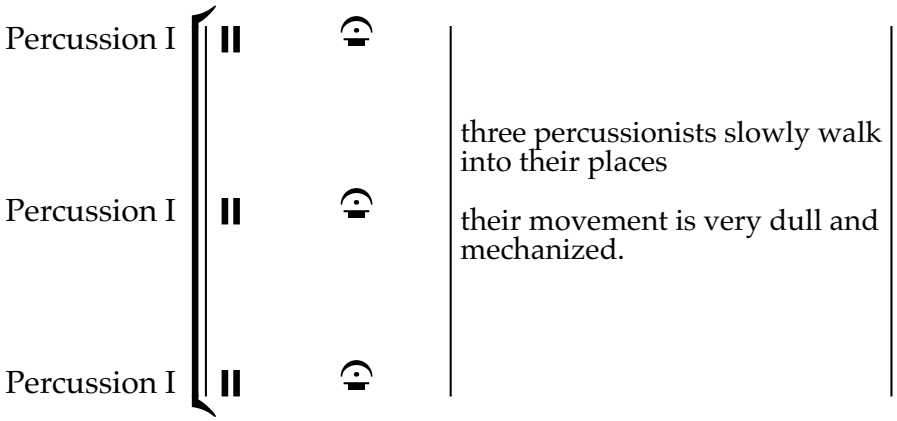
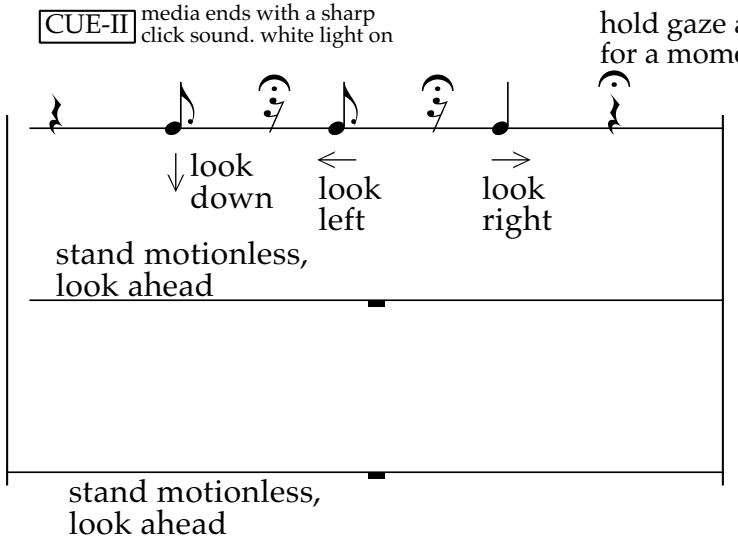
temporal motion

for three percussionists, electronics and video projection

CUE-I empty dark stage, blue dimmed light.
3 note stands in a row, lowered position, unlocked
Video #1 initiated.

