for you!

As always, we'd like to thank the people of Arcosanti for their support and encouragement during this week of hectic rehearsals and occasional rainouts. Special thanks to Mary, Stefan, Dinah, Tomiaki, to Dan for quick work with the buzzsaw, to Gin for croissants and occasional mothering... and of course to Dr. Paolo Soleri.

Mike Metlay
Founder and Coordinator, Different Skies



DIFFERENT SKIES

16 September 2006

Darrell Burgan
Jim Combs
John DuVal
Rus Foster
Bill Fox
Dave Fulton
Tony Gerber
Brian Good
David Herpich
Jeff Kunzelman
Mike Metlay
Dennis Moser
Otso Pakarinen
Giles Reaves
John Rossi III
Nick Rothwell
Greg Waltzer

live video performance by Hong Waltzer / Azimuth Visuals

The composer/guide for each song is listed first.
short transition pieces (“arx”) are listed in [brackets.]

Ghost Town

in which we welcome and reassure the audience that it's not all about keys and circuitry
Mike, aebea; Bill, Dennis, John D, Tony, and Rus (in order of appearance), guitars

Chasing The Clock

an exercise in elastic time

Otso, John R, Giles, Dave, Jeff, Bill, keyboards; Nick and Jim, P3s

[the machine that goes ‘ping’]

John D, ring modulated guitar; Bill, slide guitar; Mike and Giles, noises; Nick, ping

Glitch Station One

alas, sometimes it IS all about the beat

Rus, rhythmic framework; Otso, John R, keyboards; Brian, EWI

Nimbus

afloat in an atmosphere not entirely like our own

Greg, sequencer; Dennis, guitar and guitar synth; Otso, David, Mike, John R, keyboards

The Voice Of Plastic

in which the machine attempts to communicate with us on our own terms... and dances

Nick, P3; Jeff, modified speech/spelling toys

Inharmonica

in which we explore the possibilities of drifting frequencies

David, Jim, Otso, Brian, Dave, Rus, Nick, Bill, Tony, Jeff, Dennis and John D, harmonics

Brainstem Chewtoy

hang on tight, it's going to be quite a ride

Brian, sax and loops; Giles, keyboards; Rus, rhythm; Bill and Dennis, guitars

Pick A Card, Any Card

You do the composing, we do the playing. Cool, huh?

Jim, cards; Dennis, John D, David, Greg, Dave, Otso, Nick, Bill, John R, and Giles, at your command

[17 strings and nobody home]

the strings return—from pensive and atmospheric...

Mike, aebea; Bill, steel guitar; Rus, textural guitar

The Arizona Guitar Trio

...to melodic and bittersweet

John D, guitar; Dennis, bowed guitar; Tony, native American flute and acoustic guitar

[Hammer and Pluck]

Nick, P3; Bill, guitar

Loopers Delete!

Sometimes going around in circles can be a good thing

Brian, Dennis, John D, Jeff, Dave, Nick, Bill, and Tony, looped audio textures

Atlantis Overhead

An ode to the Space Shuttle far above us, taking to the skies once more

Tony, virtual modular Moog sequencer; Bill, guitar; Giles, Dave, Darrell, and David, keyboards

[voyagers of a different sort]

Nick, shard sequencer; Dave, keyboard drone

Breath of the Spirits

ancestral energies surround the song of the teller of tales

Tony, native American flute, convoluted by Darrell, who also plays keyboards

[cloud-gazing]

David, keyboards and samples

[martian steel drum unit 7]

Jeff, band director

[melodica mundi]

Tony, harmonica; Greg and Jim, melodicas; processed by Darrell; Jeff, wind

Evil Build

in which we evoke the spirit of 1973 (lava lamps optional)

Dave, Giles, and Bill, keyboards; Tony, guitar; John D, bass; Rus, rhythms, Brian, EWI

Never Say “When I Die, Bury Me In Reverb” Again

What does space sound like? Can you play it? Listen and see

Mike, Dennis, Otso, Jeff, Darrell, Dave, Nick, Bill, John R, and Giles, reverberance

Calm To Chaos

I don't mean to alarm you, but there's a cracklebox sneaking up behind you...

David, Jim, Tony, Bill, Dennis, Darrell, John D, John R, Otso, Jeff, sounds; Mike and Nick, crackleboxes; Greg, bell

[the ghosts of arcosanti]

Mike, ghost story; convoluted by Darrell, who also plays drones

Summer Heat

an ode to Arcosanti in the hot season

John D, guitar; Giles, keyboards; Brian, EWI; Jim, bells

[scorpion dance]

Darrell, loops and synthesis

Loremarie

She was a princess in exile, and her song has been waiting since 1999 for these three to play it again

Mike, Nick, and John R, keyboards

Major Departure

in which we bid our audience a fond farewell until next time

Greg, Jeff, Dave, Giles, keyboards; Bill and Tony, guitars; Otso, Jim, and Mike, percussion