

Vignettes – Sam Krahn

Federal Way, September 2020

- For 4 to any number of performers
- Parts should be doubled for up to 8 performers, then assigned as desired
- Duration 8-12 minutes
- Video and audio recorded for each performer – the best quality possible, and video in landscape format

Materials needed:

- 1 “expected” instrument: any instrument of your choosing that can perform pitches/sounds
- 1 “unexpected” instrument: an instrument that appears in the camera frame in the room at the time of performance. This should not be placed ahead of time or thought about before the performance. Interact with any object that appears. Wall, light switch, poster, book, mug, etc.
- Stopwatch or other time device to keep a loose track of overall structure
- Any solid color clothing
- Any standard lighting for room and best image quality
- Object to cover camera at times. Can be solid to block all images, or it can be a fabric through which some shapes and shadows can still be seen

Performance notes:

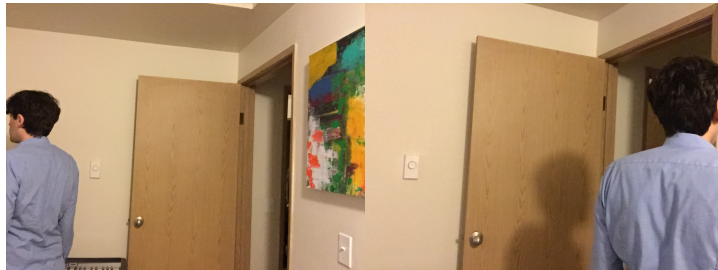
- Indications of performer placement in frame are marked in score. Sitting, standing, face only, etc.
- Record all in one take and upload (unless you need to break up into sections due to data storage issues).
- Must be able to move during performance and move camera position within room
- Instructions are indicated with text and approximate duration is indicated with number of seconds at the end of the line. If there is no number at the end of the line, the timing is very short
- Record video in landscape orientation

Performer A

1. Sit/stand in a neutral way, minimize movements. Eyes open, look directly into camera. Not too close, see most of body as well. ~60



2. Turn slowly R or L until your back is facing camera 30
3. Choose and prepare to perform unexpected instrument. Play these in succession:
 - Short duration, sudden attack, loud
 - Long, soft, sustained sound, quiet 30
 - Short duration, sudden attack, medium loud
4. Slowly step, roll, or slide to edge of camera frame, keep body in shot, but at the edge of the frame (L or R side of frame, with back to camera) 60



5. Quickly move to camera lens and put eyeball up to lens so the entire eyeball is shown in frame only. Close eyelid twice during this segment, for 15 seconds each time 90



6. **Cover camera until instructed to remove**
7. Prepare to perform expected instrument

8. Choose three pitches/sounds, and play only those three in same register. Any register, but maintain that range throughout. These will be sounds/pitches: 1, 2, 3.
Play in succession:
 - 1 Short duration, sudden attack, loud
 - 2 Long, soft, sustained, quiet 30
 - 3 Short duration, sudden attack, medium loud
 - 1 Long, soft, sustained, quiet 30
 - 1 Short duration, sudden attack, loud
 - 1 Long, soft, sustained, quiet 30
9. Sit quietly 30
10. Turn camera 45° L or R
- 11. Remove camera cover**
12. Move your elbow or arm into shot, and keep it there 30
13. Prepare to perform expected instrument
14. With keeping elbow and/or arm in shot, play chosen pitch/sound 1, 2, 3 in consecutive manner, let each pitch/sound sustain as long as possible before next one is played. Duration should be determined by breath, string vibration, etc.
15. Turn camera 45° in same direction as before
16. Sit quietly 30
17. Play chosen pitch/sound 1, 2, 3 in consecutive manner, let each pitch/sound sustain as long as possible before next one is played. Duration should be determined by breath, string vibration, etc.
18. Turn camera 45° in same direction as before
19. Sit quietly 60
20. Stop recording