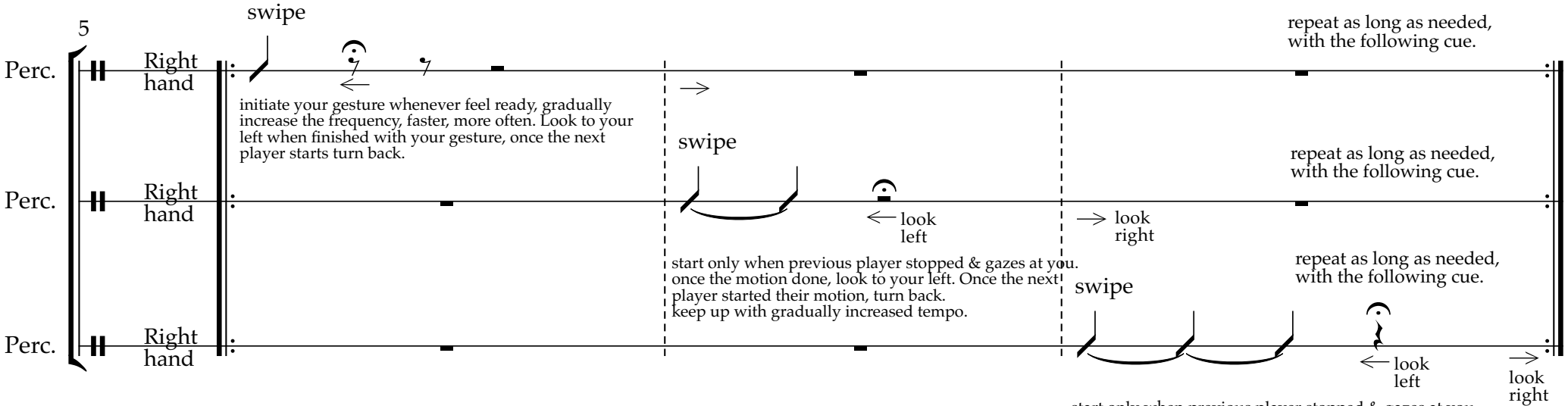


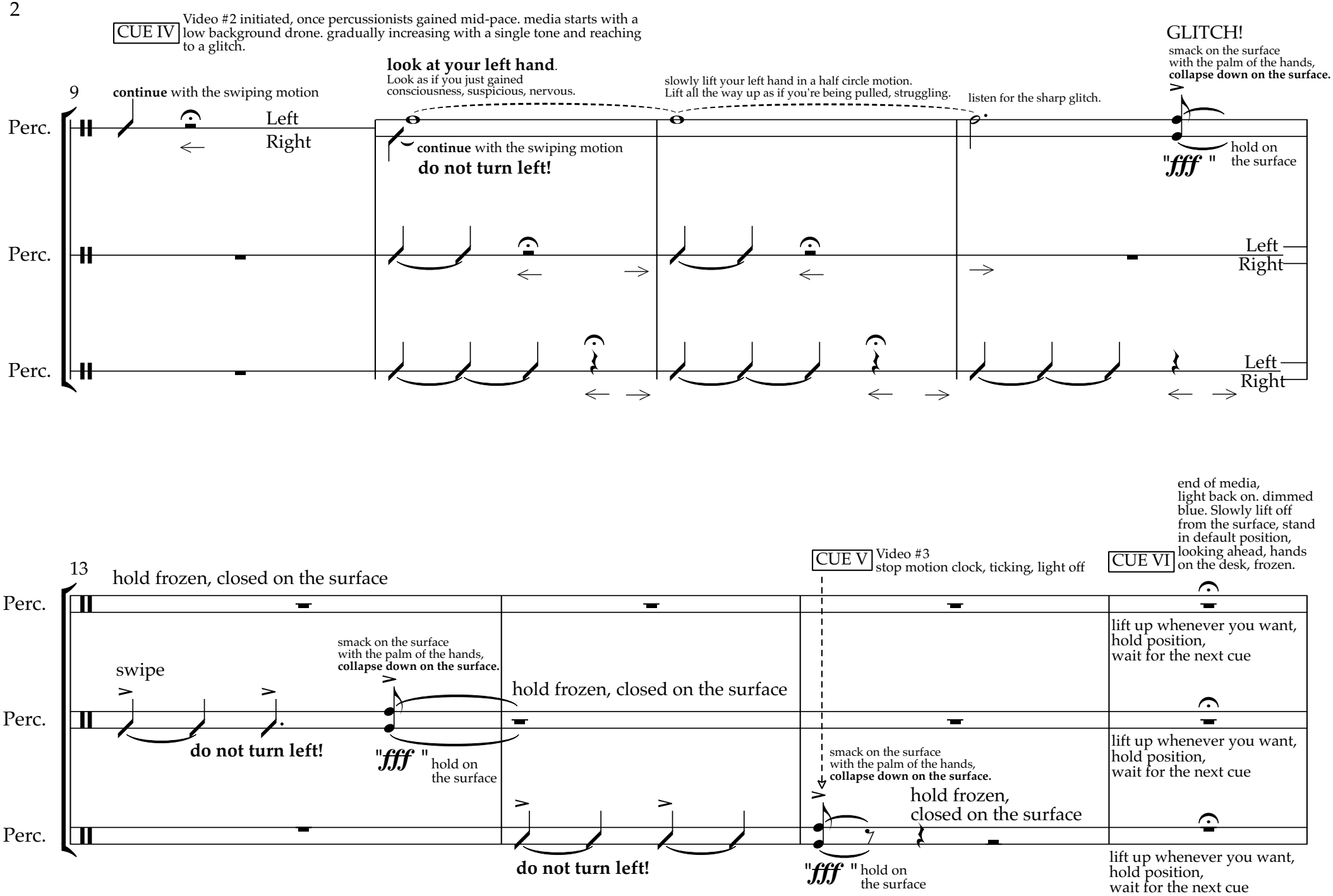
CUE-II media ends with a sharp click sound. white light on



