

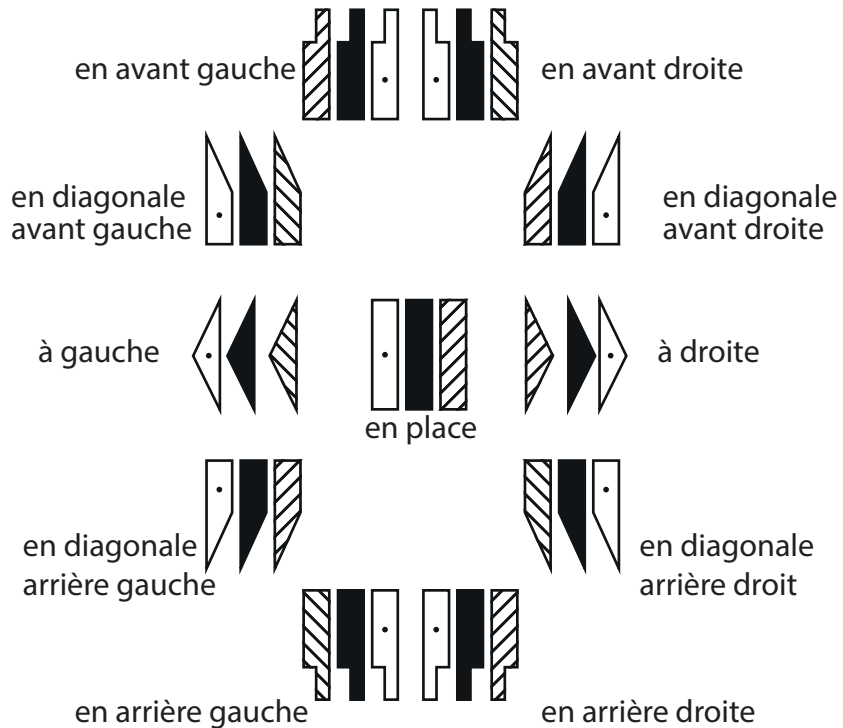
The Fuck Facebook Face Orchestra
pour 4 performers, 4 ordinateurs + 4 Kinects et 4 projecteurs vidéo
2015 © Daniel Zea Gómez

commande de l'Ensemble Vortex et du Festival Archipel avec le soutien de la Fondation suisse pour la culture Pro Helvetia

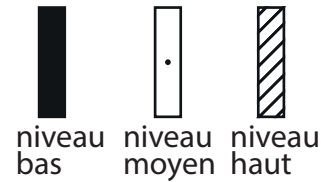
The Fuck Facebook Face Orchestra _ Lexique de notation

(basé sur le système Laban)

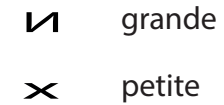
Les directions:



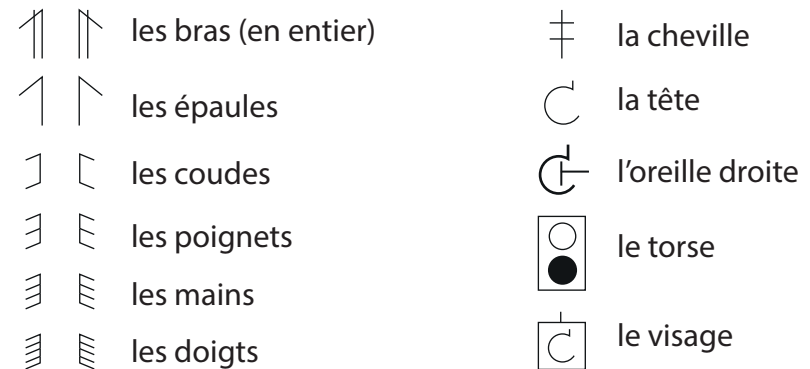
Les niveaux:



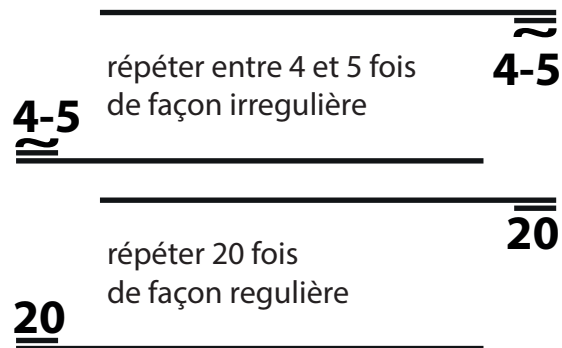
Les extensions:



Les parties du corps:



Les répétitions:



stop on resonance x 4-7

répéter entre 4 et 7 fois de façon irrégulière jusqu'à trouver une résonance pour arrêter

18"

les formules en rouge sont des points de rencontre: il faut répéter les mouvements au moins pendant le temps indiqué, et il est impératif que tout les interprètes coïncident

The Fuck Facebook Face Orchestra _ Lexique de notation II

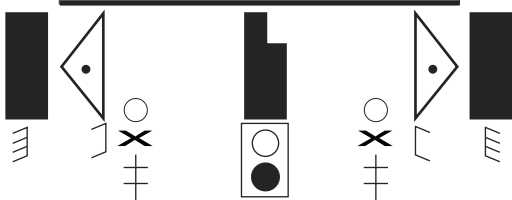
(basé sur le système Laban)

La Portée:

La ligne à gauche est utilisée pour indiquer les mouvements du bras, du coude et de la main gauche.

La ligne du centre (habituellement utilisée dans le système Laban pour noter les transferts de poids) correspond ici aux mouvements du torse et de la tête. Accessoirement, elle est aussi utilisée pour y noter des rythmes, qui doivent être suivis précisément par les parties du corps indiquées.

La ligne à droite est utilisée pour indiquer les mouvements du bras, du coude et de la main droite.



Le sens de lecture de la partition est de bas en haut. Tout ce qui est écrit au début, avant le double trait, correspond à la position de départ. Dans l'exemple, les genoux sont fléchis, les coudes placés au niveau moyen vers les cotés, les mains en place en bas et le tronc penché en avant vers le bas.

Les Rotations:



tourner la tête environs à 45 degrés à droite



tourner la tête environs à 45 degrés à gauche



Les Jokers:

Dans la partie C "Broomy LoopDance", une formule de trois mesures est proposée afin de la répéter 20 fois. Cependant, trois variantes sont à disposition des interprètes qui doivent les inclure au moins une fois chacune parmi ces 20 reprises. Le rythme doit être respecté.

