A Musik – Legend

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Paper

X types/colors (families) of paper for X musicians.

Each family has X pages of different sizes. The dimensions are standard continental European "DIN" sizes. A family of 3 will consist of:

- DIN A3 (big)
- DIN A4 (letter)
- DIN A5 (booklet)

A family of 5 will consist of:

- DIN A3 (big)
- DIN A4 (letter)
- DIN A5 (booklet)
- DIN A6 (postcard)
- DIN A7 (business card)

… and so on. The more musicians, the larger the family. The large the family, the smaller the pages will get.

Putting the pages together

Each musician chooses a paper family.

1 musician lays down an A3 page.

Each of the other musicians puts one page from her family (any size) on top of the A3 page, and/or the other pages already on top of it. The order of placement and selection of paper size is left up to each musician. The only restriction is that each new page added should share at least two edges with other pages.

A covered A3 page with one page from each family is called a "Raum".

How to play the pages

Each musician chooses an idea or cluster of materials corresponding to her family.

In a Raum, various forms and surface areas will be present. These propose relations between the musicians to play together. Parameters such as the following may be useful:

- Visible area: relative presence (e.g. volume, density, protagonism, play a solo).

- Qualities of paper:

    - opaque (distinct from others).
    - semitransparent (blend continuously with the family underneath).
    - perforated (blend discontinuously with the family underneath).
    - corrugated (rhythmic or repeated material).
    - colors and textures (respond intuitively).
- L-shapes: hocket, complementation, or adaptation to the family around which the L is formed.

- Areas of the same family separated by other pages: same musician, differentiated resources/materials.

With respect to the temporal dimension, a Raum can be read in different ways, e.g.:

- everyone in one direction (proportionally left to right, up to down, etc.).

- different directions at the same time (proportional or not).

- or no direction in particular (no temporal coordination).

Remember that these parameters are *suggestions* – no more and no less. Other parameters may be invented in discussion and/or emerge while playing.

No consensus is necessary per se.

POSSIBLE EXTENSIONS

Multiple Raums can be assembled and combined at their edges to make a compound Raum. Here it may be interesting to look for doors, windows, and passages between the component Raums.

Spatial distribution can be incorporated into the implementation of single or compound Raums.