

#hijackthishashtag

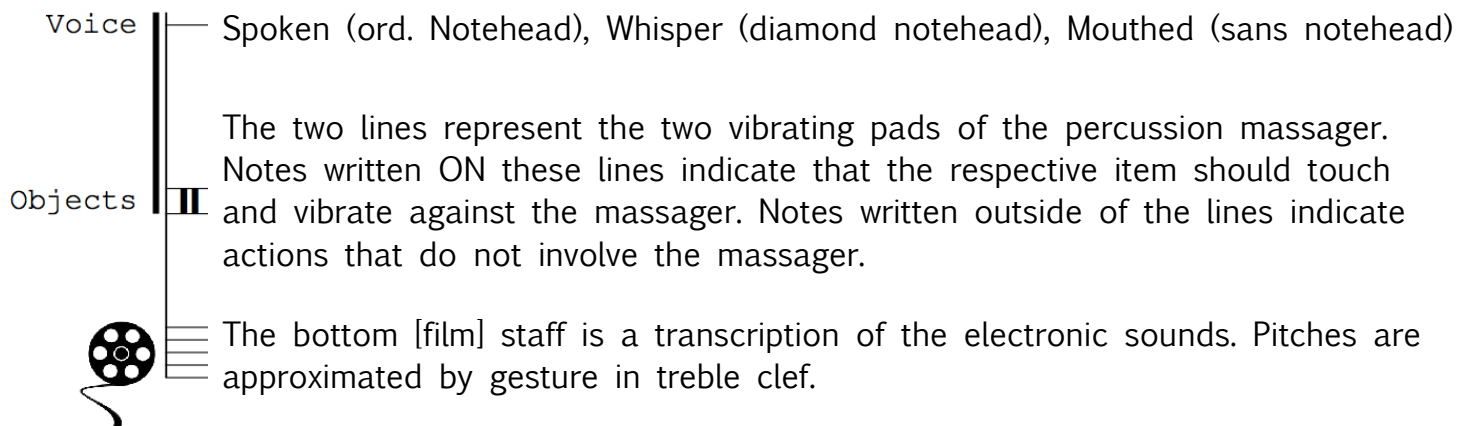
for untrained voice, objects, edibles, melodica, hacked DJ Hero, & live video
by Dan Tramte
written for Weston Olencki

#hijackthishashtag Performance Notes

Required Items:

- Melodica
- Percussion massager
- 1 boomwhacker (ends slightly crimped to ensure that ping-pong ball does not roll out)
- 1 ping-pong ball
- Styrofoam block
- Compressed air can
- 2 hard plastic cups
- 1 soft plastic cup
- rocks
- coins
- Flashy sunglasses
- Flashy mouthpiece
- Rice Cakes
- Poprocks
- Mobile device containing file, Mobile_Device.mp4
- DJ Hero controller (preferably PlayStation)
- Laptop w/ built in webcam or laptop and external webcam
- Microphone (preferably sm57 or sm58)
- Audio interface

Staff:

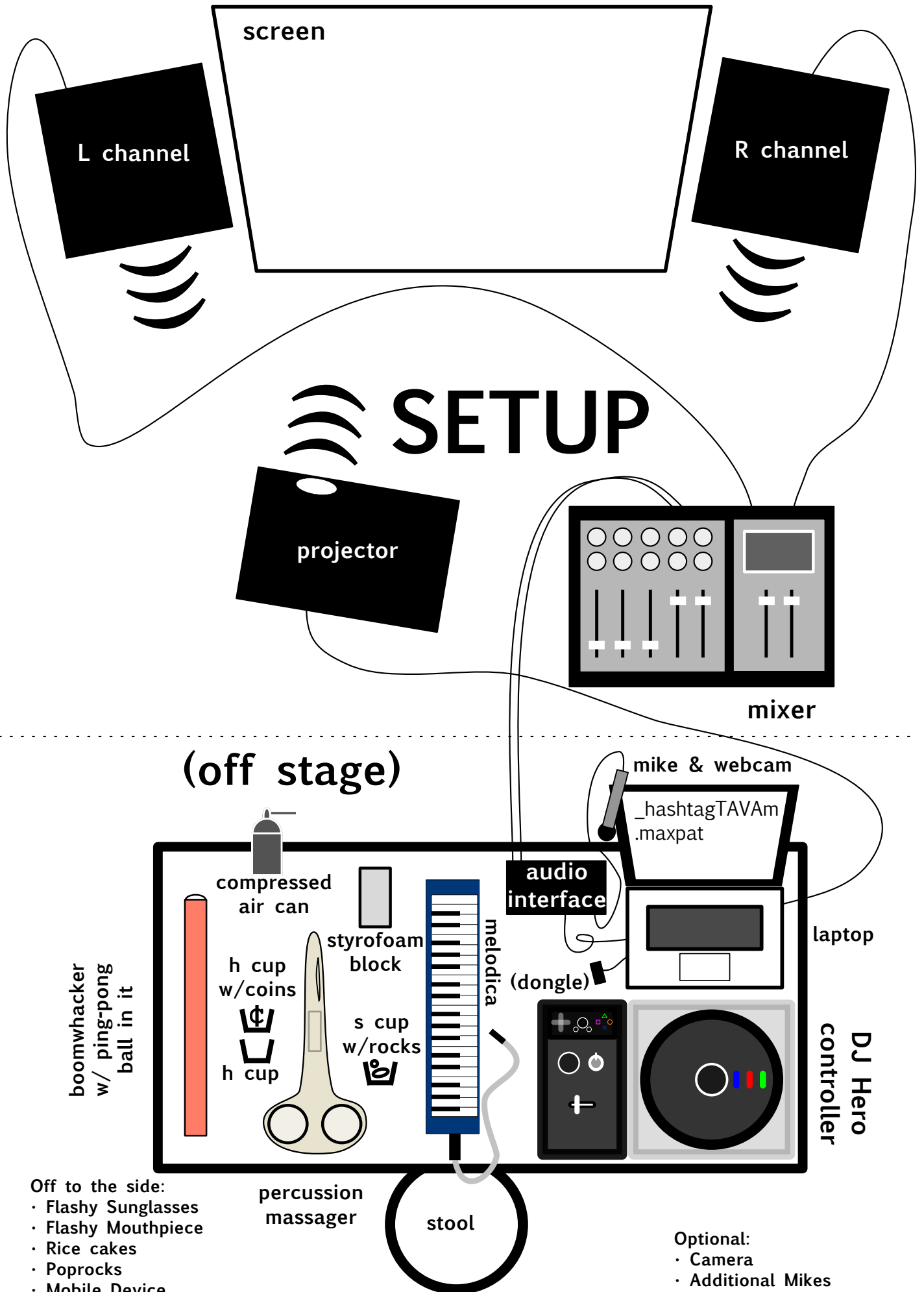


Software:

- On laptop, Max Runtime (6 or higher) or Max 7
- On mobile device, a media player that can be activated at the push of one button.

Extra Notes:

- Most actions are labelled in detail in the score.
- Performances are to take place off-stage (either back stage or in-audience)
- #hijackthishashtag was written for Weston Olencki



Use the Road Map in conjunction with the Appendix in the following pages below to interpret the order of events as they should occur in performance.

ROAD MAP for #HijackThisHashtag

PLAY	Set Video Display to...	DJ/Scrubbing w/ wheel	Transition to following section
			Press start button to go to:
Page 1	Fixed Media	No	Allow media to progress to:
Page 2	Fixed Media	No	Allow media to progress to:
Page 3	Fixed Media	No	Allow media to progress to:
Appendix_A	Variable	No	Allow media to progress to:
Appendix_B	Variable	MAYBE*	
			Press start button to go to:
Page 1	Webcam	No	Allow media to progress to:
Page 2	Webcam	No	Press RIGHT on D-PAD to jump to:
Appendix_C	Fixed Media	Yes	
			Press start button to go to:
Page 1	Fixed Media	No	Press UP on D-PAD to jump to:
Page 3	Webcam	No	Press DOWN on D-PAD to jump to:
Appendix_D	Variable	Yes	Allow media to progress to:
Appendix_E	Variable	Yes	Transition N/A
Appendix_F	Variable	Yes	Press LEFT on D-Pad to jump to:
Appendix_G	Variable	Yes	

****To ensure synchronization with the mobile device, it might be advised to use the wheel in preparation.***

Appendix_A [2:34-3:51] (Flashy light visuals; ASMR w/ Rice Cakes)

In Video:

- Mostly blackout; occasional flashes of light (round/glitchy)
- Text: #AMSR, #triggerwarning, (styrofoam)

In Audio:

- Complete silence, until 3:35, at which point, low slow-motion sounds emerge until 3:35.