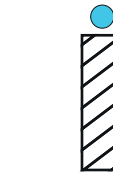
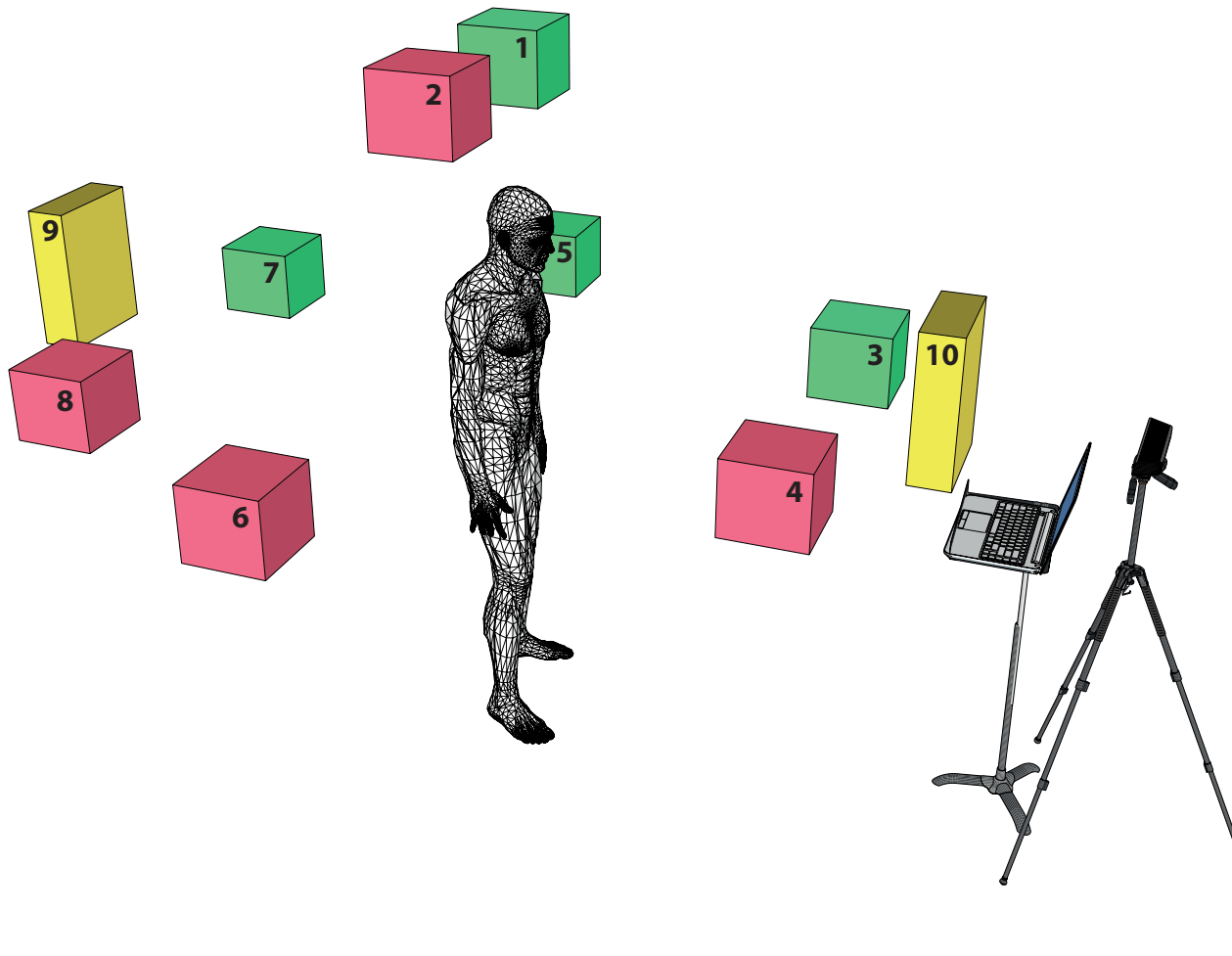


joker 2

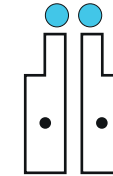
N'appartenant pas à la grammaire Labanienne, ce symbole invite à remonter et puis rabaisser le T-shirt, en respectant le rythme donné.

The Fuck Facebook Face Orchestra _ Triggers!

(position dans la kinesphère et notation)



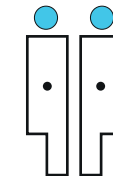
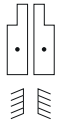
1, 2 Triggers en haut
à gauche et à droite



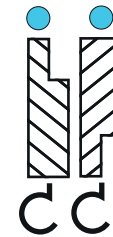
3, 4 Triggers frontales
à gauche et à droite



5, 6 Triggers laterales
à gauche et à droite. Selon la
position des bras, ces triggers
peuvent être notés:



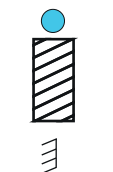
7, 8 Triggers en arrière
à gauche et à droite



9, 10 Trigger en avant et
en arrière pour la tête



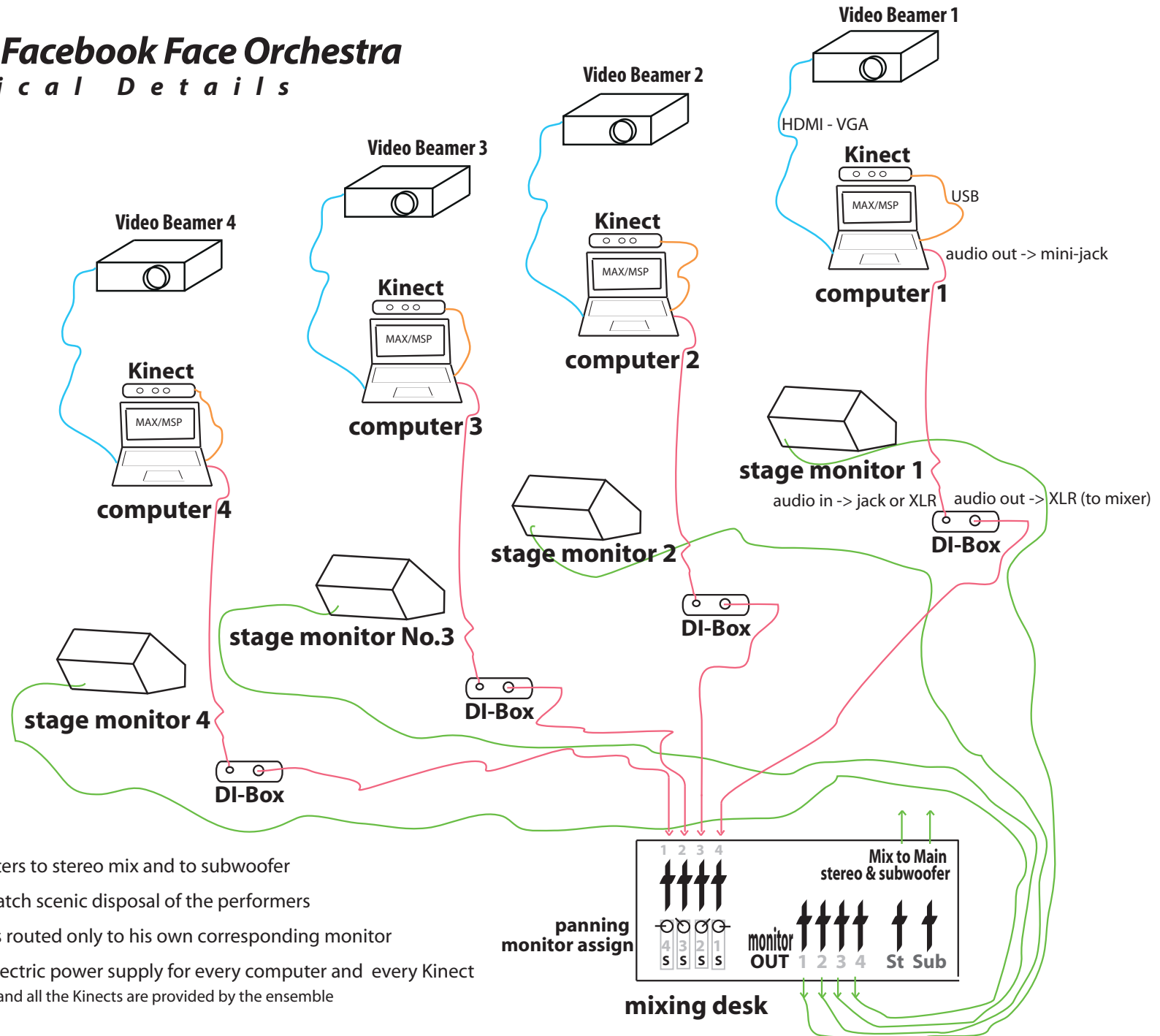
11 Trigger en avant
pour le coude droit (zone 10)
la main est en arrière haut
en contact avec l'oreille



