# of something
for one or more performers

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Performance Instructions

This piece is for one or more performers of any type.

Performance duration is chosen by the performer(s) in advance or organically during a performance. Any length that allows for a complete exploration of the performance score is permissible. Short to medium durations lend themselves to focused performance settings such as a concert, while longer durations might be more fitting for a performed installation or modifications to one's daily life.
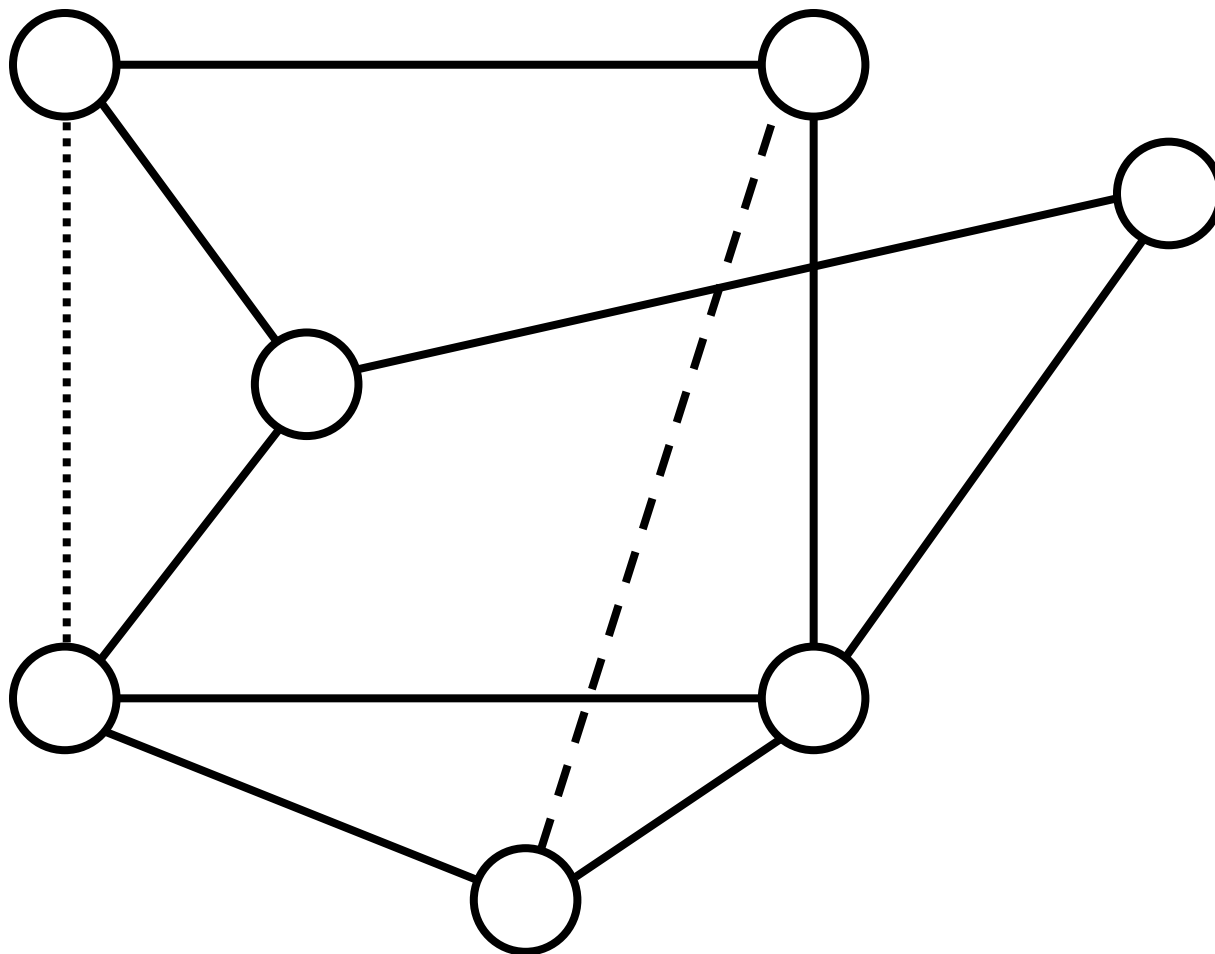
The performance score (right) is a network comprised of four words, seven circles, and ten lines. The text consists of two pairs of oppositional verbs – move/stop and connect/disconnect – that establish conceptual continuums along the x- and y-axes respectively. Each circle represents an opportunity to create a performance gesture that reflects that circle's position within these two intersecting continuums. Thus the circle in the upper left corner indicates a gesture that somehow evokes "connect" and "move," while the bottommost circle suggests a gesture that strongly reflects "disconnect" and perhaps oscillates between or balances notions of "move" and "stop." Gestures can be sonic, visual, theatrical, or any combination of such approaches.

Performers begin at any of the seven circles, creating a performance gesture of any duration as suggested in the previous paragraph. Once the gesture feels in some way complete, that individual should follow one of the attached lines to another circle and create a performance gesture that reflects its location. This process then repeats until the performance ends. The different types of lines – solid, dashed, dotted – suggest different types of continuities between connected circles. Performers may revisit circles multiple times. A performance may end at any time after a performer has interpreted all seven circles at least once.

When two or more performers are involved, they can perform independently, coexisting spatially, or may interact with each other based on interpreted text/images/etc. They may choose similar or different performance durations, leaving the performance space when not active. For longer performances further temporal/spatial customization may be employed (perhaps designating certain times each day for performance, associating parts of the score with specific locations, etc.).