2016

LABYRINTH PSYCHOTICA - SIMULATING PSYCHOTIC PHENOMENA

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WEARABLE NARRATIVE

The Narrative

Notation System:

Audio Input: [Sound Folder/File]
Viewer Input Video: {Video Folder/File}
(Image)
(Text:)
 (processing)
Viewer Action:
Jennifer text
Computer voice
Laura text
Nikola text

Scene 1) The Introduction

Scene 1) Act 1) The Start

Viewer Input Video: {Camera feed} - **(full logo)** appears after 2 seconds

Viewer Input Audio: [Mic Feed]

Viewer Action: wait for button press

Viewer Input Video: after button press **{Camera feed}** remains - replace **(Full Logo)** by **(INK logo)**

 Viewer Input Audio: [Computer: *Welcome to Labyrinth Psychotica! Labyrinth Psychotica has been designed as a do-it-yourself-psychosis-kit' that will take you on a journey of Digital LSD. For this experiment we will be linking your mind to the mind of a girl named Jamie. Jamie is currently located at a nearby hospital. By meandering into the labyrinth of her experiences you will be making a valuable contribution to her recovery. It is your assignment to observe the experiences that are revealed to you. You will have access to her memories and at the same time some of those memories will be transferred to your real time experience. Remember, you are on a heroic mission to help Jamie's therapists understand what she is going through. We are counting on you.*

To stop the mind uplink if your are feeling uncomfortable please press the button for 10 secs.

By pressing 'START' you will have agreed to participate in this ground breaking experiment in understanding the subjective experience of psychosis.

Good Luck!]

Viewer Input Video: maintain **{Camera feed},** place **(Text: start)** under **(INK logo)**

Viewer Action BUTTON: wait for button press

Scene 1) Act 2) The Heartbeats

Viewer Input Audio: [Pinar random]

Viewer Input Video: after 'press start' fade out (1 sec) **(INK logo)** and **(Text: start)** and play **{Hallway movie}** and start **(countdown animation)** and blink **(heart)** and blink **(Text: processing)**

Viewer Input Audio: [heartbeat]

Viewer Input Audio: [random 'empty space' container]

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Viewer Input Video: 2 options 'Fail' or 'Transfer Successful' **{Camera feed}**

Viewer Input Audio: (for Fail)

1) transfer failed [Jennifer: *your heartbeat is too low, move your arms around…*]

2) transfer failed {Jennifer: *your heartbeat is too high, stand still and meditate*] (breath in and out, good, find your inner guru)

Viewer Input Video: Transfer successful - randomly chosen hallway scene Full **{Camera feed}**

Viewer Input Audio: (for successful) full hallway sound **[Pinar… randomly chosen]**

When we get a chance for different characters:

System input: measure Y,X,Z thresholds if "-" then refer to encouragement random container 'Come On', if "+" the refer to random encouragement container 'Good' etc. THESE MOVEMENTS NEED TO BE 'CHARACTERIZED' determining the path of the wearer's by judging character through their actions. The integration of these characters is very much thanks to Bas.

Types of characters ('heroes'):

System input: If user acts within 1-2 seconds, then play character voices 'Fearless':

System input: If user acts within 2-5 seconds, then play character voices 'Careful':

System input: If user acts within 5-10 seconds, or if user holds one movement for too long, or If user interrupts the build towards the transfer at any time, then play character voices 'Loser':

Viewer Input Audio: Character 'Fearless': My, my you are fearless. You jump right in don't you? Aren't you a bit too enthusiastic? (Voice whispers 'Fear', we have a fearless one)

Viewer Input Audio: Character 'Careful': My, my you are careful, are right to be careful?, Are you afraid?, (Voice whispers wise, we have a wise one) who knows what we have planned for you. Or are you just naughty? Come on, you can do it….

Viewer Input Audio: Character 'Loser': My, my you're a loser, you don't know how to begin something with a bit of spirit… you find it hard to make choices? Is this how you think you should live? Are you stupid? (Voice whispers idiot, we have an idiot) Or are you just naughty? Come on, you can do it….

These audio containers will be designated to a wearer and played at key moments[Jennifer Kanary, 4/12/12 5:55 PM]

Viewer Input Video: sudden switch to white noise

Viewer Input Audio: [white noise]

Scene 1) Act 3) The Movie Game

Viewer Input Video: {White noise} video lasts for 8 secs - transparent layer with **{Camera feed}**

Viewer Input Audio: after 4 secs the **[white noise]** is interrupted by the sound of words from **[reality bit videos]** that are randomly chosen.