Performer B

1. Begin with the position below, mouth visible in lower half, be still, mouth open in a relaxed way, look down 30



2. Mime a nonsensical language, pausing briefly at times 60
3. Slowly move finger out of frame, when face is fully in view, stop miming, close mouth 30



4. Hand in front of camera, slowly open hand 15



5. Slowly close hand 15
6. Slowly close and open hand repeatedly 45
7. Step or slide back so more of body is in view, put hands in pockets, or behind back.
8. Be still 30

9. In a relaxed way, choose and prepare to perform unexpected instrument
10. Play in an uncontrolled, exploratory manner. Dynamics vary based on manner of playing 45
11. Stop – arms and hands outstretched, palms up, move them up to shoulder height.
12. Pause in that position 15
13. **Cover camera until instructed to remove**
14. Prepare to perform unexpected instrument
15. Play in an uncontrolled, exploratory manner. Dynamics vary based on manner of playing 45
16. Prepare to play expected instrument. Choose either a low/med or med/high register and perform these steps in succession:
 - Long, sustained sound, followed by a short sound 15
 - Pause 5
 - Long, sustained sound, followed by a short sound 15
 - Pause 5
 - Long, sustained sound, followed by a short sound 15
 - Pause 5
 - Long, sustained sound, followed by a short sound 15
 - Pause 5
 - 5 short sounds, different ranges 10
17. Pick opposite register than earlier, if you chose low/med before, then use med/high now. Perform expected instrument in these steps in succession:
 - Long, sustained sound, followed by a short sound 15
 - Pause 5
 - Long, sustained sound, followed by a short sound 15
 - Pause 20
18. Move so only face profile can be seen, front of ear forward (ear not seen) 15



19. **Remove camera cover**
20. Pause 20
21. Prepare to perform expected instrument. Any register. Perform expected instrument in these steps in succession:
 - 5 short sounds, different ranges 10
 - Pause 10
 - 5 short sounds, different ranges 10
 - Pause 10
 - Slowly leave camera frame w/instrument 5-10

- Short sound followed by long, sustained sound. High or low range 15
- Brief pause
- Short sound followed by long, sustained sound. High or low range 15
- Brief pause
- Short sound followed by long, sustained sound. High or low range 15
- Brief pause
- With instrument, slowly walk through camera frame to other side of room, out of sight 5-10
- Short sound followed by long, sustained sound. High or low range 15
- Brief pause
- Short sound followed by long, sustained sound. High or low range 15
- Brief pause
- Short sound followed by long, sustained sound. High or low range 15
- Brief pause

22. Stop recording

Performer C

1. Put eyeball up to lens so the entire eyeball is shown in frame only. Close eyelid twice during this segment, for 15 seconds each time. 90

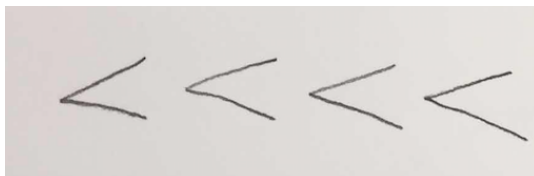


2. Put other eyeball up to lens so the entire eyeball is shown in frame only. Close eyelid four times during this segment, for 5 seconds each time. 90
3. Open mouth wide, stick tongue out and back in as slow as possible 30
4. L nostril and mouth in frame focus

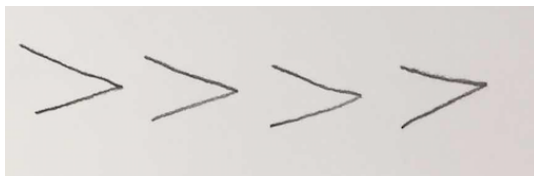


5. Open mouth wide, stick tongue out and back in as slow as possible 30
6. Close up of neck in frame only, turn slowly to L and back to the center 20
7. R nostril and mouth in frame focus
8. Be still 20
9. Close up of neck in frame only, turn slowly to L, continue until back of head faces camera (shift body) 30
10. Choose and prepare to perform unexpected instrument. Play these in succession, for 10 seconds each:

a.



b.



