Studio Work III [Part 2]

Overview

Studio Work III [Part 2] focuses on **refining the conceptual and structural elements** of your live storytelling performance. At this stage, your group will begin **making concrete decisions** about roles, media elements (text, visuals, sound), performance setup, and sequencing. This will help shape your final project and allow for efficient workflow distribution. Additionally, you will **sketch a performance score** to guide the flow of your piece.

Activity 1: Define your project

Objective: Establish the core elements of your performance by defining team roles, media components, and key production aspects.

Tasks:

- Clarify each team member's role during the performance.
 - Who will read? Who will operate visuals? Who will control sound? Other?
- **Identify the types of media** you will incorporate:
 - Images/Video: Will you use archival footage, filmed content?
 - Audio: What kind of soundscape, recorded text, or music will complement the piece?
 - Text: Will you use original writing, poetry, or published works? Which text you will use?
 - Lighting: What type of lighting so you want? Stage lighting? Spot lighting? Colours?
 - Staging: Will you include special effects or positioning strategies?

Guiding Questions to structure storytelling:

- 1. How will live interactions (reading, sound mixing, visuals) unfold during the performance?
- 2. Will the performance be linear or experimental in structure?

- 3. How will transitions between media be handled?
- 4. Where will each performer be positioned in relation to projections, sound, and audience?

Activity 2: Sketch your Performance

Objective: Develop a performance score to map out media interactions, timing, and sequencing.

Key Considerations for Your Score:

- Duration: Your performance should last **7-10 minutes**.
- Essential Elements:
 - 1. **Live reading** (at least one microphone on stage).
 - 2. **Live video projection** (using CineCer0).
 - 3. **Stereo sound system** for dynamic sonic composition (using MiniTidal).

Guides About Sketching Live Storytelling Experiences:

There are different ways to visualize the flow and structure of your live performance. Two common methods:

Time-Based Scores (see example below):

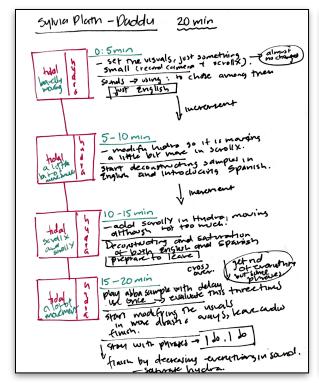
Break your performance into specific time intervals (e.g., 7-10 minutes split into sections).

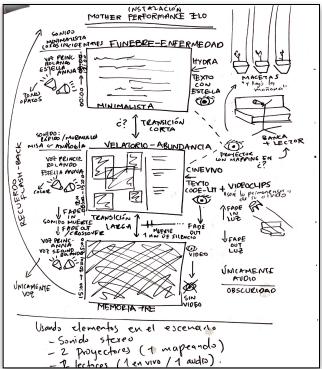
Assign media cues (e.g., sound activation, video projection, text reading) to each time segment.

2 Structure-Based Scores (see example below):

Focuses on spatial and interactive dynamics rather than strict time cues.

Identifies key sections, performance zones, and the interaction between elements.





Example of Time-Based Score

Example of Structure-Based Score

Complexity & Creativity:

- You may integrate movement, dance, interactive elements if desired.
- Experiment with different projection placements (floor, ceiling, side walls).
- Use improvisational elements in performance execution.

Outcome: Your team will create a preliminary visual or written score outlining the sequencing of media and interactions.

Submission

- Send your <u>notes</u> and <u>score</u> in a single PDF document.
- Naming protocol: Group-#-FinalNotes.pdf (e.g., Group-3-FinalNotes.pdf).

Activity 3: Set Up GitHub for Your Materials

Follow these tutorials to prepare for file management, collaboration, and media organization:

⊀ GitHub Setup:

- GitHub: Setting Up Your Repository
- GitHub: Adding Media Files

f Estuary Integration:

- Importing Samples for TidalCycles
- Using Media in CineCer0

Activity 4: Plan to Record/Gather Materials

Objective: Identify what media assets need to be recorded, edited, and prepared.

Tasks:

- Create a checklist of required media:
 - Video (recorded footage, animations, archival materials).
 - Audio (spoken word recordings, ambient soundscapes, music).
 - **Text** (finalize scripts, poetry, literature excerpts).
- Plan for file optimization:
 - **Video:** .mp4 (H.264 codec), max 2 minutes per file, 1000px max. on the largest size.
 - Audio: .mp3, max 10 seconds per sample.
- Understand <u>GitHub's upload limits</u>:
 - Free accounts have a file size limit of **25MB** per upload.
 - Use compression tools (Adobe Media Encoder, Handbrake) if necessary.

For Rehearsal Activities:

Group Rehearsal Activity: Bring work-in-progress materials for testing.

Class Rehearsal + Critique Activity: Have fully completed materials ready for integration.