12 Trigger en haut
pour la main gauche (zone 10)

The Fuck Facebook Face Orchestra

Technical Details



Route all computers to stereo mix and to subwoofer

Panning must match scenic disposal of the performers

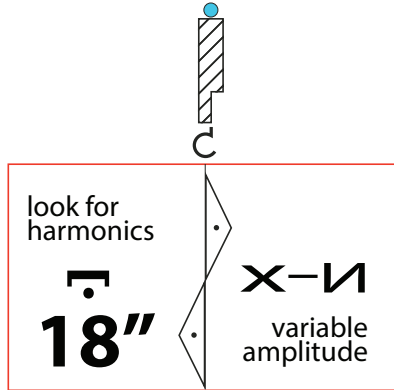
Each computer is routed only to his own corresponding monitor

Please provide electric power supply for every computer and every Kinect

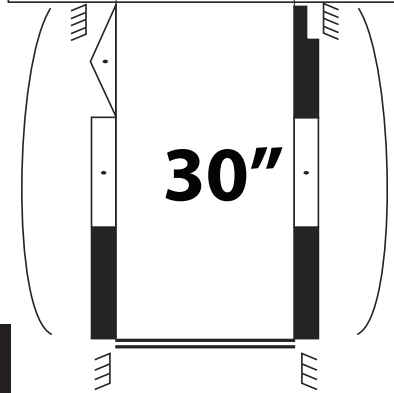
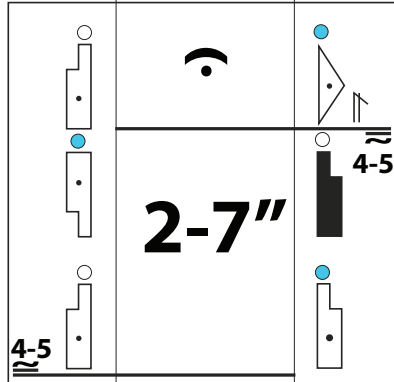
* All the computers and all the Kinects are provided by the ensemble

Freaky Interferences

change score & return to center!

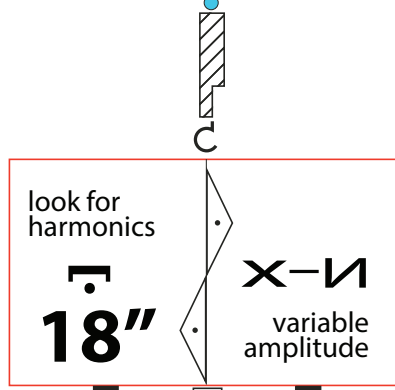


stop on resonance x 4-7

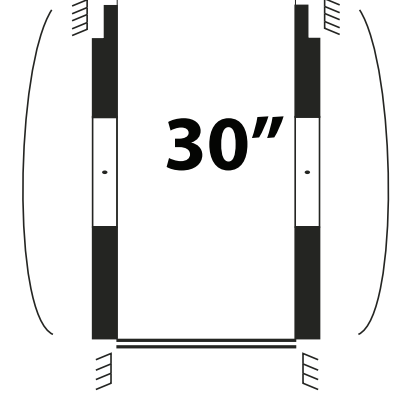
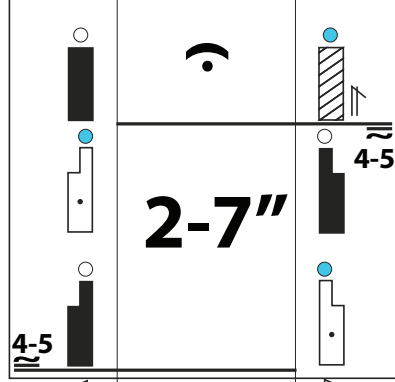


Player 1

change score & return to center!

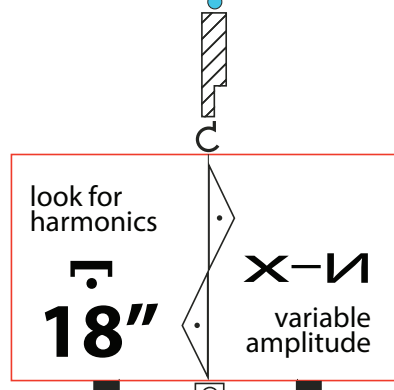


stop on resonance x 4-7

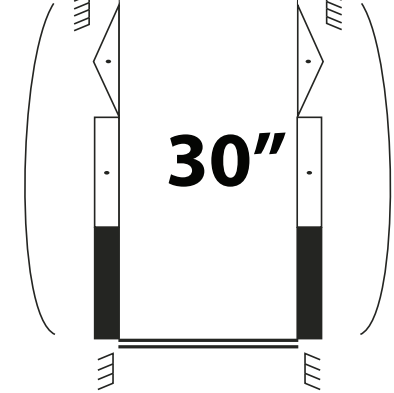
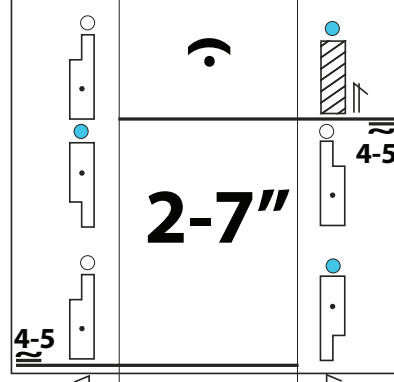


Player 2

change score & return to center!