Viewer Input Video: after 4 secs correlating video to the sound bites of the **{reality bits}** randomly chosen, interfering with the video white noise. 3x

Viewer Input Video: after 8 seconds switch to **{little girl}** and **{Camera feed}** mix - random transparency (sometimes more little girl sometimes more camera feed)

Viewer Input Audio: [Pinar- little girl] 1 second after the video starts. Alec 'positive associations' playing in the background.

Viewer Input Audio: 'positive' affirmations (Alec) - (suggesting potential thoughts towards childhood abuse)

Viewer Input Video: Jump to white noise 4 secs

Viewer Input Audio: [white noise]

Viewer Input Video: live feed - with pre-controlled blinks (it starts slow and then fast)

Viewer Input Audio: Voice Main Narrative: (Starts right away in the order) **Jennifer:** *When I was little I used to play the 'movie game'......each time I was scared of something I would start to blink my eyes. First slowly, then very fast...My world transformed into flashes of light and darkness in a way that resembled my fathers old Projector It created a kind of distance for me...it made me feel safe. Little did I know that my game was not as innocent as it seemed…PAUZE in the Movie game container.*

Viewer Input Video: inklogo appears

Viewer Input Audio: Computer text: *'would you like to play the movie game?'* -

Viewer Input Video: Play appears under ink logo

Viewer Input Video Button Action: Press 'PLAY' (Wearer plays movie game by constantly pressing the button)

 Viewer Input Video: Go to black screen text on screen: **'Keep pressing the button to open Jamie's eyes'-** (text disappears after third blink) - go to live camera feed only when button is pressed and released - the blinking lasts for 40 secs, after 30 secs the world gradually shifts to Black and White/grayscale feed.

Viewer Input Video Button Action: (Wearer plays movie game by constantly pressing the button) The Button causes the Blink effect.

Viewer Input Audio: In the back ground the Movie continue, the more you press, the more layers of sound are experienced as every button press riggers the next text. The little girl laughs (once) random.

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Scene 2) The Oracle

Scene 2) Act 1) The Meeting

Viewer Input Video: jump to **{red noise}** - play 3 seconds

Viewer Input Audio: play **[white noise]** 3 secs - after 1 sec crossfade into **[Pinar - demonic…**], after 4 secs play on top a random bit from **['bizarre' container]**.

*Wait for three seconds

Viewer Input Video: fade (2 secs) to **{red light noise}** – play 5 secs

Viewer Input Audio: **[Oracle Red Screen]:** start 1 second after red noise light is full - These texts are played random only once - interval …-…

 Jennifer: "*It's my fault…. She said it's not my fault.* What knife? Who are you? It's broken. Cracks of darkness. Erased light. Red Light! What am I talking about??? I know she is wrong. She is an object. She puts you into the wall. A garden of walls. A secret Red garden. The forked paths again!. I'm trapped. Path of the forks, a rapture of malfunctions. A hunger breathing down my neck. There was no knife…she desperately whispers, but the goosebumps are proof. I cut his heart. The guilt of Dark. Everything, Everything, Everything.*

Viewer Input Audio: Play in parallel **[Nikola Help]** and **[Nikola]** random once

[Nikola: *it's not your fault, secret, Everything, Everything, Everything, trapped*]

*Wait until containers are exhausted

Viewer Input Video: Jump to **{white screen}**

*Wait 1 sec

Viewer Input Audio: play **[One shots, Jennifer:** *I need help!]*

* Wait 2 secs

Viewer Input Video: fade (0.2s) in **(Ink Logo)**

* Wait 1 secs

Viewer Input Audio: [Computer Voice: *'The Oracle might help you, would you like to see the Oracle?*]

Viewer Input Video: fade (0.2s) in **(Text: Oracle)** under **(Ink Logo)**

Viewer Action: press button

*wait for button press

Viewer Input Video: fade to **{white screen}**

*Wait 2 secs

Viewer Input Audio: play **[Laura_Oracle Whisper]** [Laura: *The Oracle will see you now*]

*Wait 2 secs

Viewer Input Video: jump to **{sparkle video}**

Viewer Input Audio: play **[Pinar: neutral 2]** and play sequentially **[Laura_Oracle Whisper]** [Laura: *You have always been elsewhere… I have tried so hard to be more then a sequence of sensations that follow you. Unwrap my head around you…. I walked the cracks of insecurity and failed.*]

Wait until Laura sequence is over

Viewer Input Audio: play sequence **[One shots]** [Jennifer: *She speaks to me, tells me I am ok*.] - [Laura: *You Are Ok!*] - [Jennifer: *She is beautiful.*] - [Laura: *Thank, you dear*.]

