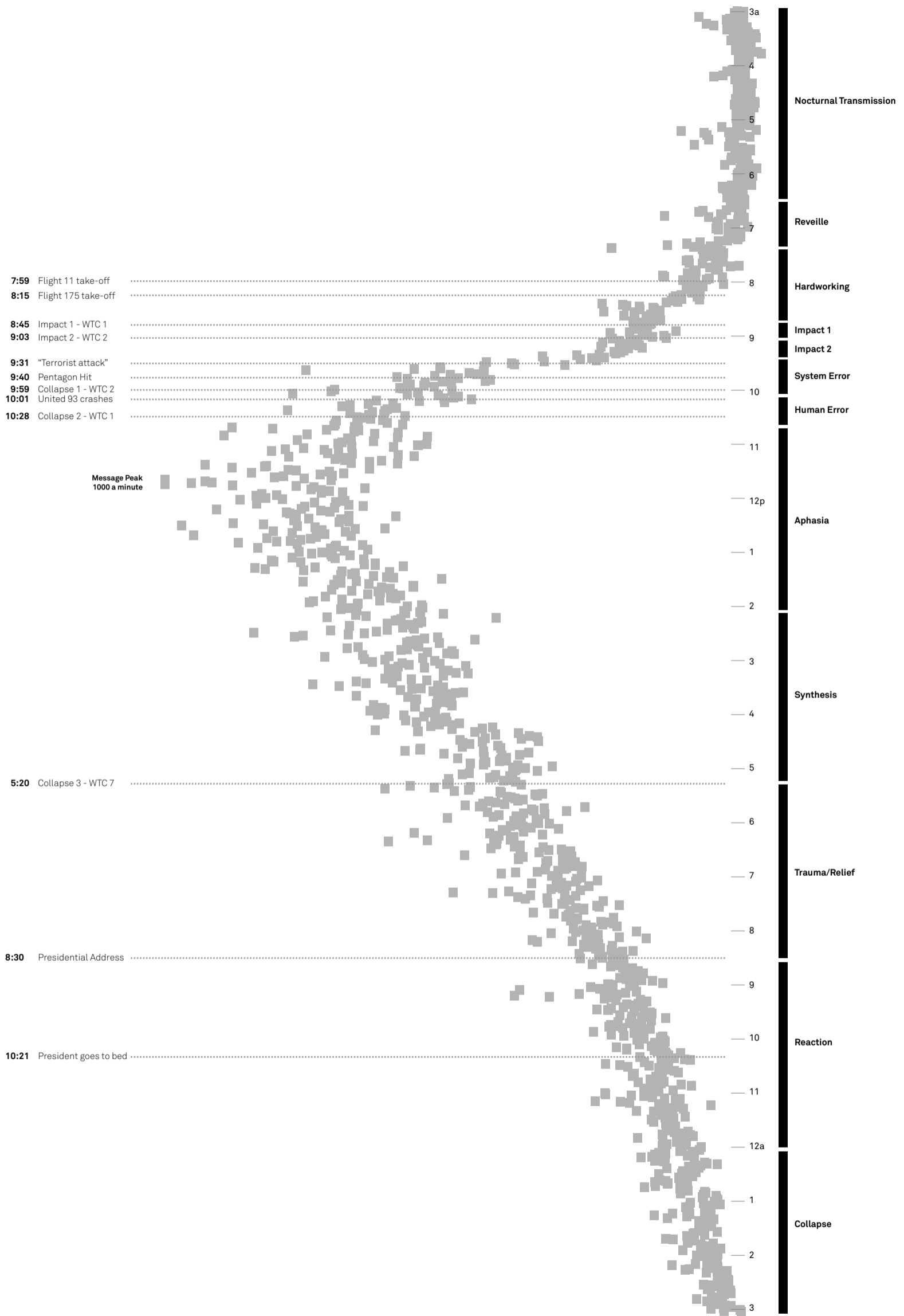


RECOLLECTION NEW WIGHT GALLERY

CHRISTO ALLEGRA 1/5/10 v.2.1



RECOLLECTION NEW WIGHT GALLERY

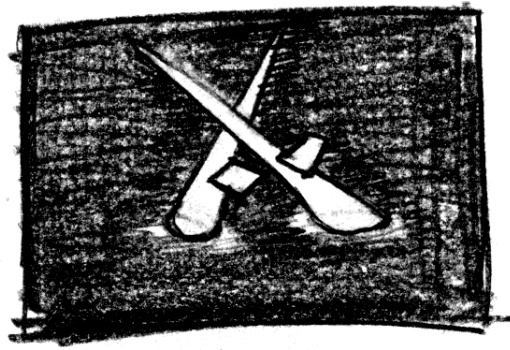
CHRISTO ALLEGRA 1/5/10 v.2.1

RECOLLECTION NEW WIGHT GALLERY

CHRISTO ALLEGRA 1/5/10 v.2.1

SCENE BREAKDOWN

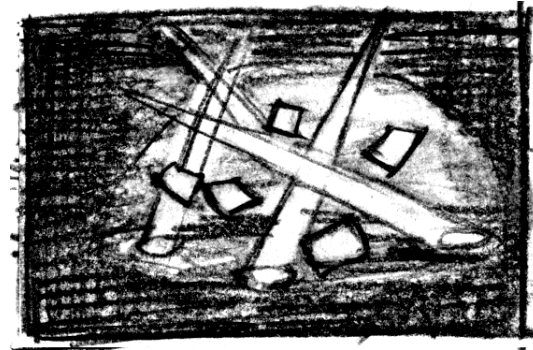
Total Time: 1 Hour & 11 Minutes



SCENE 1 - NOCTURNAL TRANSMISSION - 10 MINUTES

A slow ballet of messages sent in the middle of the night, status updates, lover's missives and infrequent but sometimes urgent replies. Slow fades in and out track prints as they fall to the ground, wandering in and out of the spotlights.

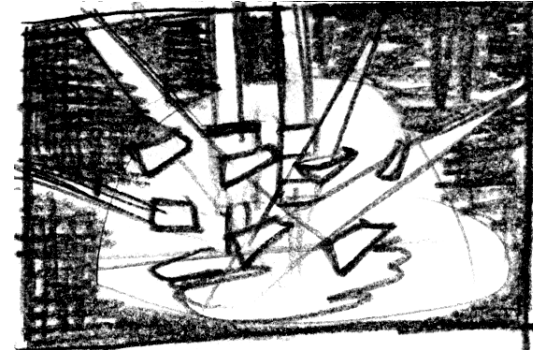
PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
5ppm	White spot shifting slowly	Off
Printing randomly from array	Light catches paper occasionally	
Timing is unpredictable		



