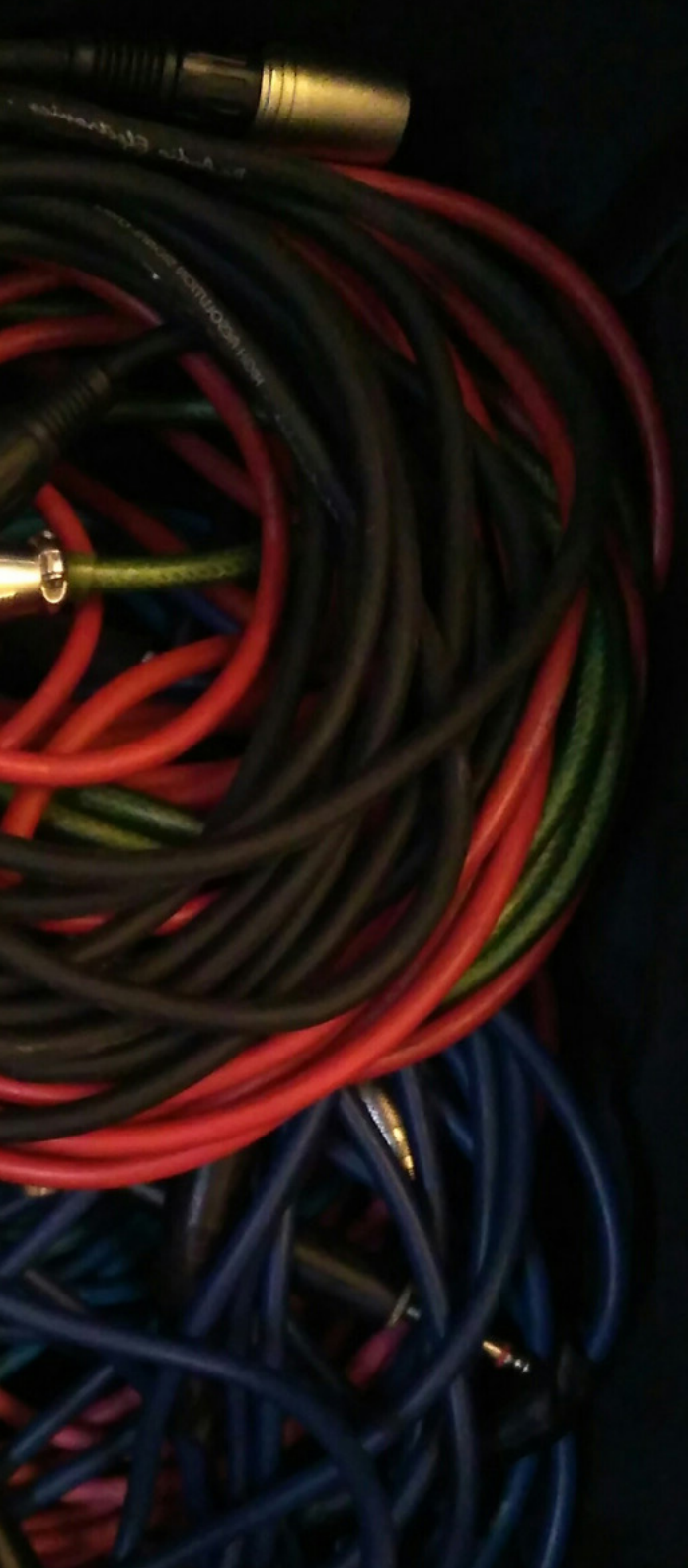
CAGE'S REUNION



Project by
Francesco Michi and **Maurizio Montini**

Hardware design & execution
Maurizio Montini

Musical director
Francesco Pellegrino

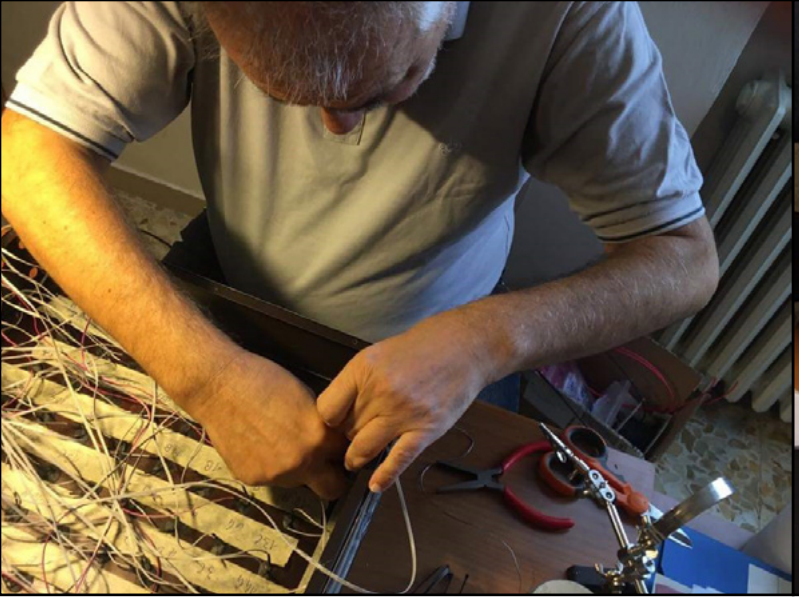
CAGE'S REUNION

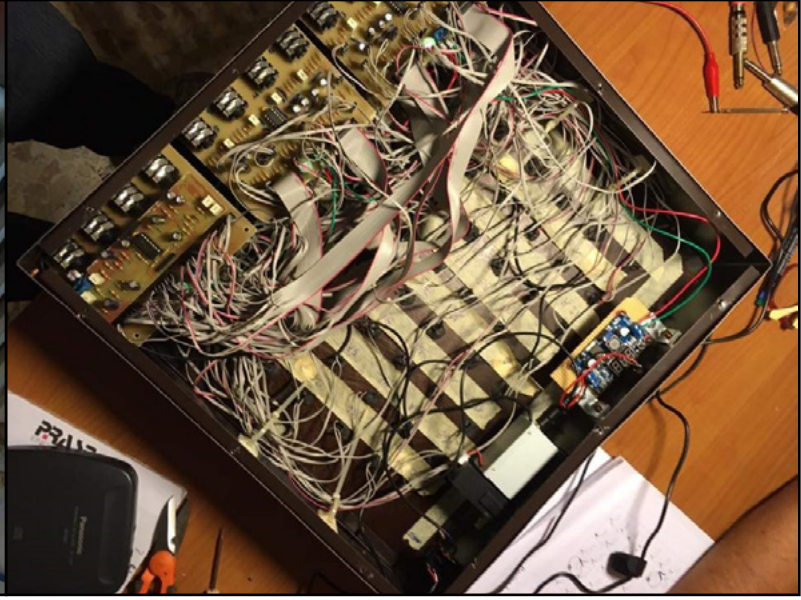
Toronto, 1968. John Cage, Marchel Duchamp and his wife Teeny Duchamp played chess in front of Sightsoundsystems festival audience with an arranged chessboard moving live sounds into space. The sounds were produced by four musicians: David Tudor, Gordon Mumma, David Behrman and Lowell Cross, all friends and partners of the American composer.

The happening was called Reunion.

The game of chess was a way for Cage to enter the life and intimacy of Marcel Duchamp, master of discipline, who was asked by the musician to give him lessons. In the making of Reunion, Cage asked to recreate the intimacy of the chess games at Duchamp's house, to set up the stage with chairs and armchairs, a small table, wine to drink, all the necessary to smoke a pipe and cigarettes and the light.

According to Cross, who wrote a report of the event, with Reunion Cage wanted to publicly celebrate the joy you can feel living your everyday life as a form of art. This is indeed coherent with his thought. And Reunion is like that, a mix between the musicians' work, the soundscape of their work and that recreated of the chess games at Duchamp's house, twice a week, while players were drinking and smoking.





The arrangement of Reunion of which we propose the creation is, as far as possible, “philologically correct”. The chessboard is made with the same schemes and principles of the one on which the two played, therefore it is completely analogic, and the creation of the scenic space will follow the same principles.