Performance Task:

- Intimately near the microphone, open a bag of rice cakes, take one out, rub it, bite it, and chew. Talk about how it resembles styrofoam.
- Use the following link as a guide: https://youtu.be/OirjtoS6V_Y
- Meanwhile, occasionally toggle between fixed media and webcam input using DJ Hero slider, favoring the latter.
- When the slow-motion sounds entire at 3:35, set camera input to fixed video and prepare mobile device to play the mobile video titled Mobile_Video.mp4

Appendix_B [3:51-4:38] (Mobile Device mouthing/filtering while synchronizing styrofoam sounds)

In Video:

- Pale white styrofoam block in friction contact with pale white wall.

In Audio:

- Sped-up styrofoam sounds from 3:51-3:53, then a period of silence until 4:26, then another period of styrofoam sounds until 4:38

Performance Task:

- At the moment that the styrofoam sounds become silent (3:35), press play on the video stored on the mobile device titled Mobile_Video.mp4. This mobile video will play the sounds (albeit on much smaller/tinnier speakers) that are missing from the main video that the audience will see.
- Close to the microphone, open/close mouth while the speaker of mobile device is pointed into your mouth, acting as a filter for the mobile speaker. Silently ‘speak’ any text during this period. If running short on words to silently say, repeat “Words do not mean anything” until the sound transfers back from the phone to the house speakers.
- During this period of synchronized mobile/fixed media, occasionally toggle between fixed media and live webcam input using DJ Hero slider.

—Make sure to point mobile device screen towards camera while webcam is engaged to show audience that the visual media also exists on the phone.

***Appendix_C* [4:42-5:25] (Drunk Guy)**

In Video & Audio:

—A drunk man accidentally eats styrofoam box

Performance Task:

—Let video play for audience.

—While the drunk man responds to the camera man's questioning, Scrub slowly through media making drunk man sound more drunk than he already is... if that is possible.

***Appendix_D* [5:31-6:29] (Glitchy high-pitch sounds & melodica high-tones)**

In three sections:

1. [5:31-5:32] RED Words rapidly panning across screen with glitchy granular sounds
2. [5:32-6:28] WHITE/Bluish Words rapidly panning across screen paired with extremely high tones.
3. [6:28-6:30] Granular Sounds enter, which are terminated by frozen red words.

Performance Task:

—While high tones are sounding, over-force air into melodica before pressing any keys; slowly partially depress keys maintaining high air pressure until extremely high tones speak. Improvise along with the high tones of the fixed media.

—Introduce pitch-bending.

—Meanwhile, occasionally toggle between fixed media and webcam input using DJ Hero slider, favoring the former.

—Generally, allow fixed media to play at nominal speed so that it will progress through the extensive duration of the high pitches; however, occasional scrubbing is encouraged.

***Appendix_E* [6:30-7:13] (Dance Party)**

In Video:

—Various people dancing with strobe-lights.

In Audio:

—Silence

Performance Task:

—(Quickly) While fixed video is playing, put on Flashing Sunglasses and Insert Flashing Mouthpiece.

—Improvise using DJ Hero slider; sometimes, set DJ Hero slider in center position such that it randomly toggles between video inputs.

—With wheel, scrub through entirety the dancing media, pausing frequently to freeze frames.

***Appendix_F* [ENTIRE PIECE] (Free-for-all)**

Performance Task:

—Using the dial (for ‘rough scrubbing’) and the wheel, improvise scratching/scrubbing through entire piece.

—Keep glasses on head; take out mouthpiece; performer should act as a DJ.

—Duration of this section is up to the discretion of the performer.

***Appendix_G* [7:18-end] (Clicks, pops, & ASMR w/ Poprocks)**

In Video:

—Flashing lights 7:18-7:21, then at 7:21, RED words rapidly panning across screen until end.

In Audio:

—Clicking sounds 7:18-7:21, then at 7:21, Granulated sounds accompanying red screen w/ words until end.

Performance Task:

—Intimately near microphone, open a bag of poprocks, pour contents into mouth, and silently say any text and/or “words don’t mean anything”

—Use the following link as a guide: https://youtu.be/VPL_ZtE1jv0

—Slowly scrub through the first three seconds of this component of the video (7:18-7:21) making sure to focus on the delicate clicking/popping sounds.

—For extended amounts of time (> 30 sec) set the wheel such that the electronics do not sound in order to free up aural space for the intimate ASMR performance with poprocks.

