

The Light

*This is a solo performance.

Score:

1. Before starting the performance, turn off all or most of the lights to ensure a dark enough environment. Make sure the desk lamp is either completely off or on.
2. Performer chooses any end of the table to sit down.
2. Press the toggle button in Max, the performance begins.
3. Slowly start turning off the desk lamp or turning it on if it's previously turned off. If necessary, use a timer to control the pace of the performance, with 5-7 minutes being the preferred duration.
4. The performer continues to adjust the lamp's brightness until it is fully turned off or on.
5. The performance ends when the lamp is fully adjusted and reaches the desired state (on or off).

Material:

1. Arduino Uno, three LED modules, ambient light sensors, jumper wires
2. Max 8 or Max 8.5
3. A desk lamp with at least four brightness levels, a desk, a chair

Duration: 5-7 minutes

Documentation:

A video of the performance showing the performer sitting by the desk while turning on/off the lights with the music generated from Max playing in the background.

Artistic Statement:

This piece is inspired by Fluxus music and event scores from the 1960s. The intention is to create a sonic landscape that simulates the communication between a small group of fireflies. To achieve this, the piece uses three LED lights, a desk lamp, and an ambient light sensor. The data from the ambient light sensors, ranging from 0-1023, is divided into six parts, triggering sonification with various rhythms or frequencies. The sound parameters from Max are mapped to a range of 0-255 to control the individual brightness and blinking speed of the LEDs.

The changes in the LED lights create an interplay between the sensor, lamp, and LEDs, simulating the ecological environment of a natural system. The performer controls the main light source (the desk lamp) and plays a leading role in controlling the timeline of the piece. Through this interaction, the performance explores the determined and happening music in a technical way.

Specifies:

