FFMV #2 - Not Knowing, Adaptability, The Unified Field

Description of upcoming FFMV #2

Not Knowing, Adaptability, The Unified Field

This edition of Fast Food Music Video involves applying chance operations to all aspects of a deconstructed production process.

We aggregate ideas and possibilities based on the premise that they all exist within a "unified field" and that they will be connected in realtime based on the chance of their being pulled.

Our process involves drawing index cards based around the different categories of our production environment, available resources, and performative ideas. Editing is also subject to chance operations in a similar fashion, based on the number of video sources recorded.

We do not attempt to know the final result, nor do we engage in prior conceptualization other than laying the groundwork for the technical system we will use.

We seek to create audiovisual compositions in real time, mirroring our use of creative technology and video art techniques. We seek to establish rules that allow for flexible concepts to emerge. These concepts are adaptable to the situation, people, and resources available at any given moment. The process allows for fluctuations, failure, and associations to be integrated in real time.

We do not know how, but all things are connected and subject to change. We design a system that is adaptable to change, and the inherent inspiration of the moment can fully emerge through that process.

Workflow:

There are 3 production categories. These are the aspects of the production process that we have chosen to deconstruct and put on index cards. These cards will be drawn at random on the day of the shoot to describe what we do for each video:
- camera angles
- actions
- VFX

All of the cameras, and VFX will be recorded separately with some type of incoming sound, to assist with SYNC. So in other words, each camera will have its own tape to record the action. and all of the VFX will either be recorded to a DV tape deck, or to a computer's hard drive.

There will be an audio spike (a clap) to help sync all video source recordings later on in

editing.

Band performs one song. We record 2 or 3 "takes" of each song. So in other words, each source of video will record the same song 2 or 3 times. So if there are 7 sources, we will record all seven sources for each song 3 times.

We then pick ONE of those takes to edit with. So you will have 7 sources to edit with.

Each song will be assigned to a different editor.

Editors will ingest all source media and convert to standard def prores video. Loading video sources into the softwares multicam editing software, the editing process will be determined by drawing numbered cards, indicating which camera/source will be sequenced in what order.