—Meanwhile, occasionally toggle between fixed media and webcam input using DJ Hero slider, favoring the latter.

—When ASMR is finished, allow fixed media to play through until the end.

3/16 $\text{♩} = 84$;
 $\text{♩} = 112$

Voice

• turn on percussion massager;
• press button on DJ hero to
initiate 'fixed' media

2/4 $\text{♩} = 84$ whisper loudly into mike

7/16 $\text{♩} = 112$ speak into mike

Objects

touch perc. massager w/ soft
plastic cup containing rocks

touch perc. massager w/ hard
plastic cup containing coins

20:16 7:6

5 7/16 $\text{♩} = 112$ 8:7

Voc. words don't mean an-y thing an-y

8:7

obj. 6:5 11:4

7:6 7:6

3/16 $\text{♩} = 84$ ny ny
(mouth the words; do not make sound)

make small circular motions

2/4

9 2/4

Voc. more an-y more an-y more an-y more an-y words don't mean an - y thing an-y more an - y ways

9:8 3:2

obj. 9:8

touch perc. massager w/ soft
plastic cup containing rocks

20:16 7:6

touch perc. massager
w/ hard plastic cup
(small circular motion)

11 3/16 9/16

Voc. w/ RH, pick up styrofoam block
and motion to bite it (no sound)

2/4 $\text{♩} = 130$ more more

9/16

obj. make small circular motions

3:2 5:4 6:4 5:4 6:4

X10

PAGE 2

14 $\frac{9}{16}$ ♩ = 84;
 $\frac{1}{16}$ ♩ = 112

Voc. $\frac{12}{16}$ $\times 6$ $\frac{2}{4}$ $\frac{3}{4}$

obj. $\frac{3}{2}$ $\frac{5}{3}$ $\frac{20}{16}$

set down cup; pick up compressed air can

w/ RH, pick up styrofoam block and motion to bite it (no sound)

styrofoam on percussion massager

wave compressed air past microphone

more an-y more an-y more an-y more an-y

17 $\frac{3}{4}$ $\frac{2}{4}$

Voc. $\frac{9}{8}$ $\frac{3}{2}$

obj. $\frac{9}{8}$ $\frac{7}{6}$ $\frac{20}{16}$

words don't mean an - y thing an - y more an - y ways more an - y more an - y more an - y more an - y

touch perc. massager w/ hard plastic cup

19 $\frac{7}{16}$ $\times 2$ $\frac{2}{4}$

Voc. $\frac{9}{8}$ $\frac{8}{7}$

obj. $\frac{9}{8}$ $\frac{8}{7}$ $\frac{7}{6}$ $\frac{6}{5}$ $\frac{20}{16}$

words don't mean an - y thing an y more words don't mean an-y thing an y more an-y more an-y more an-y more an-y

22 $\frac{7}{16}$ $\frac{2}{4}$ $\times 2$ $\frac{9}{16}$

Voc. $\frac{9}{8}$ $\frac{8}{7}$ $\frac{3}{2}$ $\frac{3}{2}$

obj. $\frac{9}{8}$ $\frac{8}{7}$ $\frac{7}{6}$ $\frac{6}{5}$ $\frac{20}{16}$ $\frac{9}{16}$ $\frac{9}{16}$

words don't mean an-y thing an-y more words don't mean an-y thing an-y an-y ways an-y ways

make small circular motions

26 $\frac{9}{16}$ $\frac{12}{16}$ $\times 4$ $\frac{2}{4}$ $\times 4$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

Voc. $\frac{9}{16}$ $\frac{12}{16}$ $\frac{2}{4}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

obj. $\frac{3}{2}$ $\frac{5}{3}$ $\frac{20}{16}$ $\frac{5}{4}$ $\frac{6}{4}$ $\frac{5}{4}$ $\frac{6}{4}$

styrofoam on percussion massager

wave compressed air past microphone hiss

more more

To Mel.

PAGE 3

Mel.
 obj.
 29 Melodica
 hold boomwhacker (containing pingpong ball against the percussion massager so that pingpong ball bounces continuously
 spray compressed air into top of boomwhacker
 32
 2/4
 35
 5/16
 2/4
 32
 2/4
 41
 2/4
 5/8
 2/4
 47
 2/4
 32
 x3
 2/4
 53
 5/8
 5/16
 2/4
 Grab compressed air
 ***set aside boomwhacker
 ***turn off percussion massager
 Rapidly toggle camera slider
 DJ HERO:
 3
 18:16