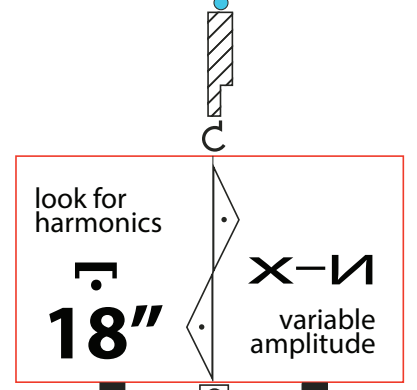


stop on resonance x 4-7

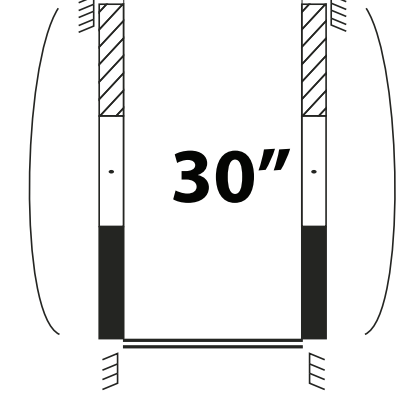
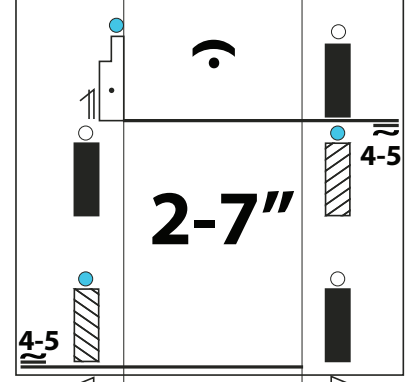


Player 3

change score & return to center!



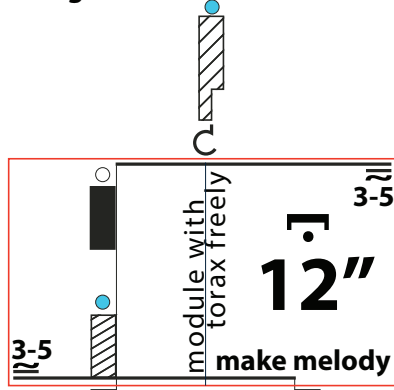
stop on resonance x 4-7



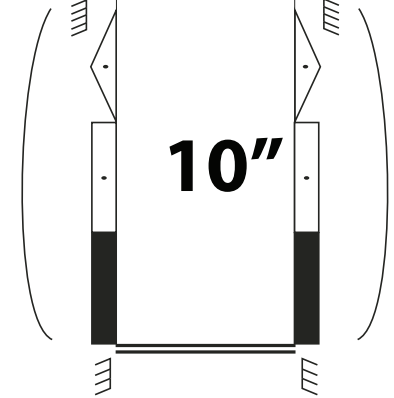
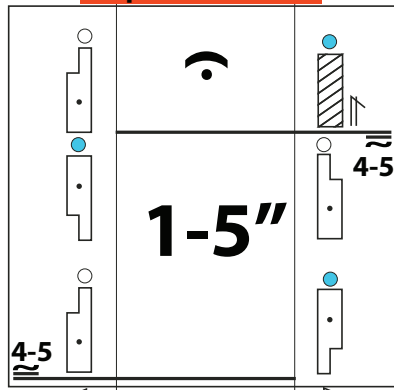
Player 4

A

change score & return to center!

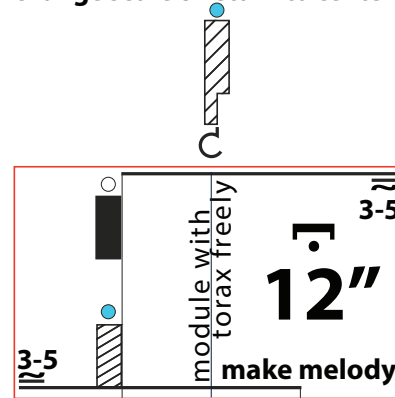


stop on resonance x 4-7

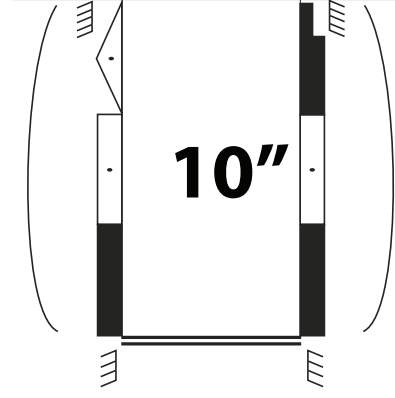
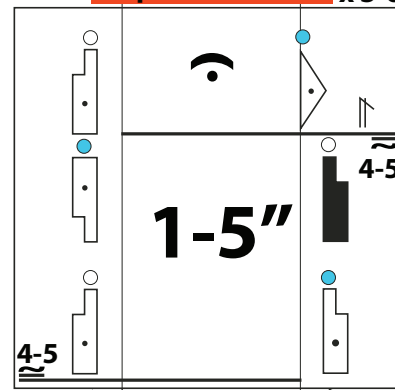


Player 1

change score & return to center!

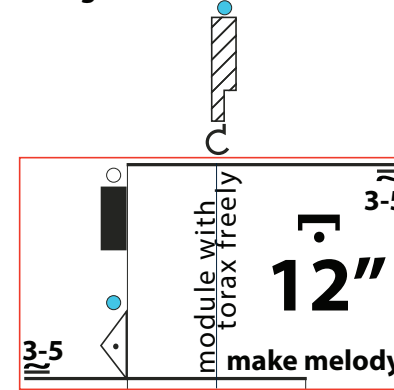


stop on resonance x 3-6

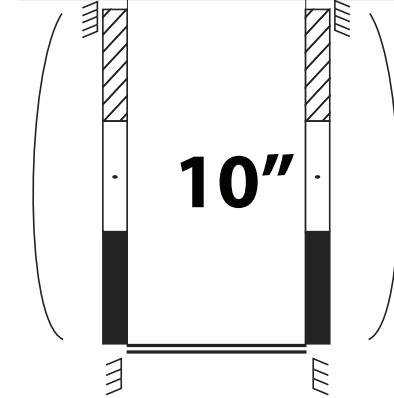
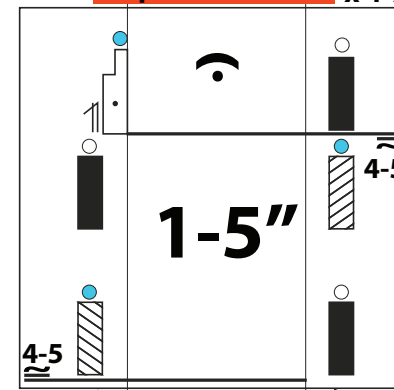


Player 2

change score & return to center!