SCENE 2 - REVEILLE - 3 MINUTES

Wake-up take your meds, time to get going. The dawn is up and blue, messages increase their frequency. The buzz of the day begins. The room is a cool blue with prints printing with some sense of regularity, an abrupt start for things to get moving.

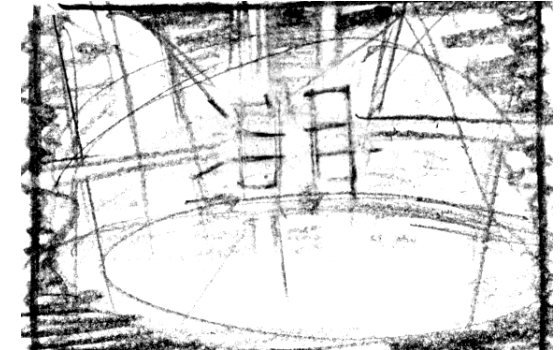
PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
25ppm	White spots shift to printer	Off
One Printer prints a stream, stops and another printer (in no sequence) repeats the routine.	Blue & white floods fill the room with a wash	



SCENE 3 - HARDWORKING - 4 MINUTES

The machine is awake and firing on all 8 cylinders. Printers rhythmically cycle and produce a steady automation of prints that begin to blanket the floor. The morning light begins to blue up with a heavy white, all spots are up and switching at regular intervals.

