

## Instrumentation

Recorder trio

Player 1: Soprano, Alto, Paetzold contrabass in F

Player 2: Soprano, Tenor, Bass

Player 3: Soprano, Alto, Paetzold great bass in C

## Equipment

Musicians:

3 usb camera(1/person)

Visual Performer:

1 projector

1 project screen

1 laptop with Max/msp

## Duration

ca. 14 Min.

## Background

In 2020, coronavirus has transformed the way we communicate. Due to the increasing severity of the epidemic, life now has changed. The usual face-to-face meeting is not allowed. Courses, meetings, chatting, and rehearsals were taken online.

## Synopsis

Player 1, player 2, and player 3 are classmates. They usually rehearsal every week in the practice room. During the lockdown, three people gathering is not allowed in a small inner space. What they can do is to stay at home and replace real meeting with online-meeting.

## About

Invisible doesn't mean it doesn't exist.

Visible doesn't mean it's real.

For example, the signal is exists but it's not visible to the naked eye. We can see the news but it might be rumors or fiction rather than facts.

When you face the invisible wall, why the view starts to blur?

Why can't you see yourself clearly? Why can't you be yourself honestly?

Imagine, the invisible wall could be your transparent protective cover but not the outer wall that imprisons the real you.

## Characters

**Player 1** —“There is nothing I don’t know.”— (online: pretend, face-to-face: real)

He/She is a clever, intelligent, and industrious student. As the most outstanding student in the class, he/she cares strongly about what other people think of him/her. In the class, he/she is always punctual, strongly focuses, likes to ask questions, and communicates with others.

He/She is a self-confident student but likes to show off how smart he/she is. In fact, he/she just tries to pretend a good student.

**Player 2** —“Ahhhh… he/she is looking at me. I must be so handsome/pretty.”— (online: pretend, face-to-face: pretend)

He/She is born introverted who doesn’t want to talk and is less focuses on the class. What he/she cares about the most is how handsome/pretty he/she is. Most of the time he/she only watches at his/her screen like a mirror. On the screen, he/she is a graceful, easy-going, feminine/stud-muffin, and self-confident person who always smiles to himself/herself.

**Player 3** —“Bla bla bla…”— (online: real, face-to-face: real)

He/She hates classes and doesn’t care about what others think of him/her but cares about attendance. In order to get the attendance, he/she always attends the class but never punctual even leaves the class too early. He/She never focuses on the lesson. Playing games, chatting with friends, dozing off, eating foods are all his/her normal unrestrained states during the lesson.

## Prop

Choose the style of props which matches characteristic.

**Player 1(name)**

Laptop(with zoom software), square table, chair(sit still).

**Player 2(name) - share the screen**

Laptop(with zoom software), round table(end table or coffee table), a cup of tea and a small plate below it.

**Player 3(name)**

Laptop(with zoom software), square table, deckchair.

## Costume

		Top	Top-color	Bottom	Footwear
Player 1	Male	Suit with tie	White and black/or cool color	Casual	Indoor slippers
	Female	Formal	White and black/or cool color	Casual	Indoor slippers
Player 2	Male	Suit with tie	Light warm color	Pajamas	Indoor slippers
	Female	Dress	Pink candy colors or floral element	—	Indoor slippers
Player 3	Male	Loose T-shirt	Dark color with anime on	Pajamas or only underwear	Barefoot
	Female	T-shirt	Dark color with anime on	Pajamas or only underwear	Barefoot

## Position



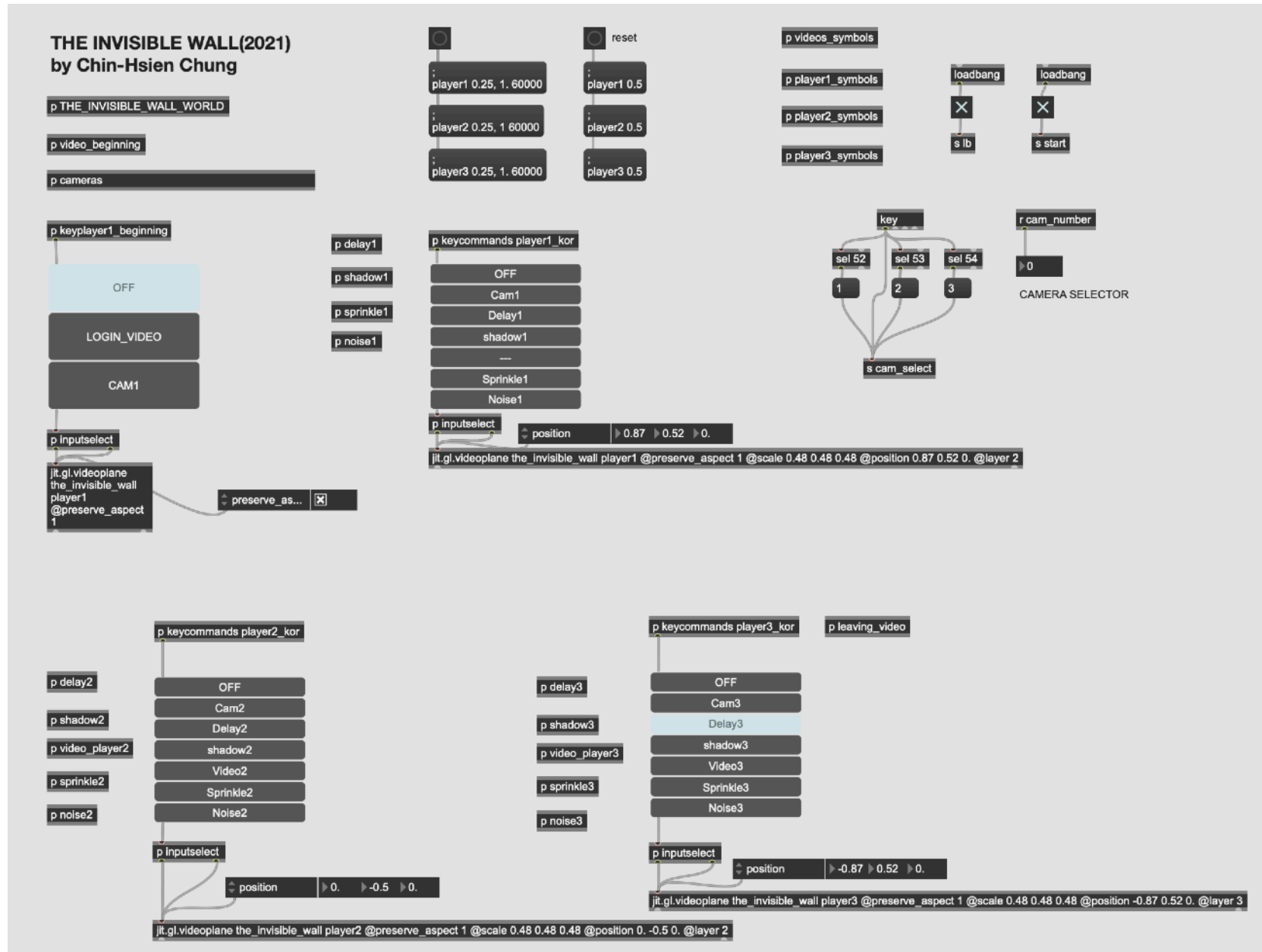
Three players need to be isolated from the others, with eye contact only through the screen, and not on stage. Please do not look at the red zone.

Player1(Right) - looks straight or green zone.

Player2(Center) - both red zones are not allowed.

Player3(Left) - looks straight or green zone.

Max/msp



H

Scientists try to use drugs to fight the virus.

Improv.

repeat this part til player 3 starts the beat frequency.

Player 1  
(Paetzold in F)

player d  
(Bass)

player 3  
(Paetzold in C)

Player 1  
(Paetzold in F)

player d  
(Bass)

player 3  
(Paetzold in C)

The musical score is written on a grid background and consists of three systems of staves. Each system has three staves: Player 1 (top), player d (middle), and player 3 (bottom).

- System 1:**
  - Player 1 (Paetzold in F):** Starts with a pink shaded area. Dynamics include *f* (0-1, 3, 4, 6), *sfz*, and *f*. Annotations include "Strong" and "repeat this part til player 3 starts the beat frequency." A later section is annotated "Agitatedly reacting to player d".
  - player d (Bass):** Starts with a purple shaded area. Dynamics include *sfz* (0 1/3, 5/6) and *sfz*. Annotations include "repeat this part til player 3 starts the beat frequency." and "Agitatedly reacting to play 1".
  - player 3 (Paetzold in C):** Starts with an orange shaded area. Dynamics include *mf*. Annotation: "Build up the instrument".
- System 2:**
  - Player 1 (Paetzold in F):** Dynamics include *soft*, *fz.*, and *mp*. Annotations include "sing" and "mf".
  - player d (Bass):** Dynamics include *pp* and *mp*. Annotation: "React to player 1".
  - player 3 (Paetzold in C):** Dynamics include *f*, *mp*, and *mf*. Annotations include "soft" and "mf".
- System 3:**
  - Player 1 (Paetzold in F):** Dynamics include *mp* (0 1/2, 3/5, 6/4). Annotation: "Improv." with a box containing "2 ↔ 4".
  - player d (Bass):** Dynamics include *pp* and *mp*. Annotation: "Improv." with a box containing "2 ↔ 4".
  - player 3 (Paetzold in C):** Dynamics include *f*, *mp*, and *mf*. Annotations include "soft" and "mf".

**I** The virus is getting stronger and stronger but people are trying hard to fight it.

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

**Player 1**  
(Paetsold in F)

Blowing the note and tapping fingers in the same time.

**Player 2**  
(Bass)

**Improv.** Listen to player 1 and player 3 and then perform a low-speed waving improvised reaction on them. It's like an echo, so the dynamic follow theirs, but with a little less.

**Player 3**  
(Paetsold in C)

Blowing the note and tapping fingers in the same time.

If there is not specific dynamic, all accel. does a bit cresc., all rit. does a bit decresc.

**Improv.** Tap the same rhythm with fingering changing and play with random tonguing from F to max. 3. With random accents

**Player 1**  
(Paetsold in F)

**Player 2**  
(Bass)

**Player 3**  
(Paetsold in C)