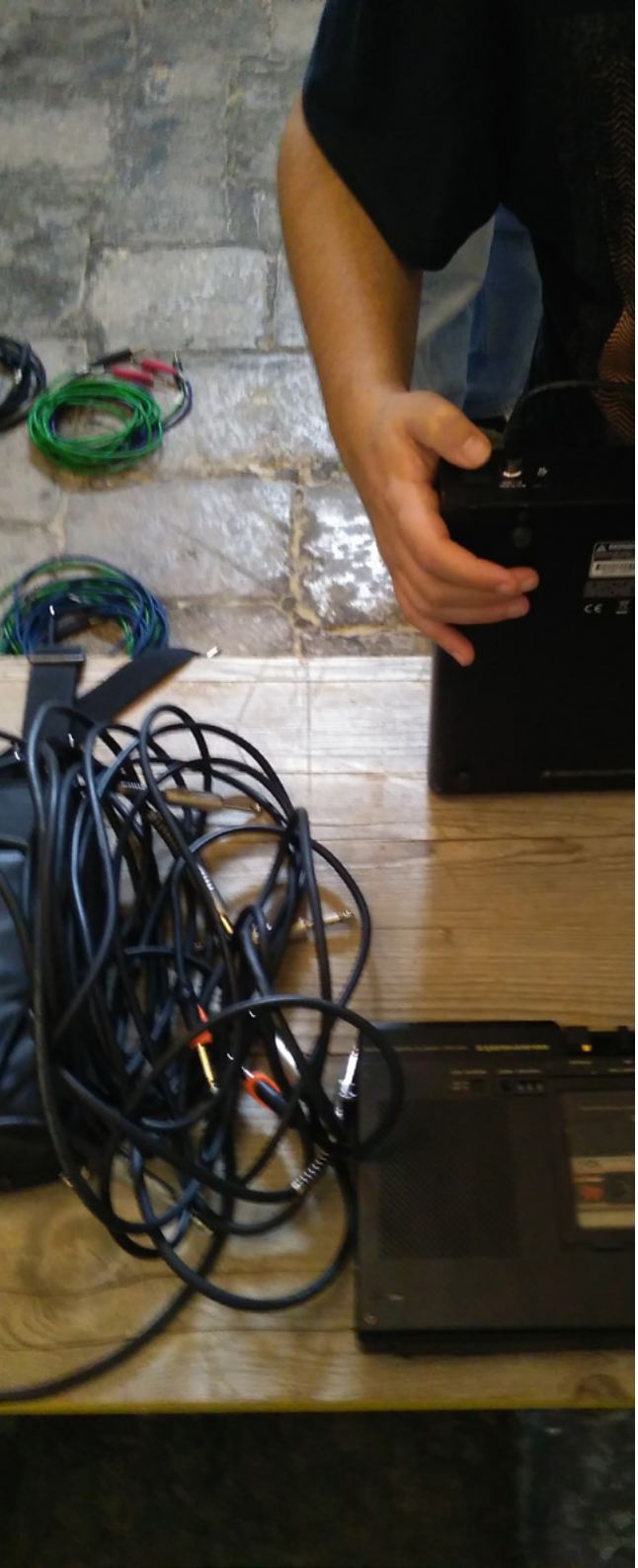
Three sets of improvisations will be performed during the evening. The duration of the event will be about 60‘.

Musicians and chess players

In the spirit of our interpretation of Reunion, we preferably use musicians and chess players from the place hosting the concert: thus, as Cage called the happening “Reunion” to celebrate the friendship that united all the participants, we would like to create an opportunity to bring together musicians and local chess players. For recruitment, therefore, we always need information and the direct interest of the institution (or institutions) hosting the concert.

The musicians who will participate in Reunion necessarily use only electronic instruments and equipment (computers, electronic keyboards, synthesizers, etc.), they must also have experience of musical improvisation and live electronics.