Wait until Laura sequence is over

Viewer Input Video: Jump to **{Black Screen}** and fade (0.2s) in **(Ink Logo)**

Viewer Input Audio: [Computer voice: *The Oracle would like to give you the power of color*]

Viewer Input Video: fade (0.2s) in under logo **(Text: Color)**

Viewer Action: press button

*Wait for button press

Viewer Input Video: fade to **{Black Screen}**

*Wait 2 secs

Viewer Input Audio: play **[Laura_oneshots_001]** [Laura: *I give you the power of color*]

*Wait 2 secs

Scene 2) Act 2) The Color Game (Updated version)

!!!! Viewer Input Video: fade to **{Camera Feed}** activate **{EFFECTS: Changing Color filter}**

Viewer Input Audio: play a 'tikking' sound or other signifier every time a new color filter is shown let's have 3-5 different selections of soundsignifiers

*Wait until 5 colors have appeared - stays on the last color

Viewer Input Video: **{EFFECTS: Fill Face with Demons/colors}**

 Viewer Input Audio: play **[Laura_Oneshot_004]** in 3d motion - 3 layers on top of each other.

[Laura_Oneshot_004] [Laura: *Now listen carefully… When the two worlds enclave into their soul sisters they eventually stop holding hands and fall upon each others knees of good and evil. when a man is in the White house*

we can do nothing but suspect that he is confronted with powerful forces from which he needs to depend on good soldiersof the darkest light. and you, you are a good soldier: you can wash away the shadows of the stained goods. See they are here. We dance together a round square dance,

> *because you have the power. It's around the corner, under every surprise, a hallway away against the paper walls,Nothingness human skin, a trunk of residue, leaving the archive of pathways Stumbling in the dark, of forgotten folds Holding the tempest of the material world.*]

* Wait until audio has played 1x

Viewer Input Audio: stop all sounds, begin electric socket sound play **[Electronic voices]**

!!! Viewer Input Video: end **{Camera Feed}** play **{Electric Socket}** loop the socket !!!

Viewer Input Audio: play **[Laura_Oneshot]** when video is on close up of socket [Laura: *Do you Understand?*]

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Scene 2) Act 3) Electric Pregnancy

Viewer Input Video: {Electric Socket} continues

Viewer Input Audio: [Effects Live Audio Feed echoes] play random once **[…]**   [Jennifer: *I am pregnant with technology, inside of me, electrical burden, stomach hurts, my stomach hurts, no, no, no. Get it out!. I want it out!. He hears my breathing…They are watching me. I am important. I carry the future on my belly. I can feel it on my back. It's vibrating*].

Viewer Input Audio: continuous **[Electronic voices]**

*Wait until sequence has played once

Viewer Input Video: play several layers of **{aunt video}** alpha 0.5

Viewer Input Audio: 3- person narrative: " **[The Aunt] Laura:** *She kept looking at the floor…looking at the walls mumbling it's not real and that she needed a fork. She was stabbing the fork in strange places.. It was quite frightening. She kept raging on about particles and empty space. We had no clue how to deal with it. We phoned the police.They came and dragged her out of the house, screaming, until she suddenly went limb with relief, saying it was good to go to jail because of the knife. I remember trying to convince her that that it was OKAY, she was not going to jail, and that there was no knife. I showed her the fork: 'See?, it's just a fork!'. She just stared into nothingness, whispering 'snap- crackle- pop' or something. In some way we understood that shadows were suspect. That shadows frightened her. She saw them as carriers of inner darkness. It got me thinking as to what and where this could have come from. As a child she used to play games like 'don't step on the cracks', come to think of it, she was almost OCD about it….084 (must not go near the cracks)]*

*Wait until sequence has played once

!!! Viewer Input Video: fade in 2 s play 3 sec pause **{Electric Socket}** !!!

Scene 3) The Labyrinth

Scene 3) Act 1) Enter the Labyrinth - The Apple and The Fork (do not go near the cracks!)

Viewer Input Video: play **{White Screen}**

Viewer Input Video: fade (0.4s) in **(Ink Logo)**

Viewer Input Audio: Computer voice: *You are pregnant with technology, enter the labyrinth to give birth*

* Wait 1 sec

Viewer Input Video: fade (0.2s) in **(text: enter)** under Logo

Viewer Action: press button

Viewer Input Video: start **{Camera Feed]**

Viewer Input Video: fade in simultaneously **(image: labyrinth)** 0.5 alpha to the side corner small fade in and out

Viewer Input Audio: play **[Pinar droney 1?]**

!!! Viewer Input Video: **(Text: Follow the instructions to walk the path of the Labyrinth)** and **(Try not to step on the cracks)** !!!