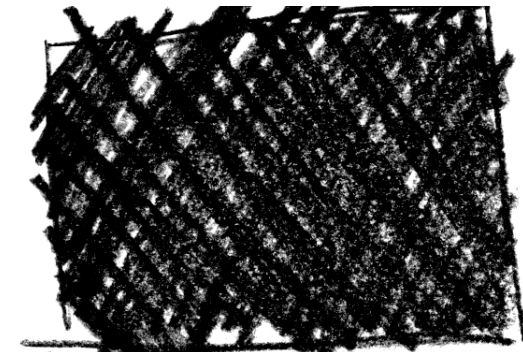
PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
32ppm	White spots slowly cycle	Alley lights are illuminated and light stripes horizontally to the ceiling and floor.
Printers alternate sequentially around the, each taking a turn for each print.	Blue & white floods start to lift the room creating a full light space for the pages to drift in.	



SCENE 4 - IMPACT 1 - 1 MINUTE

This is the flash of light. All eye open and look, white light is full and the prints stop. The sound of static fills the space and holds for too long. What are you looking?

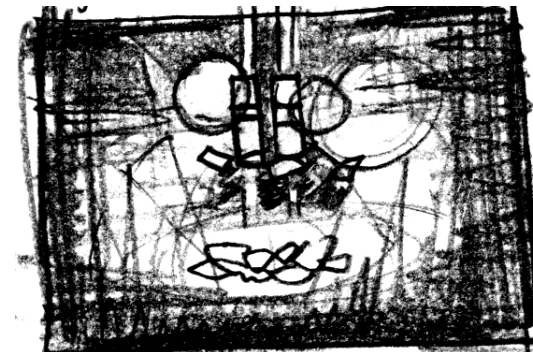
PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
Oppm	White spots full on.	Takedown lights are turning on and off. Blinking caution.
Flush queues.	White floods full on.	



SCENE 5 - IMPACT 2 - 1 MINUTE

Lights out. Static continues.

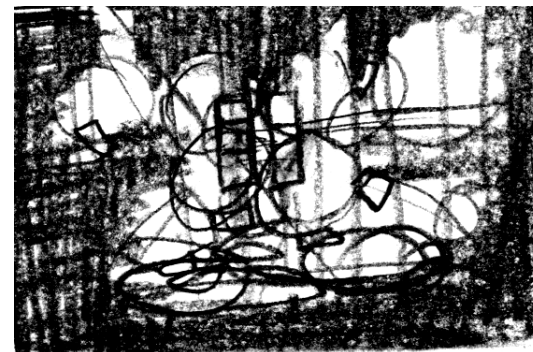
PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
None	Off	Off



SCENE 6 - SYSTEM ERROR - 2 MINUTES

Reaction: what just happened? Systems react, people respond. What. The environment reels and behaves erratically. A staggered shift of lights, the police lights begin a routine flash routine, back and forth from one lightbar to the next. At collapse one, the system freezes for an instance.

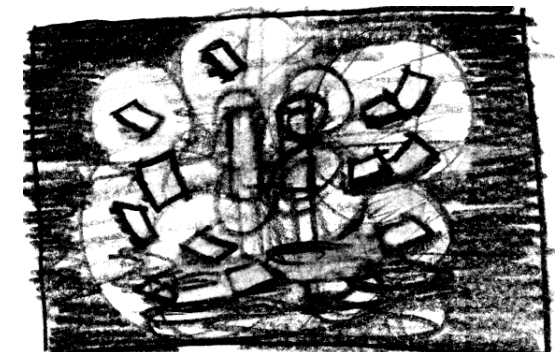
PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
48ppm	White spots shift and blue and white floods arrhythmically switch settings, Ultimately brightening the space.	Takedown and alley lights on, shifting back and forth between Lightbar 1 & Lightbar2.
Printers react. Asynchronously.		



SCENE 7 - HUMAN ERROR - 1 MINUTE

Confusion, the light begins to dim and the spots begin to focus up. The red & blue markers are cycling and filling the space. Print volume shifts in a back and forth in the space.

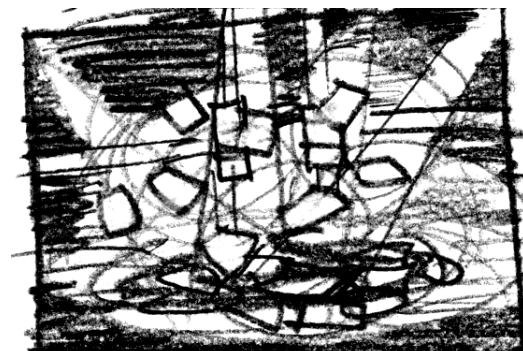
PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
48ppm	White spots brighten up and the floods dim down, stuttering.	Alley lights are illuminated and shifting between Lightbar 1 & Lightbar 2 faster.
Printers react. Asynchronously.		Marker & Takedowns begin.



