

21M.645 FINAL PROJECT PROPOSAL
FALL 2016

MEMBERS:

Hane Lee, Wei Low, Lawrence Wu

SCENE:

Clytemnestra's death - two parallel scenes

Create jump cuts between Clytemnestra going about typical daily activities and Orestes plotting to kill her while struggling with isolation and stress

What if we could move between parallel scenes with costume changes?

And then maybe one other poetic? Abstract scene that parallels the story?

Parallel scenes divided by either time (jump cuts) or space (wall)

MATERIALS:

White sheets

White

Red Paint

Paintbrushes

Oresteia	Abstract
C: Reading Hamlet (Lounge)	Dance solo (music?)
O: Isolated - mourning - grave	Lighting
C: Brush painting	
O: Poem [say] - layered tracks	Different tempos - keep adding a person? All at the same
O: Clytemnestra's Death - Stab	Painting (Double- white sheet/newspapers)

RECIPE:

42 Seconds Dance solo

4 Repeated actions

5 Entrances and exits

2 -64 seconds Extended gestures

6 Costume change

75 Seconds of high speed action

69 Seconds Pop song

7 Visual quote

2 Interesting use of architecture

3 Uses of lighting

RESEARCH:

Text Research (Sylvia Plath, Oresteia), Visual Research

Ideas that regarding sound, or light, or costumes, or color:

We can use lighting and obstruction for jump cut effects similar to what we did in class. Sound can be used as a distraction (examples from class: the Skype call, the Simpsons clip). And we can use light/costumes/color for the opposite - focusing attention on a point we want to emphasize.

A juxtaposition of movement and lack of movement makes for an interesting tableau, combined with lighting effects - this addresses the theme of paralysis.

Out of sync visuals and sound creates a jarring effect which can be a fresh interpretation of an action.

Lots of possibilities for lust with architecture/tempo/repetition/duration.

Handling the major themes –justice, lust, vengeance, paralysis:

With the text we address justice and vengeance. There is plenty of opportunity to incorporate lust and paralysis visually, and this can be a subject of visual research and Viewpoints work.

LOCATION:

Senior House:

- Empty Double
- Lounge
- White staircase

COSTUMES:

Neutral - Black/White

Color - Red

SONG:

<https://www.youtube.com/watch?v=OsY7UEOb2hM>

- Killing from behind and looking at killed person lovingly
- Clytemnestra doing the jumping on top of something she loves

<https://www.youtube.com/watch?v=fAxHILK3Oyk>

Alvin Lucier-I am sitting in a room, repeated track, feedback

TEXT:

O: Me murder you?

Mother, you have already murdered yourself.

I merely hold the sword as you fall

C: Wake up! Wake up! Wake up!

[“COMPUTER VOICE” in the dark]

POEM: Daddy

MOMMY, I have had to kill you.

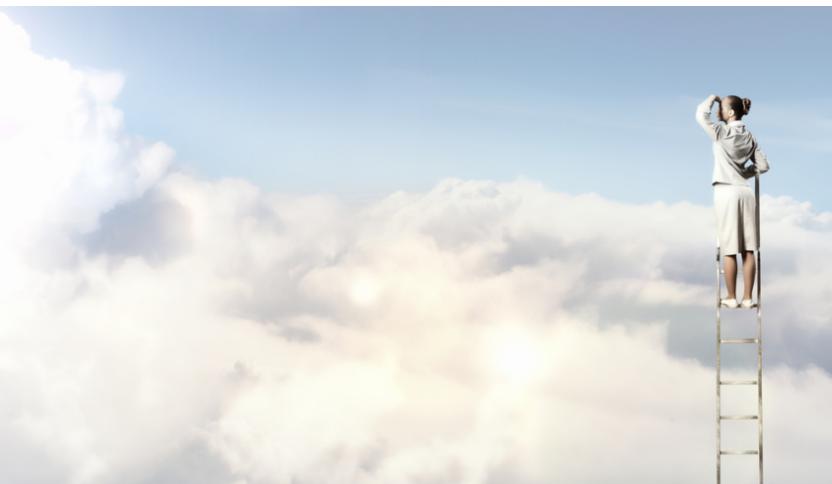
You died before I had time ----

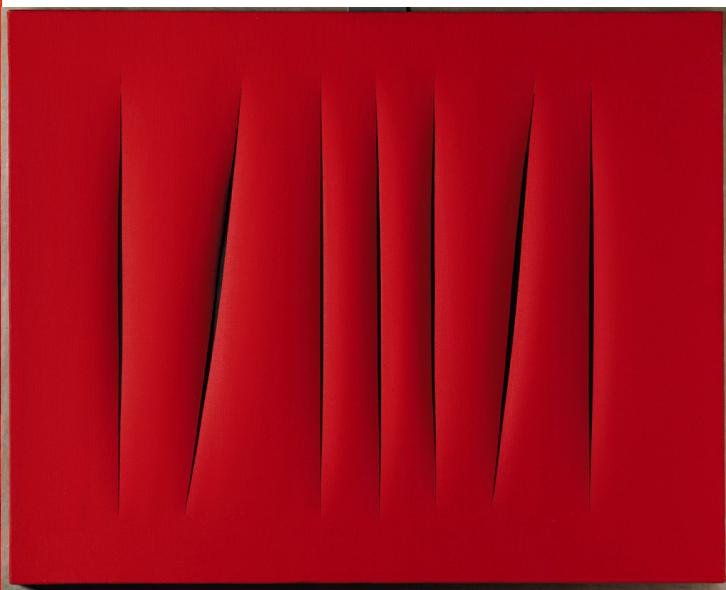
Marble-heavy, a bag full of God,
Ghastly statue with one gray toe
Big as a Frisco seal

If I've killed one man, I've killed two ----
The vampire who said he was you
And drank my blood for a year,
Seven years, if you want to know.
MOMMY, you can lie back now.

MOMMY, MOMMY, you bastard, I'm through

IMAGES





REVISIONS

11/28/2016

Focus only on the abstract scenes

Scene 1:

- Every other sound clip of "I am sitting in a room"

Wei- active movement

Hane – Falling motion

Lawrence - Statue-like/chair positions

5 sections

6th backs against each other and sink to bottom

7th - still sitting

-- Location change – Jay's office w/ white walls, white trash bags/cloth/tarp on ground

-- focus on interesting tableau

Add for 12/4/2016

Transition:

-- Backwards audio track for transition, pitch black – no lights

-- Roll out white tablecloths, prepare red paint

-- Lights on when track ends

Scene 2:

1: pause

2-4: paint wei. wei facing lawrence

 2: paint straight line down front and back

 3: paint more freely

 4: paint more++ freely

5-6 paint each other: lawrence, hane

7-8 paint ourselves: lawrence, hane

9-10 take wei to the wall, smudge the wall. Apply more paint as we try multiple times

11-12 knife action

 11: Take reddest paper, hane and lawrence hold it up.

 12: Wei creates 3 vertical cuts, achingly slow

THINGS TO ASK PEOPLE TO DO:

Someone for first scene - lights on/off for every other track

Someone for audio - move to next track when we say lights on!