JonathanBurrows Matteo Fargion
Motionbank project

(Working title: **of relations**)

Ideas and thoughts after first meeting in Brussels July 2011:

The structure of the web-score – a counterpoint in itself.

Finding the right tone (for example hand-made and human-scale).

User going away with a sense of not having learned, but rather having experienced potentials.

Jonathan: We have the idea of building something which contradicts the usual horizontal nature of websites, in that it might encourage people to move forwards through the materials as though watching a piece, or indeed playing a video game. The purpose of this would be to include the kind of linear counterpoint which so interests Matteo and I, where something which happened before influences what happens later, and visa versa: a kind of forwards trajectory with lateral digressions and possible escape routes in either direction.

The idea of 100 pages (which reveal counterpoint within their chronological order).

The idea of using the names of the blocks ("hymns", "arm swing", …) otherwise only used as orientation/ communication between J+M. For example: "Hymns" (from Quiet Dance)

Within these 100 pages playing with:
- predictability / unpredictability

- visual rhythm / oral and acoustic rhythm

- „ two things that first appear as different... to be revealed as doing the same"

- Matteo: supplying short video of dance without optional sound: having 4 (or more) sound/ music choices.

- User can make/ change audio-visual sequences. For example in "Quiet Dance" (walking lines) user could decide for amount of repetitions.

- Same movement sequence (one minute?) with different performers (male/ female, older/ younger,...) to examine different qualities.

- Piano : right hand stealing from left hand.

- "Hands" left/ right hand

- Auto chance process/ virtual dice throwing

- User arranging objects (like placing and rearranging things on shelves).

- Connecting element from page to page could also be sound/ music (similar to Shouting Dance). Simple musical themes (piano themes, harmonica/mouth organ themes).

- Noe Souliers list - why we observe similarities – might be resource: resemblance, identity, (comparison (space and time), quantity and number, same quality (both heavy, both green…), …contrariety….

- List of 100 influences (Jonathan and Matteo)

Questions:

- How to include reference material - for example: Images of African rugs (patterns) and images of gardens / garden beds? Or short clips/ images such as John Cage Water Walk or Stuart Sherman performance extract?

- The length of the examples rather short (like on IT), not an entire piece (like SyncObjects)

- How to reach a quality in the example clips similar to the ones of Thomas, Noah, Christine, Crystal clips on IT which are obviously not a performance. As user I get impression: these clips are made just for this use.

Questions / ideas for design team:

- Drag and drop pages: could a working tool be developed in which J+M can load and try out different material (video, photo, sound,...)?

- Chance procedure: like throwing virtual dice. How could this be implemented into a tool?

Organizational:
- Sorting out a day to introduce/ exchange ideas with technical team. Is design team same as filming team? Could a first meeting happen in Brussels (with Florian and Armin(Scott and Bill?)?

- How to get the clips from Brussels to Frankfurt team and also back to Jonathan and Matteo?

- How to clear up copyright situation for using:
  In case Hands music composition/ performed by: Balanescu Quaret? Or images (African rug, garden beds, …)? Or clips (John Cage, Stuart Sherman, …)?

  Draft concept- first version. 3 pages for a third party to read and get a sense of the project. (to be completed after meeting on Sep 19th).