SCENE 8 - APHASIA (COLLAPSE 1&2) - 10 MINUTES

Chaos. Papers fill the room, the printers are sending at an enormous volume. The strobes are flashing and there is little ambient light. The sound of the collapse of the WTC rumbles heavy bass tones as it is slowed for the full scene duration

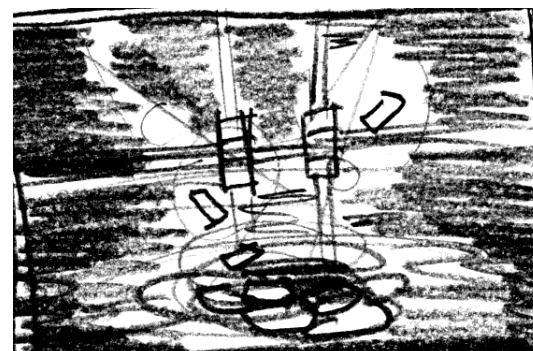
PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
103ppm	Blue Floods are on low.	Marker Lights are switching and strobes are flashing.
Printers react. Asynchronously		



SCENE 9 - SYNTHESIS - 10 MINUTES

The system stabilizes and slows, the lights begin to dim up and light the aftermath of aphasia. The prints cascade but they are dancing back and forth, parrying.

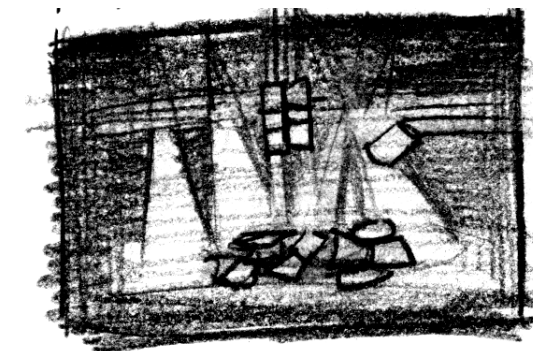
PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
30ppm	White spots, blue floods, and white floods start a slow dim and end full.	Takedown+Market and Alleys are all on cycling with purpose.
Shifting back and forth in diametrically opposed locations.		



SCENE 10 - TRAUMA/RELIEF - 10 MINUTES

Spots are up but slow and start to slowly fade while the printers do the same. The red and blue has diminished. It has stabilized but there is an aftermath to attend.

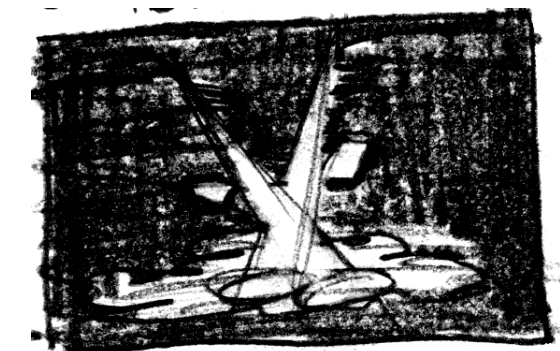
PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
10ppm	White spots shift moving levels harshly over the scene the blue floods are full but slowly dim following the whitefloods.	Alley and Marker+Takedown lights on, cycling slower.
Printers circle and print sequentially, winding around and down.		



SCENE 11 - REACTION - 10 MINUTES

Spots are steady in the space and hold, blue and white washes the scene. Slow prints chunk through minimal amounts of data, police lights cycle from a steady pulse to a full on position.

PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
5ppm	White spots brighten up and the floods dim down, stuttering.	Slow languorous cycle until M+T off and Alley's hold steady.
Printers call & response across their cardinal directions.		



SCENE 12 - COLLAPSE - 9 MINUTES

Dim out to off and reset

PRINTERS	SPOTS & FLOODS	POLICE LIGHTS
2ppm	Spots fade slowly from low to out.	Alleys remain on.
Printing randomly from array		
Timing is unpredictable		







