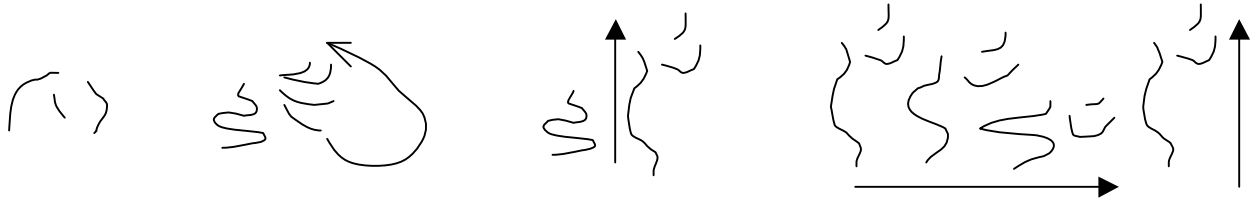
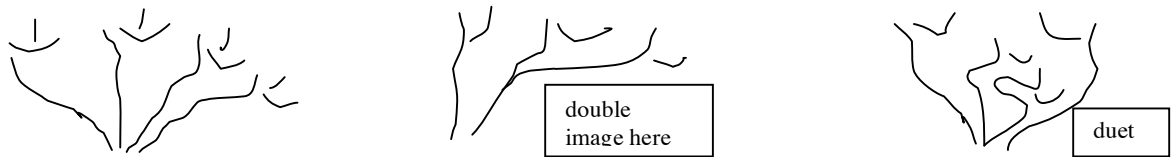


**Autopoiesis**  
score sketch

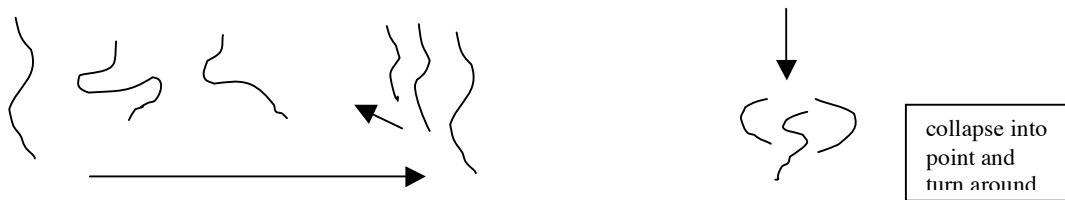
- Birth: scratches, gradually reveal full length of elwires, spider. Start “blurry” traces already at erection of body from four legs to two legs. Stay blurry, without leaving any trace more prominent than the other. Small sighing gestures, then harmonic trills.



- Pretty, frolic: lively sounds, col legno, figure wanders and flies, rippling trace. “Duet” doubling and flipping of image, coming together. Standstill, let traces fade out.



- Soldiers, aliens, order: beat-based string-bending, visual clone. Zigzag through space. Deep drone comes in.



- Egg: “beautiful” long (double-stop? or just nice vibrato?) sounds. Gradual expansion through shell punctures.

- Bird, mushroom: pizzicati. Get up and continue dancing waving arms and pizzicatoing.



- Rhythm: bow horizontally. Shaman’s dance with choir. Dance in circles.

- Grass: come close to camera, still horizontal bowing stuff? Dropping out of sound is cue to proceed to sighing gestures

- Death: small sighing gestures

### **Autopoiesis 2004**

Autopoiesis is a play with the creation of imaginary realities. It tackles the idea of existing in more than one place at a single time and coping with a duplicate of oneself. It is also an exploration of levels of comprehension. Kantian idea of imagination that fills in gaps in the understanding of cause and effect, of mass and vacuum, and the imaginary figure and the physical figure together form a dialogue in which they constantly change and evolve. In some ways, the figure(s) projected on the screen represent an immediate perception of reality, the glowing wire a scientific investigation of what forces might rule the movement of that wire, and the perception of the violinist as explaining an anthropomorphic figure behind all this illusion that is pulling the strings without the audience exactly seeing how or knowing why.

Two generations, one starting with spider or awkward mammal, exploration of space, becoming rooted, yet letting imagination fly, desire. Partnership, love, fight, destruction. Second generation, more collaborative, starting with bird, and ending in sacrificial dance and exhausted collapse. Almost like evolutionary potentials, different paths taken in one generation as opposed to another. Both come full cycle from birth to death, but the nature of existence is different.