

TUESDAY 31 January 2006

Jon, Chris, Clare (Duffy), Alex Kelly, Clare (Plested)

ALEX wanted to start with a chat and to ask some questions in response to Laura's notes from the week before. Alex has a very keen (geeky) interest in comics so this is something we will be exploring today.

Like the idea of "being caught up in mind-fucking science"
The characters are the thought experiment of the performers/Unlimited

We should read Top 10 (graphic novel)
And watch that Hal Hartley film with the three versions of the same dialogue
Superheroes often forget their superpowers to further the narrative
All costumes come out of a dressing up box/tea chest?

Are the Superhero costumes you're thinking about real superhero costumes (i.e. Batman, Superman etc.)? No, a mix of dressing up with scarves and things and our own branded outfits. But the risk is that it gets a bit Fathers For Justice.

Maybe just Hamish dressed as Superhero? Or mix and match of Superhero outfits and wearing duffle coats as capes. Attached to dressing each other during scenes. Very different to 'reveal' your own outfit/costume.

Alex likes Andy's suggestion that "stories and fantastic myths still need to be told"

It's a good thing that you get the strong sense that you're not seeing all the conversations - that you're missing scenes.

THEN....

We repeated the exercise from yesterday (*see appendix at bottom of document*) but with some changes. This is what we did.

We combined three things:

- i. Wiping things (all crossing the space at the same time and bringing on and removing items)
- ii. Naming an environment and setting it up
- iii. Performing the whole text using the above technologies

RULES:

- If you're off, you cross the stage and **can** bring **an** item with you.
- If you're in a scene, you have to pause/wait until an 'off' person who is crossing the stage reaches you and then you leave in the same direction, taking an item with you **if** you want.
- we then all re-entered, crossing the stage bringing new items if wanted or moving items already on.
- People involved in scenes stayed and did it. The scene.
- Scenes were picked at random

OUTCOMES:

- we liked the stage very full or very empty
- we liked "Domino Tables" - the architectural quality
- we liked using desk lamps but not the cables
- we liked Chris moving around "the lab" during the Equation 1 scene
- we liked the random ordering of the scenes as it reminded us that nothing is set yet.
- we liked the "Hero Intros" not taking the same format each time
- we liked the accumulation of stuff on stage which occurred after Alex introduced a rule about half way through that we couldn't take anything off anymore
- we liked the Malcolm/Flora in the office scene at the end.

THIS AFTERNOON:

We did just the Hero Introductions, running them several times immediately after we'd completed them, changing the setting between each one and with the rule that when *you* are the Hero you mustn't repeat the pose you were in last time.

OUTCOME was that we like it. We liked the playfulness of it and the inventiveness of the liveness of the performance task.

We talked about Tomsk cos we'd not included it in the morning's run. We want to know what it serves, if it needs to be there at all. We talked about intercutting Tomsk with Hero Intros but concluded that this would be too dense. This led to a discussion about beginnings. We talked about how we imagine the show beginning

- Jon said that he imagines a "Could It Be Magic?" style-ish beginning where we show the way we're going to move furniture and put characters in those settings (maybe with the location settings projected onto our screen?) as a way to warm us into the Hero Intros.

- Clare said she liked this idea

- Chris said he imagined a picture of a particle collision and an explanation of how we're entangling stuff.

- Alex thinks that the Hero Intros should be near the beginning but needs something else to warm you into it.

Then we talked about projection. We like the idea of a screen like the one we are using. We talked about using a visible OHP that the actors place acetates on in view of the audience. Jon is cautious about this. He thinks he would prefer not to see the projection technology. We said that we preferred portrait to landscape. We said that we are imagining simple black and white line drawing projections. Not colour, moving images or pictures/photos. We really like the idea of Jocelyn's equation appearing on the screen as she speaks it, without her having to write it herself. Maybe Malcolm writes it on a special thingy so that it appears in real time.

We did the show just with a park bench and a dressing up box. We didn't like it.

We asked the question:

"How committed are we to the tables and chairs and wiping stuff we've been exploring?"

We are committed to it. We like it. Good.

Jon started hitting Chris. Just for fun and whizzing around the space on a wheely chair. We decided it was time to stop. So we did. Stop.

APPENDIX:

“the exercise from yesterday” was a game, like Mornington Crescent but with furniture – taking it in turns to bring on/re position furniture, suggesting different environments – building up to ‘virtual wipes’ as everyone crosses the space adding / removing.