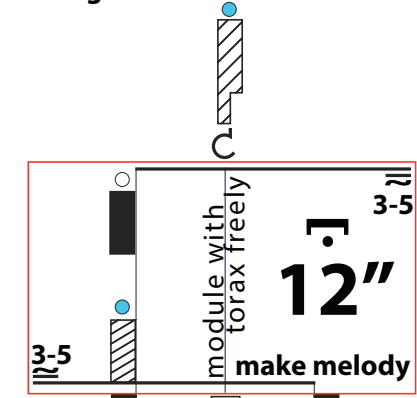


stop on resonance x 4-7

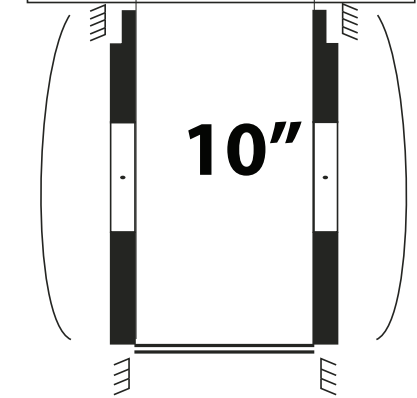
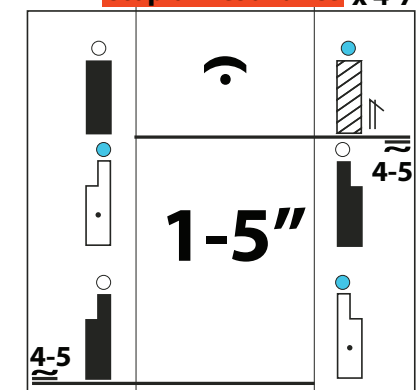


Player 3

change score & return to center!

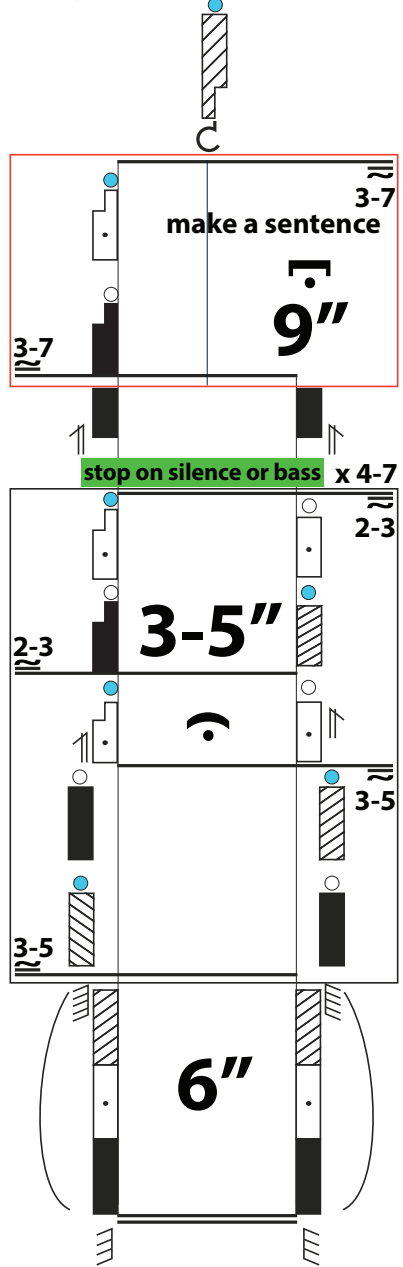


stop on resonance x 4-7



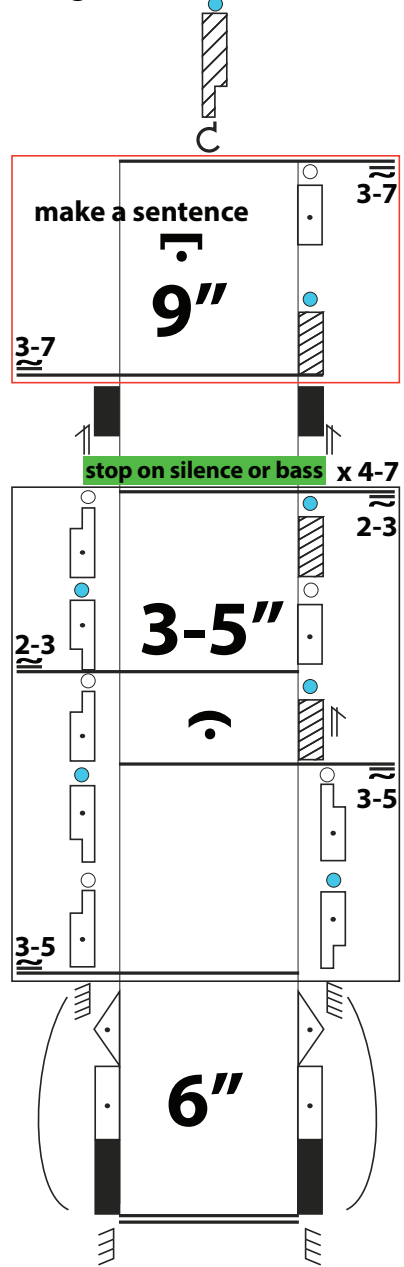
Player 4

change score & return to center!



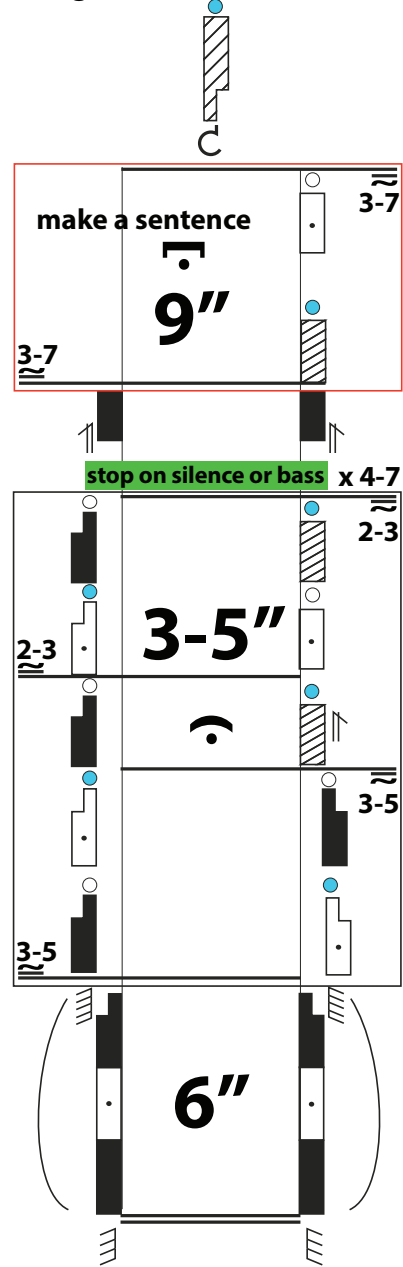
Player 1

change score & return to center!