CUE III initiated by percussionist I.
All players are in default posture. Their hands are on either side of their body. Only when percussionist I starts the gesture, they start utilizing their right hand and always keep on the surface afterwards. Left hand remained on the side of the body, relaxed.

production gesture #1




CUE IV
Video #2 initiated, once percussionists gained mid-pace. media starts with a low background drone. gradually increasing with a single tone and reaching to a glitch.
GLITCH!
smack on the surface with the palm of the hands, collapse down on the surface.
9
continue with the swiping motion
look at your left hand.
Look as if you just gained consciousness, suspicious, nervous.
slowly lift your left hand in a half circle motion.
Lift all the way up as if you're being pulled, struggling.
listen for the sharp glitch.
Perc.
Left
Right
continue with the swiping motion
do not turn left!
"fff "
hold on the surface
13
hold frozen, closed on the surface
CUE V
Video #3
stop motion clock, ticking, light off
CUE VI
end of media, light back on. dimmed blue. Slowly lift off from the surface, stand in default position, looking ahead, hands on the desk, frozen.
swipe
smack on the surface with the palm of the hands, collapse down on the surface.
do not turn left!
lift up whenever you want, hold position, wait for the next cue

CUE VII Video #4 initiated with the start of percussion I. background noise with short text. Percussionist I starts immediately with the video.

production gesture #2

17

Perc.

Perc.

Perc.

flick on the
metal edge of the desk

CUE VIII Video #5 initiated with the start of percussion I. background noise with short text. (variation of Video #2 and #4) Percussionist I starts immediately with the video. Listen again for the pitch rising on the background. Shorter!

slowly rise your left hand in front of you, focus on the back of your hand. Lift all the way up as if you're being pulled, struggling.

GLITCH!
very short attack, whispering breath sound.

continue with the gestures,
utilize right hand
keep left hand on the desk.

look at your left hand resting on the desk.
Look as if you just gained consciousness, suspicious, nervous.