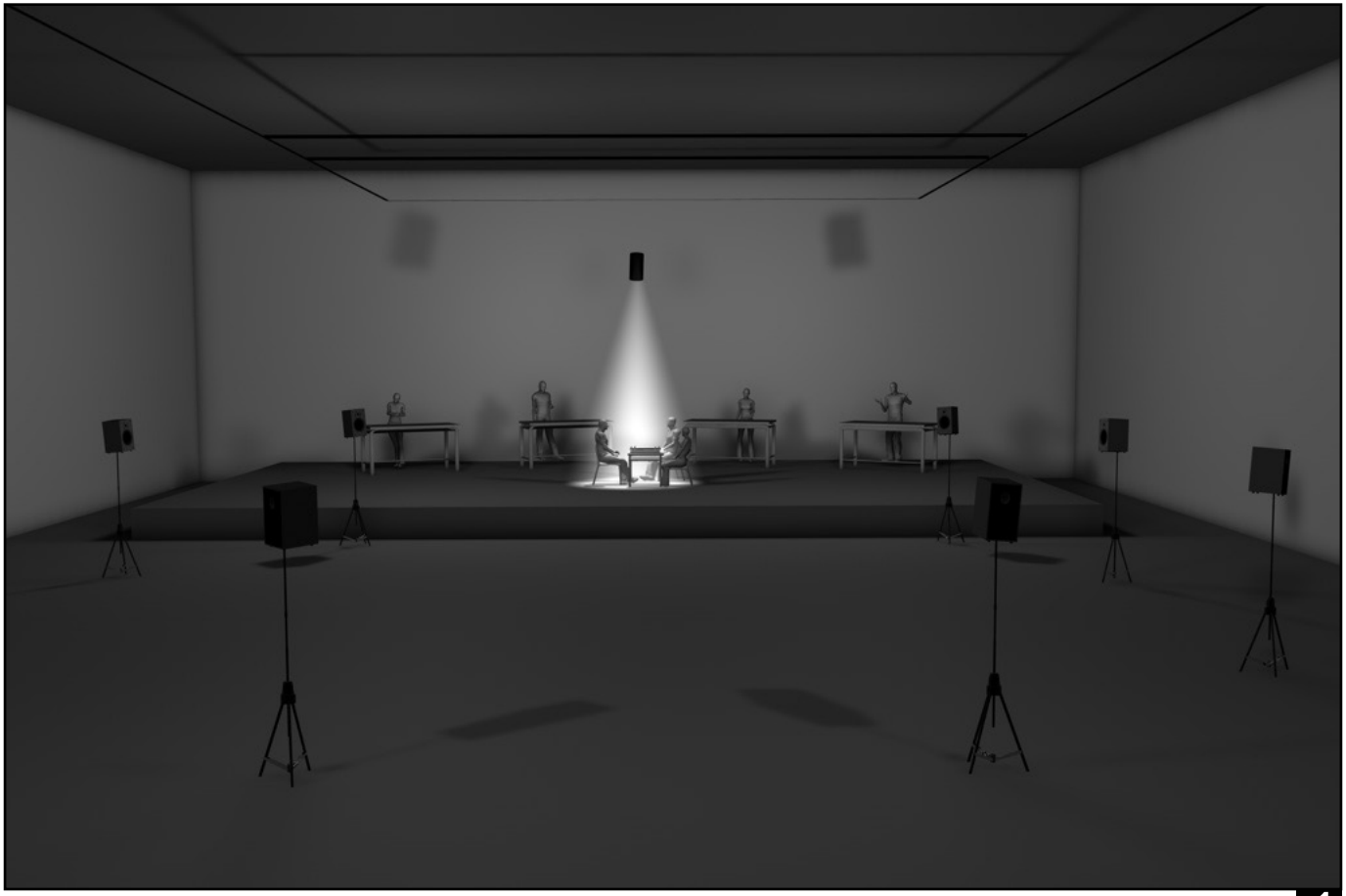
The “classical” performance of Reunion needs four musicians (one of them is our musical coordinator) and two / three chess players.
For larger events, it is possible to modify this solution with a greater number of musicians and/or chess players.



MATERIALS REQUIRED
(To be defined in detail case by case)
8 audio speakers with relative amplification.
Tables or support surfaces for musicians' sets.
Audio cables from electronic musical instruments to chessboard and from chessboard to speakers.
Power cables to get to the chessboard and to the musicians' stations.
Further information and detailed technical requirements (see cable length, etc.) will be communicated considering the dimensions of the space and the arrangement of the musicians, the chessboard and the needs of the hosting space.

If the organization is not able to provide the necessary materials and performers, please make it known as soon as possible so that we will take care of them.