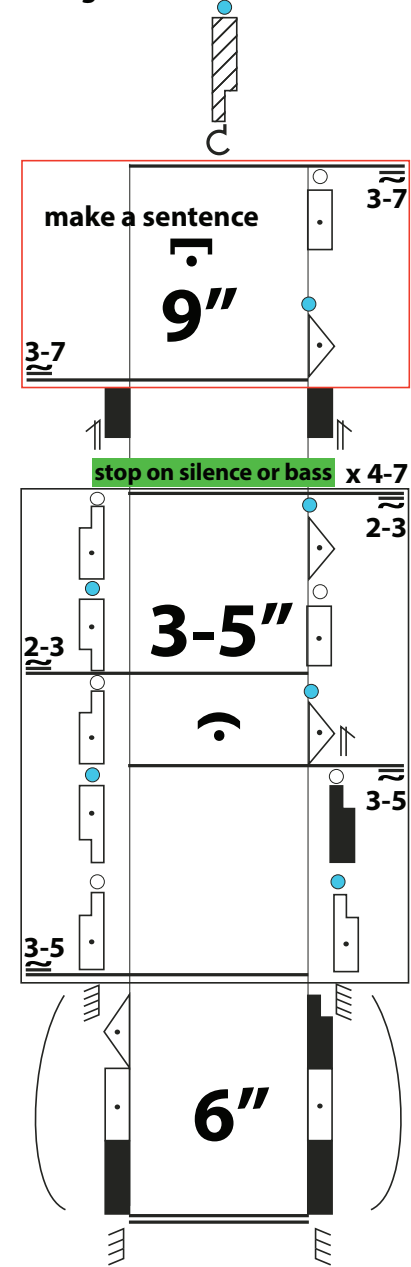
Player 2

change score & return to center!



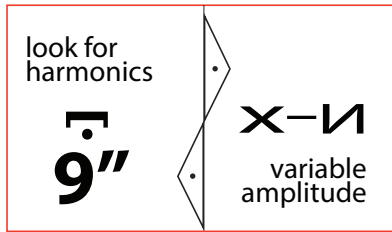
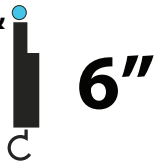
Player 3

change score & return to center!

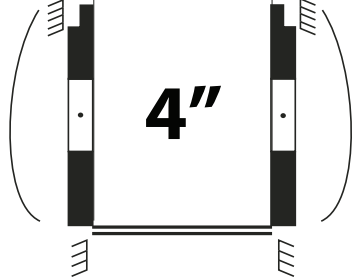
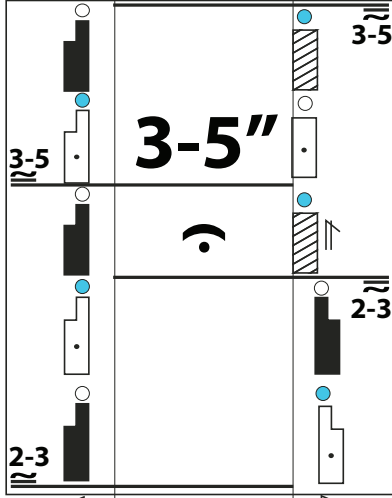


Player 4

change score & neighborhood
return to center!

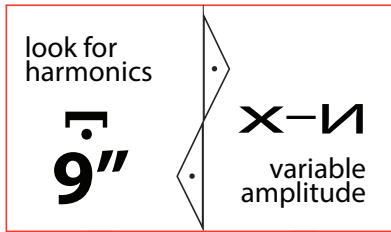
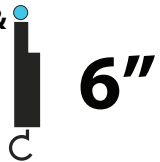


stop on resonance x 4-7

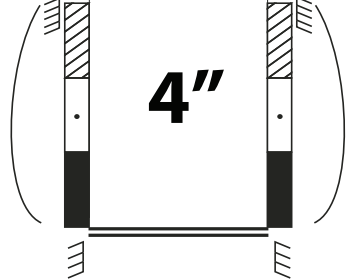
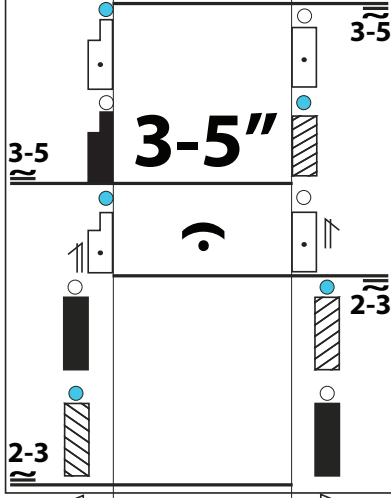


Player 1

change score & neighborhood
return to center!

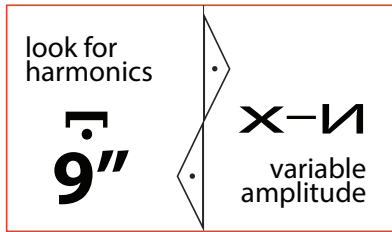
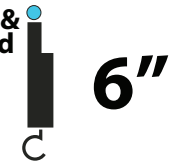


stop on resonance x 4-7

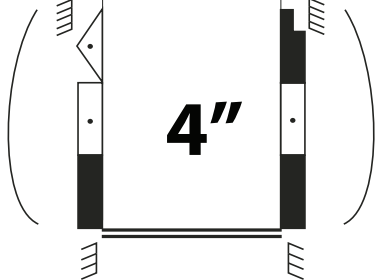
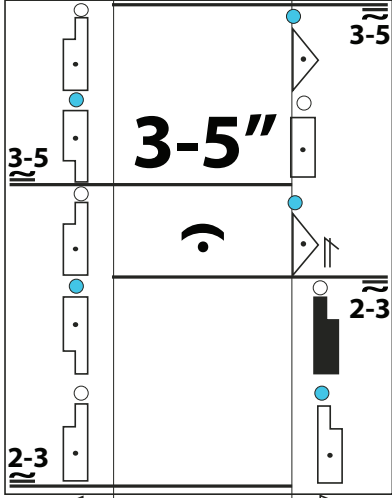


Player 2

change score & neighborhood
return to center!

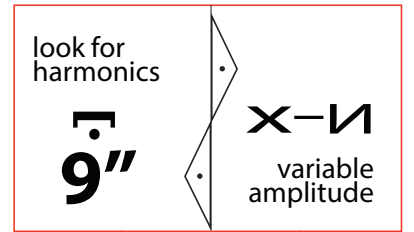
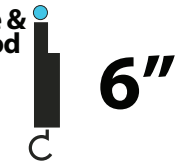


stop on resonance x 4-7

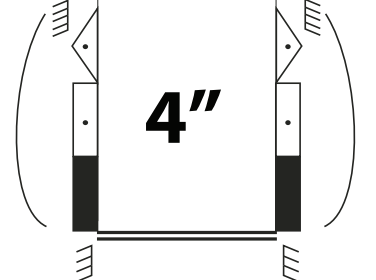
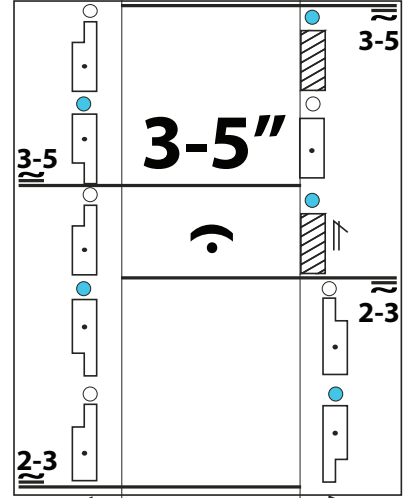


Player 3

change score & neighborhood
return to center!