20

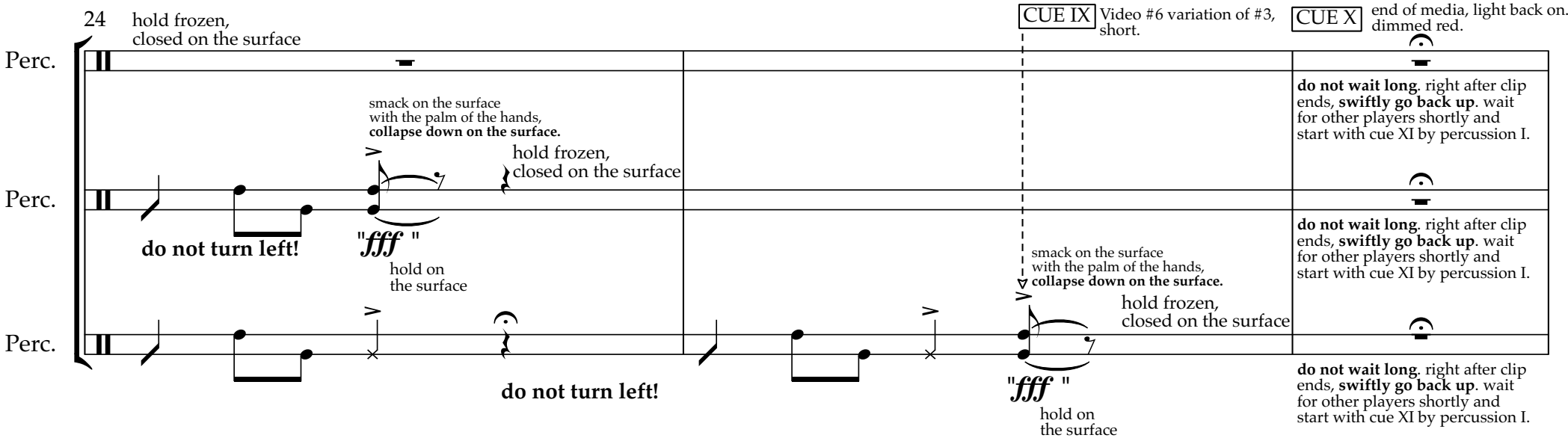
Perc.

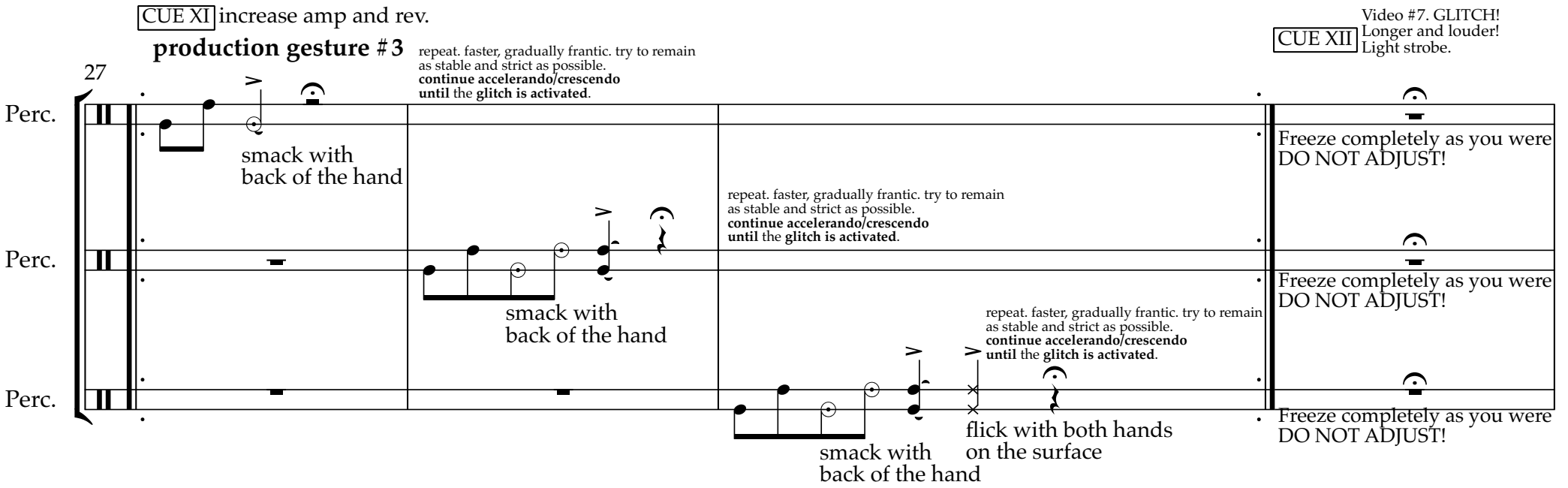
do not turn left!