SOME POSSIBLE ARRANGEMENTS IN SPACE



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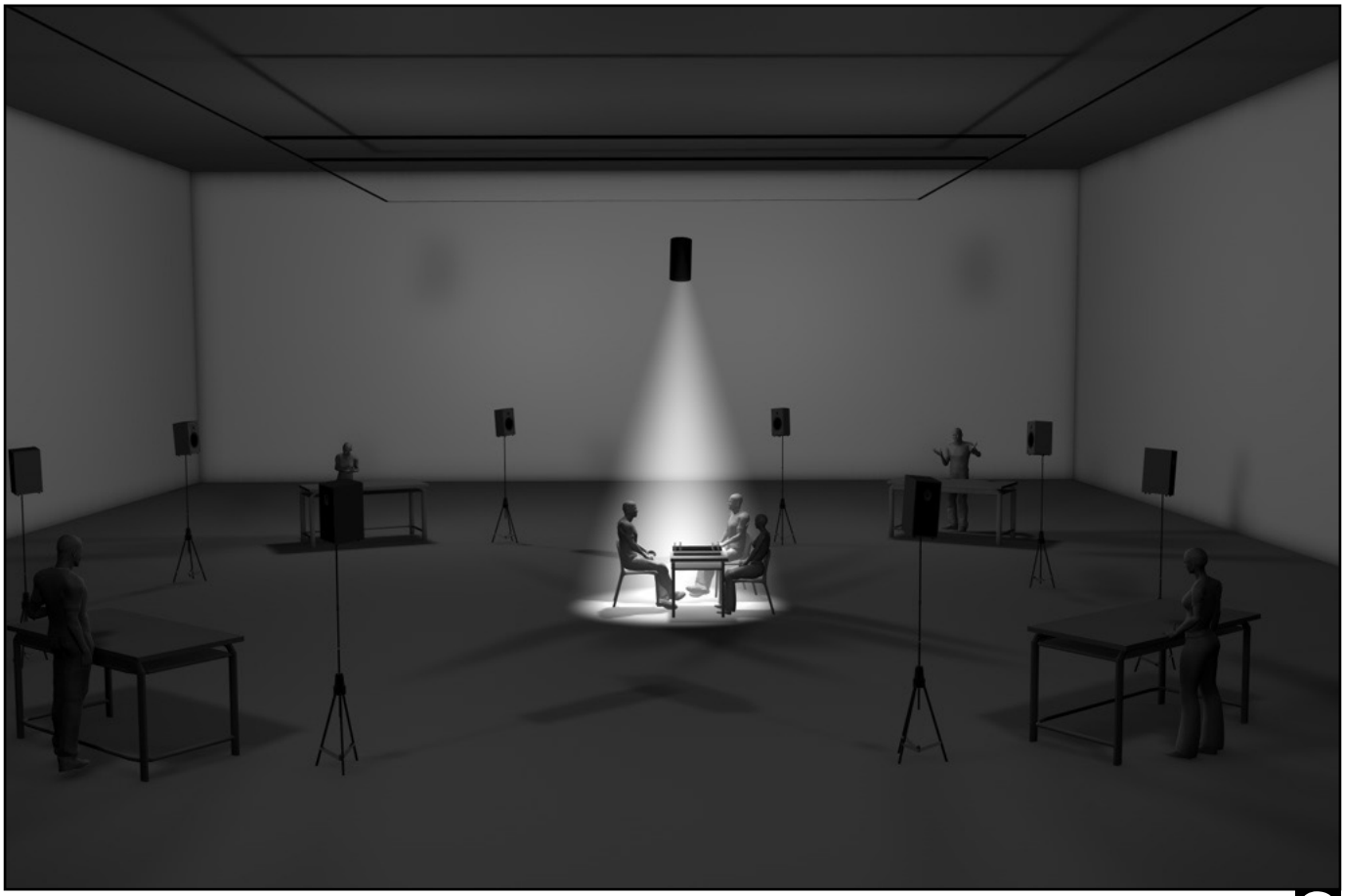