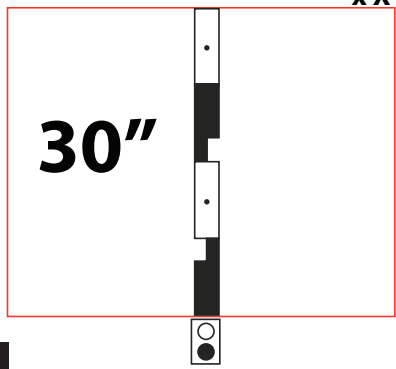
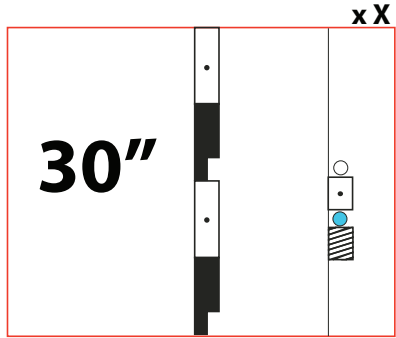
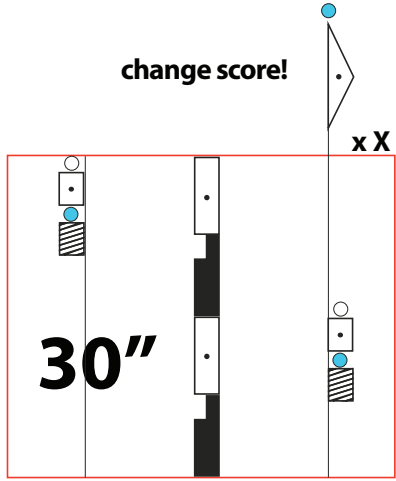
stop on resonance x 4-7



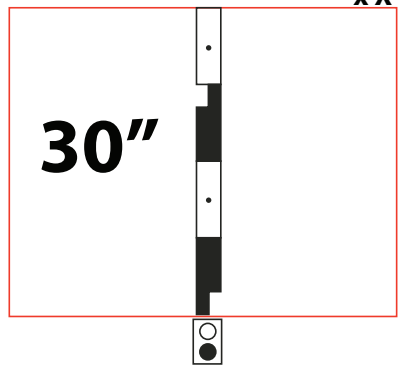
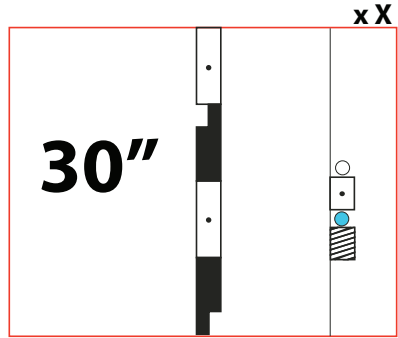
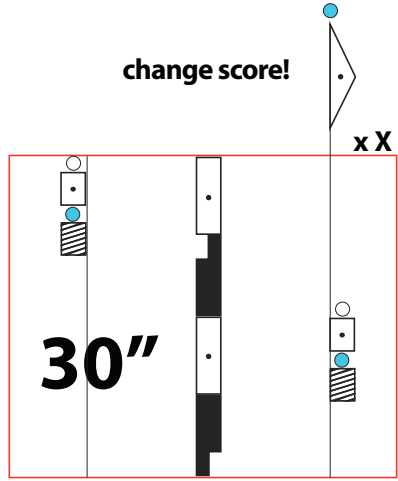
Player 4

Bassy Polyrhythmic

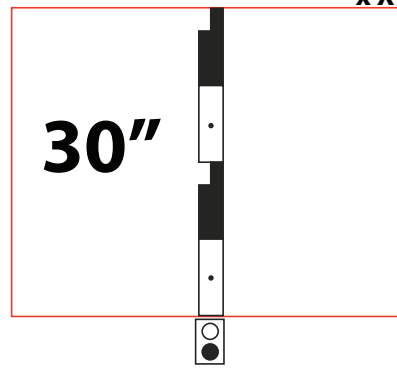
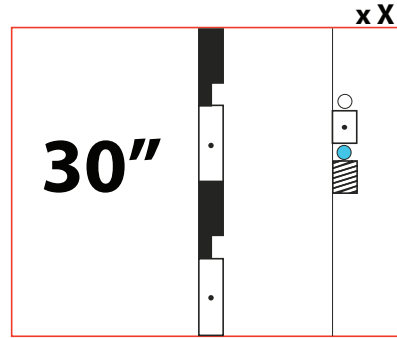
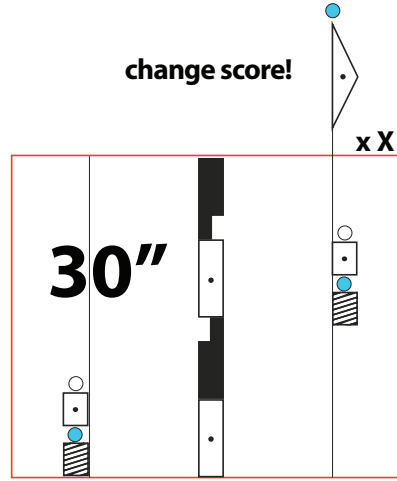
B



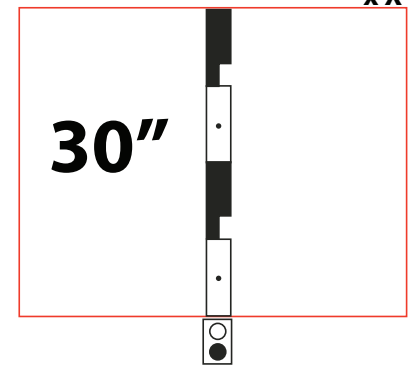
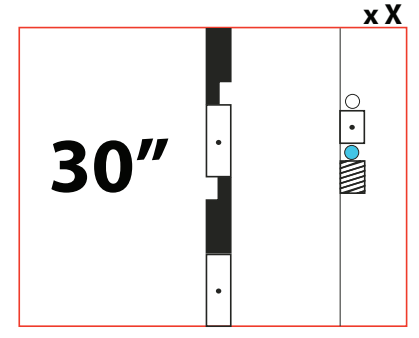
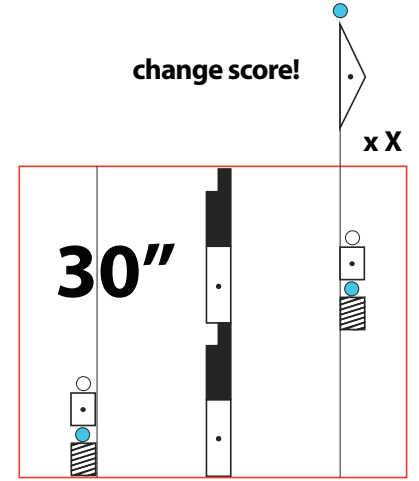
Player 1