11. **Cover camera until instructed to remove**

12. Pause 30

13. Prepare to play expected instrument. Play these in succession:

- Long, sustained sound, followed by a short sound 15
- Pause 5
- Long, sustained sound, followed by a short sound 15
- Pause 5
- 5 long sounds, about 10 seconds each, different registers and dynamics, short breath between each 60
- 5 short sounds, same register and dynamics 10
- Short sound followed by long, sustained sound. Low register. 10
- Short sound followed by long, sustained sound. Low register. 10
- Short sound followed by long, sustained sound. High register. 10
- 5 short sounds, different register and same dynamics 10

14. Tilt camera towards ceiling, place on floor or rotate on stand/desk

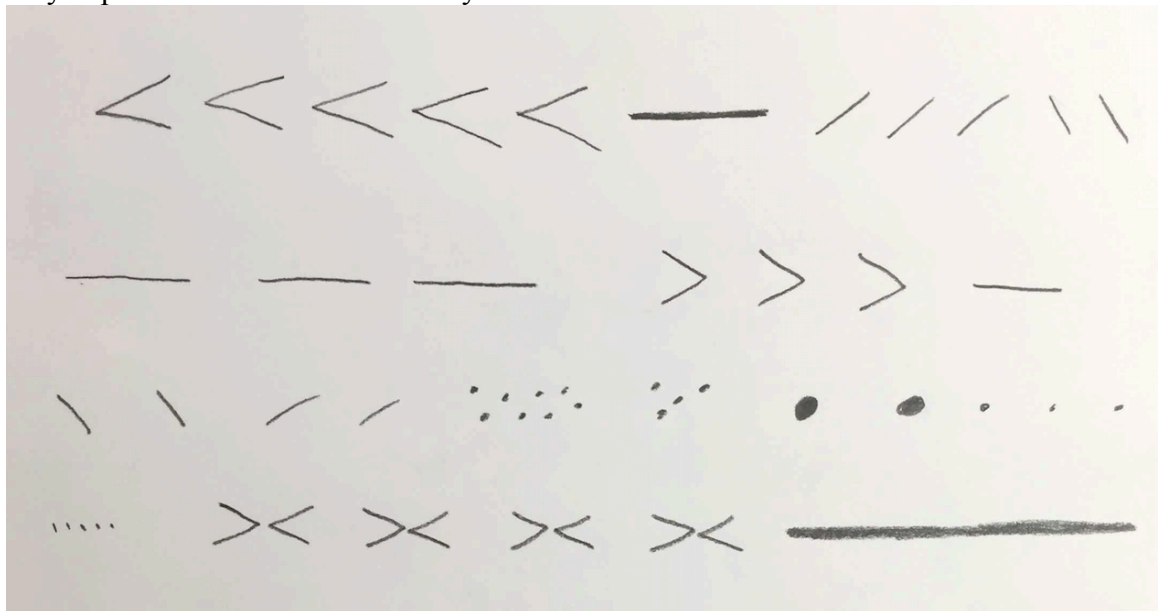
15. Remove camera cover

16. Standing over camera, facing down, over camera

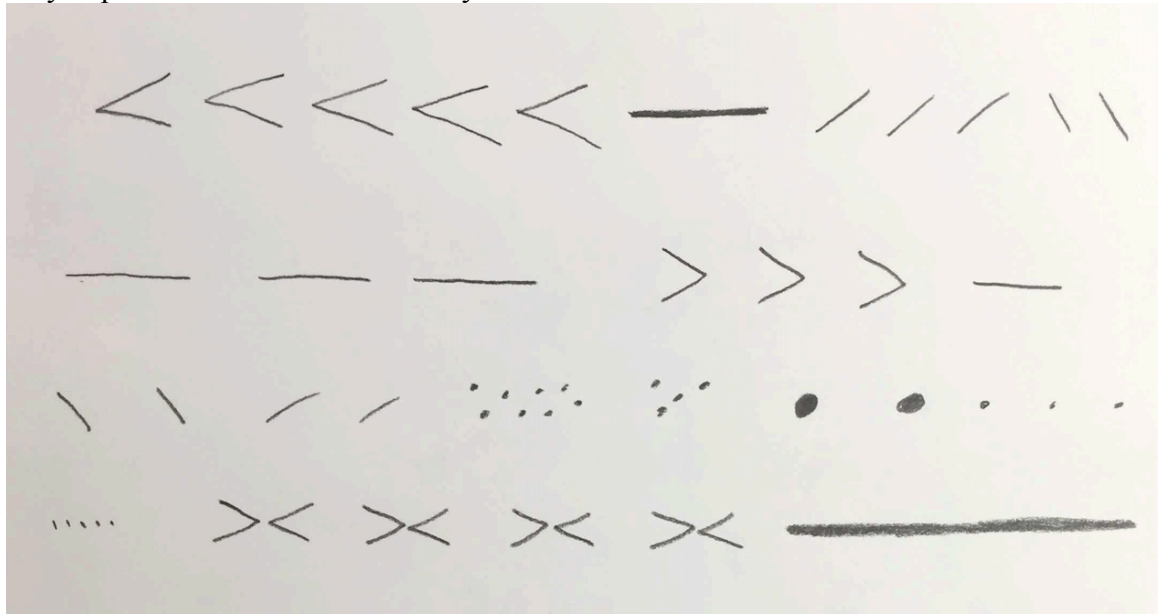


17. Choose three pitches/sounds, and play only those three. Any register, freely move to any other.

18. Play expected instrument in this way for 50 seconds:



19. Pause 10
20. Choose three new pitches/sounds, and play only those three in the same register.
21. Play expected instrument in this way for 50 seconds:



22. Pause 10
23. Stop recording

Performer D

1. Begin with finger over lower half of frame. Wide-eyed, blink as slow as possible 20 minimum



2. Back away from camera
3. Choose and prepare to perform unexpected instrument.
4. Play continuously and softly 30
5. Move towards camera
6. Wide-eyed, blink as slow as possible 20 minimum



7. Prepare to play unexpected instrument.
8. Play continuously and softly 60
9. Fingers splitting frame in diagonals:
10. Eye can be visible or not 10



11. 1 eye visible, wide-eyed, blink as slow as possible 20 minimum
12. Eye can be visible or not 10

13. Shift finger and diagonal, eye can be visible or not 10



14. 1 eye visible, no slow blinking 20

15. Eye can be visible or not 10

16. Prepare to play unexpected instrument

17. Play continuously and softly 45

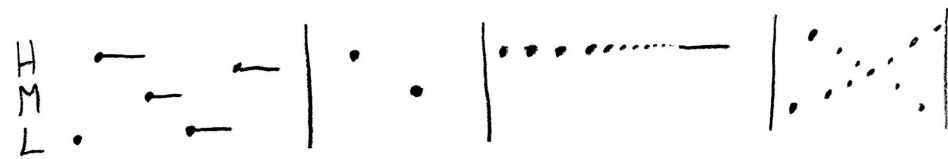
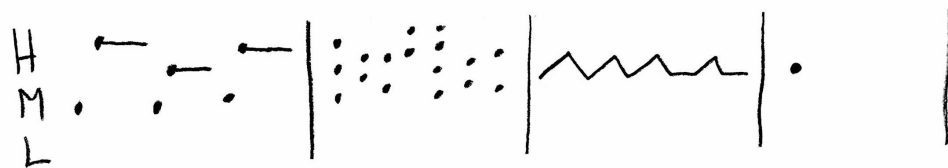
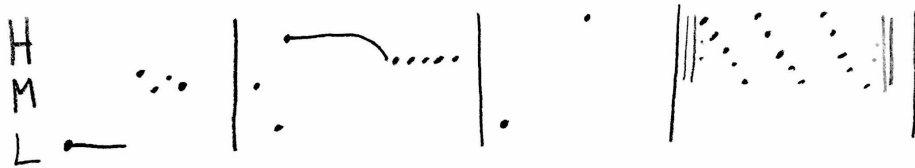
18. Be still 30

