fluid horizons

an objects based score

interacting objects:
sticks, sound(waves), space

ongoing tasks //tasks that are continuously performed for a given time.
{sticks never touch the floor}

(A) [one person leading]
//all four performers move, one persons leads, nobody know who is leading, decisions made by the performers individually, and can change constantly. (leading by following);

(B) [measuring]
// using the stick to measure distances in the space around, the space between the subject and object, space around the audience;

(C) [walking patterns]
// catching up on walking patterns, rhythms, foot and legs movements.
(variation= walking hands);

(D) [inside-out]
// being inside of the stick or outside of the stick. this is in relation to the 'partner' or the others, or the spaces created with the sticks (variation= enclosing other people);

half hour tasks //tasks that happen every half-hour

(stick-swap)
// sticks touch the floor all the time. a continuously exchanging of sticks. dynamical.
if a stick shoot out of the hand;
then everyone stops moving and stands straight in space;
after everyone moves slowly down, in the time remaining;

(circular-tension-release)
// a circular moment, followed by a tension release.
if the circles touch the floor;
then find a moment together and release tension + stand up;
if standing straight;
then find a moment to move without the sticks;

happenings //given or created by a circumstance

[stick hitting]
if the sticks hit during an "ongoing tasks";
then all performers can choose to go down or up;
if decided to go down;
then stay down for 30 sec and move along the horizontal level;
else keep going with "ongoing tasks";

[enclosed twirl]
if a performer get enclosed by sticks;
then the performer can choose to twirl once;
if the performer dismisses or forgets;
then all other performer are allowed to twirl;

[crossing the line]
if crossing a line which touches the ground during an "ongoing task";
then that performer poses for one minute on one spot where it crossed;

[pauses/sculpture]
if a pause arises
then everyone takes a 'freeze' position and holds it.
if with time the pause/sculpture melts and small themes develop
then themes are used to slowly undo the pause/sculpture.

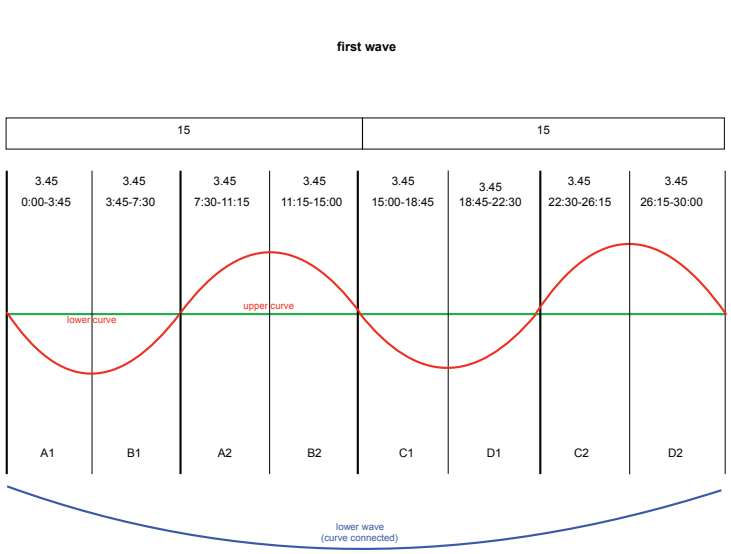
[down-jump dynamics]
if one performer makes a down jump
then a DJD section is activated