"***fff*** "

Perc.

Perc.


24
hold frozen,
closed on the surface
CUE IX
Video #6 variation of #3,
short.
CUE X
end of media, light back on.
dimmed red.
Perc.
Perc.
Perc.
smack on the surface
with the palm of the hands,
collapse down on the surface.
hold frozen,
closed on the surface
do not turn left!
"fff "
hold on
the surface
do not turn left!
smack on the surface
with the palm of the hands,
collapse down on the surface.
hold frozen,
closed on the surface
"fff "
hold on
the surface
do not wait long. right after clip ends, swiftly go back up. wait for other players shortly and start with cue XI by percussion I.
do not wait long. right after clip ends, swiftly go back up. wait for other players shortly and start with cue XI by percussion I.
do not wait long. right after clip ends, swiftly go back up. wait for other players shortly and start with cue XI by percussion I.


CUE XI
increase amp and rev.
production gesture #3
repeat. faster, gradually frantic. try to remain as stable and strict as possible.
continue accelerando/crescendo
until the glitch is activated.
Video #7. GLITCH!
Longer and louder!
Light strobe.
CUE XII
27
Perc.
Perc.
Perc.
smack with
back of the hand
smack with
back of the hand
repeat. faster, gradually frantic. try to remain as stable and strict as possible.
continue accelerando/crescendo
until the glitch is activated.
smack with
back of the hand
repeat. faster, gradually frantic. try to remain as stable and strict as possible.
continue accelerando/crescendo
until the glitch is activated.
flick with both hands
on the surface
Freeze completely as you were
DO NOT ADJUST!
Freeze completely as you were
DO NOT ADJUST!
Freeze completely as you were
DO NOT ADJUST!

CUE XIII Video #8 starts.
(Hearbeat, breathing, occasional glitches)

human gestures 1 & 2

Perc. Perc. Perc.

Hands on the surface (if not already frozen as such.)
No order. Breathing. Start with eyes closed. Variations, adding of **gasping sounds, shorter, longer breathing**. React to momentary sounds in the track, **open eyes, anxious, close immediately, mumble** as if you're talking without sound and so on.
***
Listen towards the end of the clip, after **mixed heartbeat sounds**, you can track the **distant screeching, whispering** sound.
This will show you're towards the end of the clip.
***
Open your eyes (if did before and you arrived the mentioned part, remain.)
Start gasping for air, do not go too fast too quick, listen for the heartbeat, its end of the clip. Keep breathing in.
***
HOLD BREATH AS MUCH AS POSSIBLE. WAIT UNTIL LAST BEAT FADES.
BREATH ALL OUT. IDEALLY TOGETHER. HANDS ON THE SURFACE.
LOOKING OUTWARDS, COLLAPSE TOWARDS THE SURFACE

CUE XIV Video #9 starts. Long glitch.
Strobe Lights on.

Move slowly, mechanically, reach out for the objects on the ground.
Place them on your stands.

Facial expressions are as frozen as before.

While preparing the desk, try to keep your gaze outwards if possible.

Each percussionist should have **at least 3 different materials** and **at least 2 mallets** to interact with, possibly with different materials (metal, wood, brush, rubber...)

CUE XV Cue is given by the Percussionist I.
Video interrupted. Transient catcher on for each player.
Strobe on. Video glitches on.

improvising with the percussive objects/live reaction

34

STAGE I STAGE II STAGE III

Perc. Perc. Perc.

Improvising with the reacting objects. Look rough and mechanic. Gradual acceleration/crescendo.
NO ORDER.

Players define 3 stages, ranging from simple to complex.
Within this frame they create fragments and repeat them until a certain character is settled.
Then move on to other fragments.