19. **Cover camera until instructed to remove**

20. Be still 30

21. Prepare to perform expected instrument

22. Choose 5 pitches/sounds, and play only those in any octave/register. Perform with these instructions: Each block below is 10 seconds in duration. Play 5 blocks, with a pause of 10 seconds at the end of each 50 second performance. Repeat any block as desired and play in any order. Do this 3 times total. 180



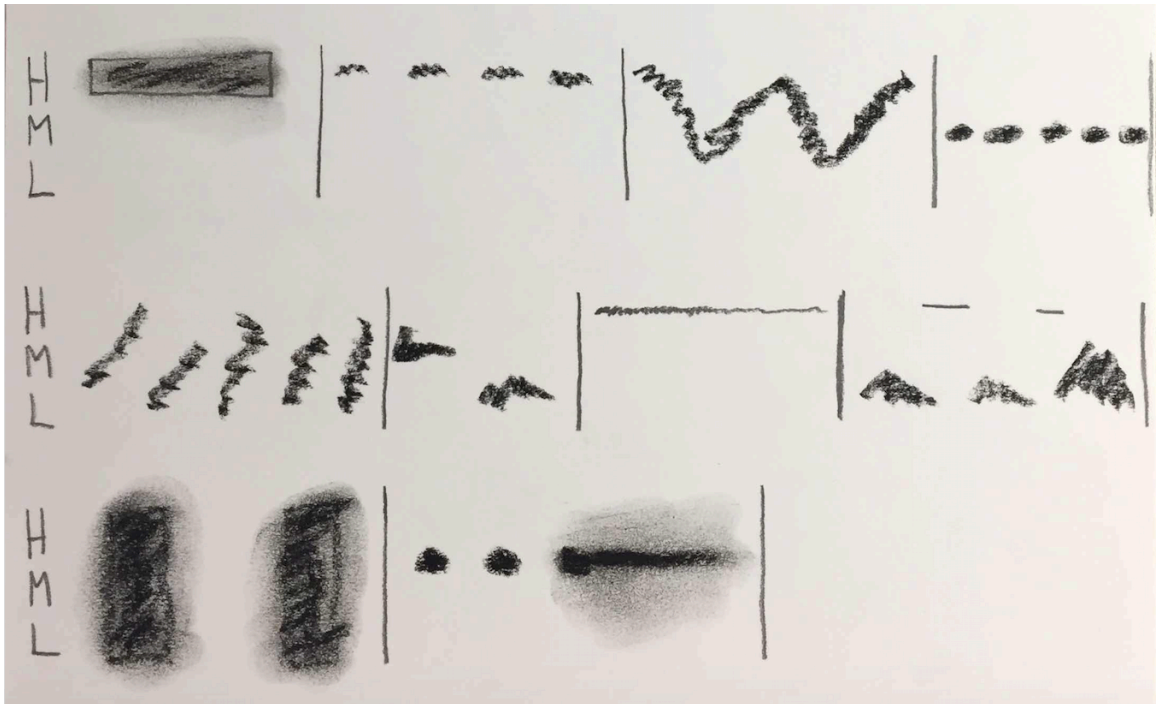
23. Turn camera towards floor

24. Remove camera cover

25. As much as possible, allow shadows to creep in frame, limit your physical presence in frame, except for shadow. Some presence is okay if shadow is not very pronounced.



26. Prepare to perform expected instrument with previous #25 instructions in mind. Perform with these instructions as well: No tone, only noise. Each block below is 10 seconds in duration. Play 5 blocks, with a pause of 10 seconds at the end of each 50 second performance. Repeat any block as desired and play in any order. Do this 3 times total. 180



27. Stop recording