Viewer Input Audio: play simultaneously **[Laura_oneshots_002]** [Laura: *now walk around the room and DO NOT STEP ON THE CRACKS!*]

* Wait 2 sec

Viewer Input Video: Play 3x **(TEXT: Go Left)** top left then play 3 x **(TEXT: Go Right)** bottom right- then play random **(TEXT: GO LEFT- GO RIGHT)** viewer will have to start going left and right

Viewer Input Audio: play 3x computer GO LEFT Viewer Input Audio: play 3x computer GO RIGHT

Viewer Input Audio: play Laura **[find a fork]** and **[questions]**

*plays for 50 secs

Viewer Input Video: remove **(image: labyrinth)** jump to **{white noise - large fluffs}**

Viewer Input Audio: jump to **[brown noise]**

*Wait 1 secs

Viewer Input Audio: computer: *you have reached the centre of the labyrinth*

*Wait 5 secs

Scene 3) Act 2) Cartoon World

Viewer Input Video: fade to **{Camera Feed}** activate **{EFFECTS:** cartoon light} !!! simultaneously!!!

* Wait 4 sec

Viewer Input Audio: play **[Pinar Droney 2]**

Viewer Input Audio: play sequence as conversation

Jennifer: *shhhht…hide…I do not exist,   I am invisible.*

Nikola: *She thinks she's invincible*

Nikola: *It is not allowed.*

Jennifer: *be strong.*

Nikola: *Do you think you exist?*

Jennifer: *I do not exist.*

Nikola: *You are but the breath of shadows on the wall*

Jennifer: *I know. Connected on a level they find hard to intercept. I dance only with colors…*

Nikola: *Be careful at all times*

*Wait until sequence is done

!!!Viewer Input Video: activate fluctuation from **{Cartoon light}** to **{Cartoon dark} }!!!**

Viewer Input Audio: play **[sharp tranistion] !!!**

!!!Viewer Input Video: play **{Cartoon dark]**

Viewer Input Audio: play **[Motor drone] !!!**

Viewer Input Audio: [Black and White Associations Jen+Alec] and **[Zebra]**
Play 1x Jennifer: *It's like being obsessive about walking a Zebra in Traffic, not allowed to step on the white...White is the color of nothingness...Put one foot on a white patch and your are sucked in...White is the color of Heaven, we should not be afraid. Snow White was afraid...She ate the poisoned apple...Falling in the ways of the White Snow Queen has the after effect of a general nuisance of nothingness...The clouds are white...My teeth are white. The walls are white...Would I fall though them if I touched them? The color white is the reflection of all color....So it actually should repel me...!*
Black is the color of all absorption! A Black wall might suck me in, black as in black hole!"

* Wait 2 sec

Viewer Input Video: stop **{Camera Feed}** and play black and white **{Empty}** Empty is a video from Zoot with just a zoom in to the word empty) then fade in **{Space}** Space is a video from Zoot with just a zoom in to the word space) end on a still

Viewer Input Audio: Jennifer: *I see a space? Where is this space???/ IT is not MY space!*

Scene 3) Act 3) Breathing walls

Viewer Input Video: play {random Reality Bit} 3x !!!no alpha!!! And white noise inbetween!

Viewer Input Audio: play **[TL Tubes] !!!**

Viewer Input Video: play **{Camera Feed}** activate **{EFFECTS: breathing walls}** and **{EFFECTS: Fill Face with white blob}**

*Wait 10 secs

Viewer Input Video: Play **[reality bit OBEY]** alpha 0.5

* Wait 1 sec

Viewer Input Audio: [Nikola] [Jennifer] [Laura] *ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok, ok,*

Scene 4) Act 1) The Downfall

Viewer Input Audio: play **[sagetyrtle_restaurant2]** random selection between play **[aryx_eric-brosius-tds-ost-**

11-the overlook-manse] or play **[aryx_eric-brosius-tds-ost-15-shalebridge-cradle]**

Viewer Input Video: play effect **{rootetra}** fade in …secs

Viewer Input Audio: play **[black and white associations]** (Alec and Jennifer)

Viewer Input Video: utterly random - full end with the lines and then with the datamosh

100% random onset of all effects

[Color_Game] [Jennifer: *Everything is connected. I know. Blue, yellow, a dance of connection. I know! I know! Tell me. Tell me. Rhythm of fractals that dance the projections. Reality hurts. Reality screams. Reality undresses itself. And I look away. Oracle. Colors, Fragrance. Glittering songs. Fathom the curiosity that links to my soul. I will obey. dear spirit. She is God's messenger. Warmth. Vibrant. Do not step on the cracks…do not step on the cracks…do not step on the cracks…*]

Viewer Input Audio: play random 1x *I remember how sad I was. I suddenly felt so alone. I perched my ears trying to find her again, but I didn't. Balance was growing out of me. I began to practice will power to open myself up to other realities. I noticed that my thoughts were getting stronger. She warned me about the dirt. Collected in the cracks, poisonous chemicals, microbes and shadow keepers. MUST NOT GO NEAR THE CRACKS! I pinned the tail on the donkey and the shadow keepers had no choice but to contain me.*