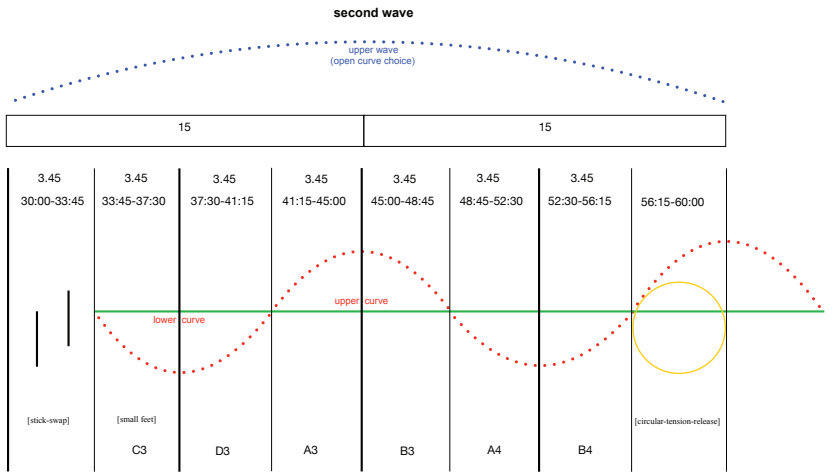
specials // tasks hapening during a ongoing task

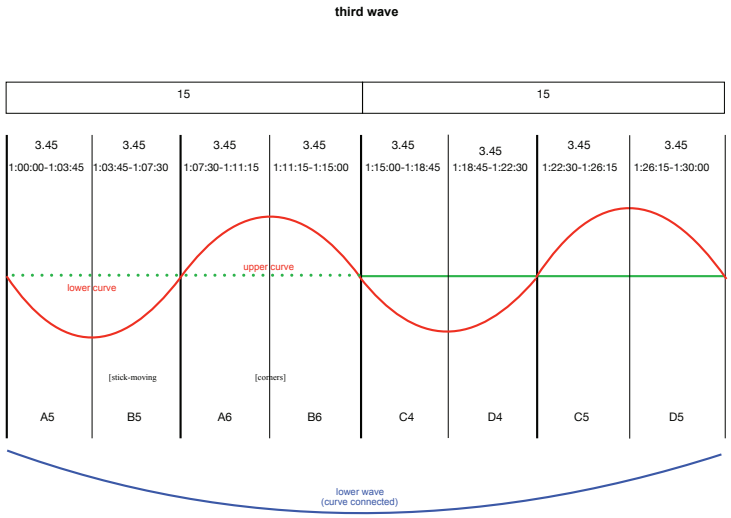
(corners)
//bring the others to your starting corner;

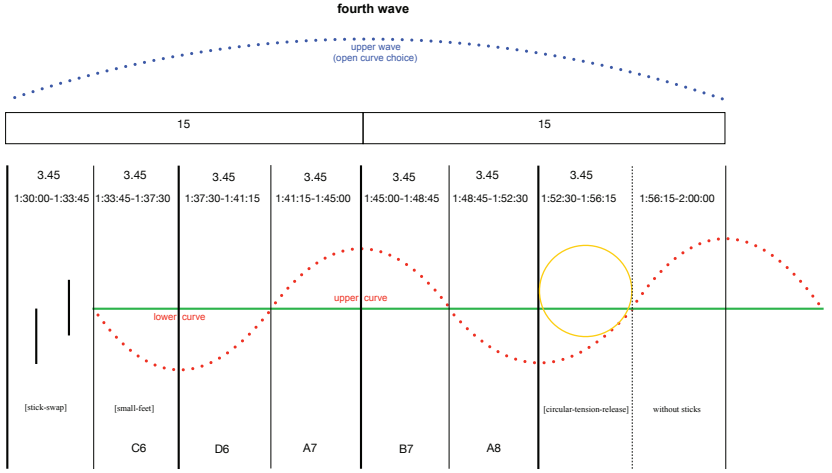
(sticks moving)
// bodies are stationary (like a pause). The sticks are still being moved;

(small feet)
// the sticks are stationary, just the feet are moving heel-toe. A gliding action through space;









Upper/Lower curves

Dynamics are connected to the upper and lower curves.
Lower curves: findind silences.

fixed dynamics

free-choice dynamics

Upper/Lower wave

30 minutes section. Indecating free choice or pre-set choice.

pre-set choice

free-choice

Upper/lower waves and upper/lower curves are strongly connected.

Music

sound generated by a computer, which translates the movement in space into sound.

music

silence

Circles

the sticks end are moved together into circles.

cirlcles