

A piece for 4 players, 3 walls and 1 window.

The 4 players (1, 2, 3, 4) pace the given area, each following their particular trajectory.
Area: a rectangle wall, pace to follow: 35 cm. Length/height/width of each movement: 40 cm.

The rhythm creates a false sense of thematic accord. Like the 4 symbols of a game controller, the four narrative threads of 'Play Station' serve their own purpose and run parallel to each other. In common: a methodology of approximation. Existing elements combine to produce new images. Images function as filters over their original motifs.

Four possible solos all given. Six possible duos. Four possible trios. Together all four complete their courses.

Constant neutral light throughout. Inaudible humming in F minor with a moderate dance groove behind a wall.

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