(OPTINAL: Players can interact with their adjacent players. Each player will have a buffer of certain characteristic sounds. Once these sounds establish, interacting with other player's setup may create interesting sonics/dramatic results)
(OPTINAL: Players can change stations. This can be made with a mechanic choreography in the initial stages of the improvisation, where they move still mechanical OR with an agreement between player. If two adjacent players keep interacting with their stations, they can agree to change station.)

CUE XVI Video glitch stops. Live Video on. Strobe continues.

move very slowly, yet not as mechanical.
place the phone screen-down on the surface.
slide camera on the surface left to right, then again towards left and stop at the middle.

37

Perc. II

stop interacting with the materials. freeze as you were.

turn to your right.
pick up the phone on the ground.

move very slowly, yet not as mechanical.
place the phone screen-down on the surface.

improvising with the percussive objects/live reaction

Perc. II

improvising with the percussive objects/live reaction

Perc. II

CUE XVII Random transition between live video and fixed media.

Pick up the camera, with very stable motions, walk towards the percussion II and then III, in front of the setup, back to the audience. Observe close ups, hands, face. Reach Percussion III and keep projecting.

Turn camera towards audience and walk behind Perc III and II. Reach to your desk.

41

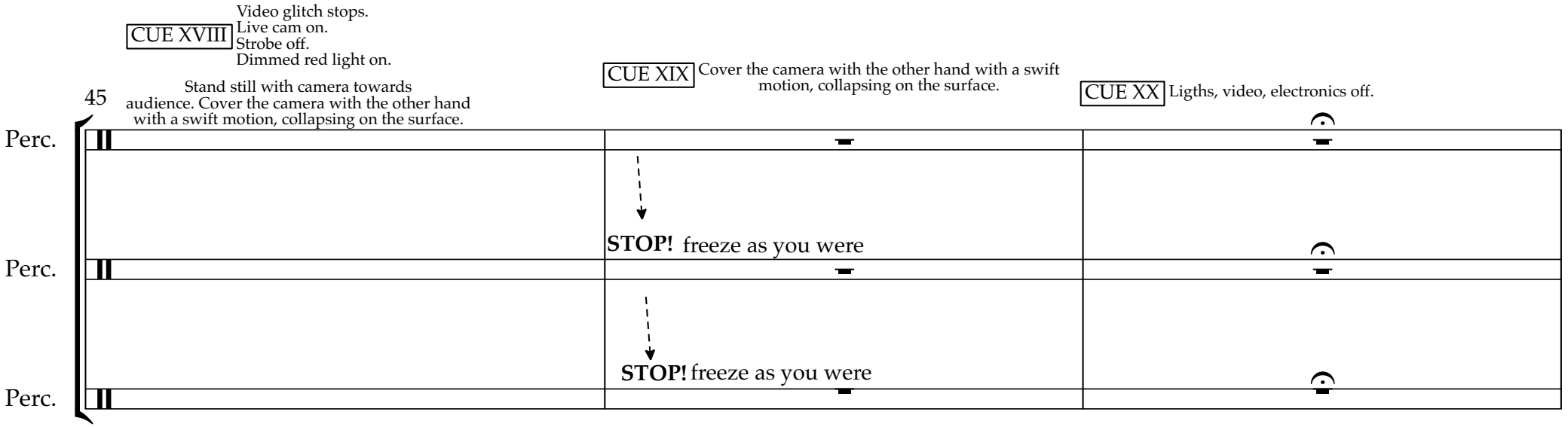
Perc. II

improvising with the percussive objects/live reaction (do not react to camera)

Perc. II

improvising with the percussive objects/live reaction (do not react to camera)

Perc. II


CUE XVIII
Video glitch stops.
Live cam on.
Strobe off.
Dimmed red light on.
CUE XIX
Cover the camera with the other hand with a swift motion, collapsing on the surface.
CUE XX
Ligths, video, electronics off.
45
Stand still with camera towards audience. Cover the camera with the other hand with a swift motion, collapsing on the surface.
Perc.
STOP! freeze as you were
Perc.
STOP! freeze as you were
Perc.