Player 2



Player 3






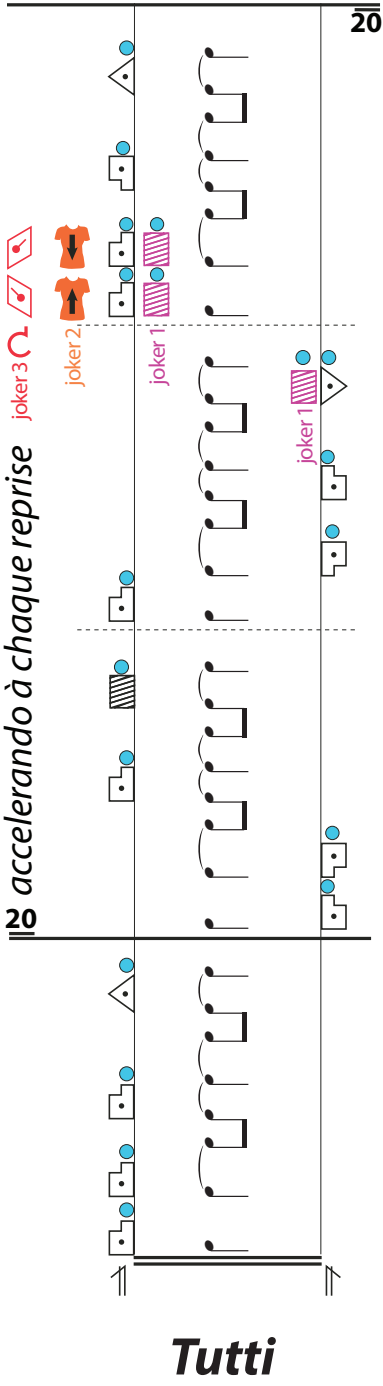
Player 4



Broomy LoopDance

Tutti

♩ accelerando à chaque reprise **joker 3**   



20

Zelda Counterpoint

D

Rada
Anne
Mao
Joce

change score & return to center!

x 4-7

Zelda Melody

45"

head modulates dynamics freely

stop on resonance

Player 1

Rada
Anne
Mao
Joce

change score & return to center!

x 4-7

Zelda Melody

45"

head modulates dynamics freely

stop on resonance

Player 2

Rada
Anne
Mao
Joce

change score & return to center!

x 4-7

Zelda Melody

45"

head modulates dynamics freely

stop on resonance

Player 3

Rada
Anne
Mao
Joce

change score & return to center!

x 4-7

Zelda Melody

45"

head modulates dynamics freely

stop on resonance

Player 4

Do Majeur



change score & neighborhood
return to center!

C

x X

12"
faster!

30"

30"

Player 1

change score & neighborhood
return to center!

C

x X

12"
faster!

30"

30"

Player 2

change score & neighborhood
return to center!

C

x X

12"
faster!

30"

30"

Player 3

change score & neighborhood
return to center!

C

x X

12"
faster!

30"

30"

Player 4



Trigger Cocktail

as fast as possible!

Tutti

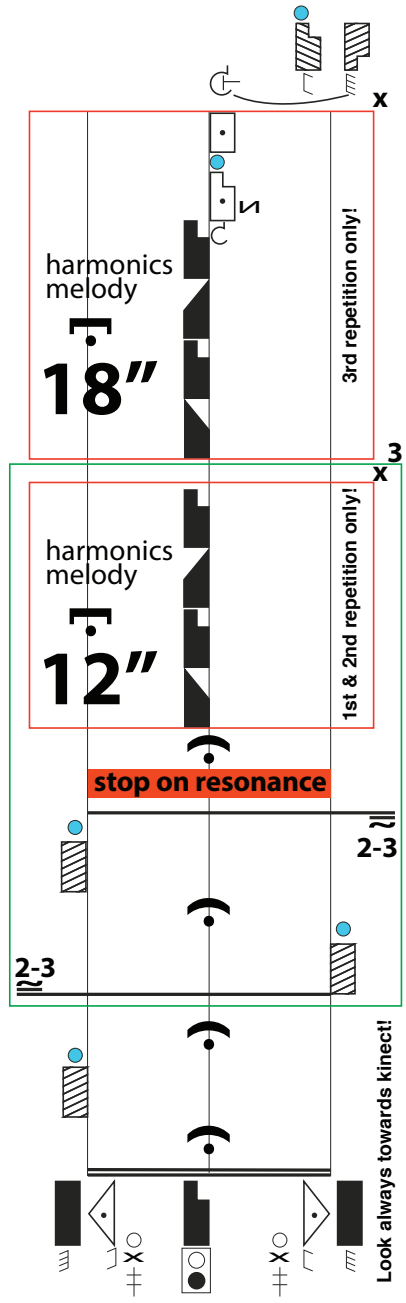
Keep Arms up!

change score & keep close to the screen

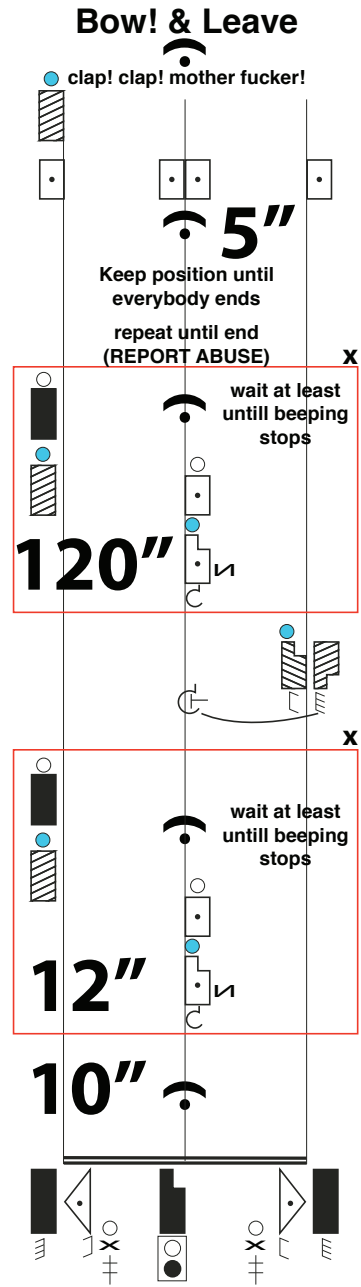
The score consists of two systems of music. The first system is divided into two measures, each containing a triplet of notes. The second system is divided into two measures, each containing a triplet of notes. The notes are represented by black stems with blue dots above them. The first system is marked with a '2' and a double bar line, and the second system is marked with a '3' and a double bar line. A dashed box encloses the second system, with a circular arrow icon and the text 'change score & keep close to the screen' above it. To the left of the first system, the text 'Keep Arms up!' is written above a stick figure icon with its arms raised.



Watery Faces



Mystic Gliss



Tutti

Report Abuse



Happy Ending



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