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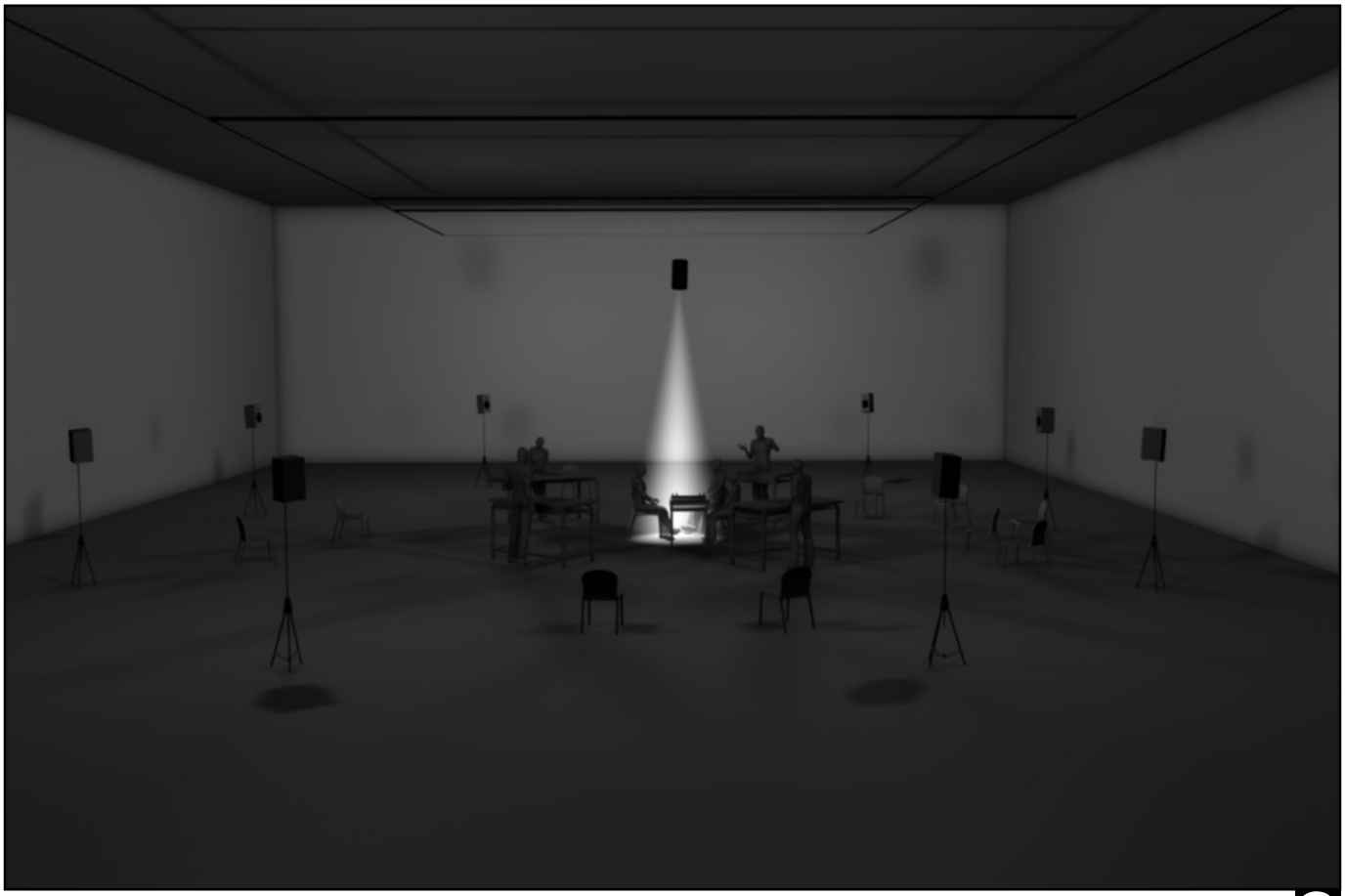

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Francesco Michi
Lives and works in Florence, where he graduated in Philosophy and Electronic Music. Since 1982 he has published theoretical essays, books, CDs, making sound installations, performances, sound sculptures, sound and musical machines, radio programs in Italy and abroad.
All these works are based on the concepts of acoustic ecology and acoustic design. He is the Italian coordinator of FORUM KLANGLANDSCHAFT (FKL), an international association for soundscape.

Francesco Pellegrino
Musician and multidisciplinary artist, he lives and works in Florence. His works include electro-acoustic and electronic music, performances, interactive-multimedia installations.

Maurizio Montini
Since 1977 he has been involved in electronic music and multimedia technologies as a composer, performer, consultant, and designer. He actively collaborates with Live Electronics experimental music groups; he composes and performs live 3D audio with Andrea Venturoli and Francesco Pellegrino; he designs multisensory installations with Francesco Michi and Mechi Cena.

http://www.arteco.org/michi/htm/lavori/reunion/pag.htm

CONTACTS

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