



SM2105 Project 2 – Narrative Pictogram

Serena Chiu “Come & Go (a pictogram for Zbig Rybczynski’s *Tango*, 1980)”

Chiu Man Yui 55676920

Why *Tango*?

I was attracted by the complexity of the work *Tango*. First I thought it was a plain animation until I see the boy repeated his action, and the mom who was nursing a baby came in afterwards. I found that they did not have any connection because the boy could not see the mother when he turned his head. In the meantime, the thief came in, I wonder if the people will crash. Turns out they didn't, even more and more people were coming into the room! For example, the schoolgirl left the shelf right before the red coat man come to the same point, and she sat down right after the mother stand up and go to the bed. It is impressive as Zbig had spent an unbelievable amount of time to do it.

The pictogram consists of a map and a timeline. The map is a top view of the room, the routes of each character and some overlapping event are indicated. The timeline shows when the characters enter the room individually, the duration of one sequence of action and the time they leave. Some additional information included a line graph of total people in the room over time, the peak time and the big drop period.

Tango in my view

The director, Zbig, said the film is about characters from different stages (representation of different times) interacting in the same room. I would try to interpret more.

GENERATIVE ART

The seed can be a sequence of action, then it grows following the rule of adding more sequences and repetition.

OVERLOADED SEQUENCES

In the beginning, people are able to handle a certain amount of people, but then things got crazier. According to the concept of working memory, people can only pay attention to memorize three to four things at a time. That is to say, we are unable to handle that much people's action, so we would incline to pick something attractive, probably people at the front. This may reveal that we should concentrate on the current stage of life because we are limited in time.

If we look at the peak time and drop time, they are quite short. We wouldn't know when the peak is until we see the drop. When more and more people come and go in our life, what are we focusing on?

REPETITION

As people started to know the rule, people repeat their action, we would ignore the long-existed people and turn our focus on newcomers. I think that is why the sequence of the boy last till the end and the latest old woman connects with the ball at the beginning. It echoes with the beginning. As time flies, people move on to the next stage and finally, all things in life are echoing with each other. On the other side, we may also feel the dullness in life following the same repeating routine.

CONNECTION

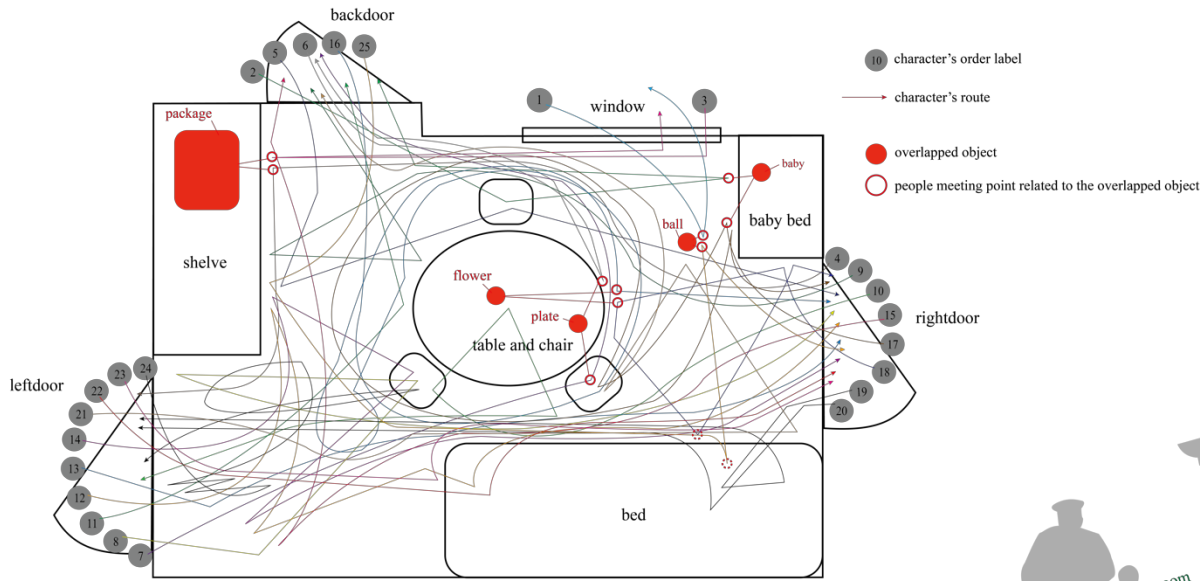
It seems that there's no personal connection among the crowd. No one noticed the naked woman, the couple having sex or the thief. Everything is in order yet it is a chaos, which may reveal the society's dilemma. The thief keeps stealing, the drunk man keeps drinking, the couple keeps having sex then regret etc. We are living in the same world but we don't care what people around are doing. The pictogram suggests that there are overlapping events. However, those are overlapping objects, not people connecting. This can be a way to attain "social" order, not bothering one another and safe, while it can be toxic.

CAMERA & MUSIC

The still camera may represent time, records events in the room (or life or world). It may also represent "you", the audience, if the film is about a life. Besides, the music is also interesting, it never speeds up or slows down, and it is repeated as well.

GENERATIVE ART

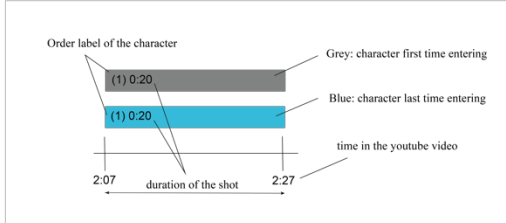
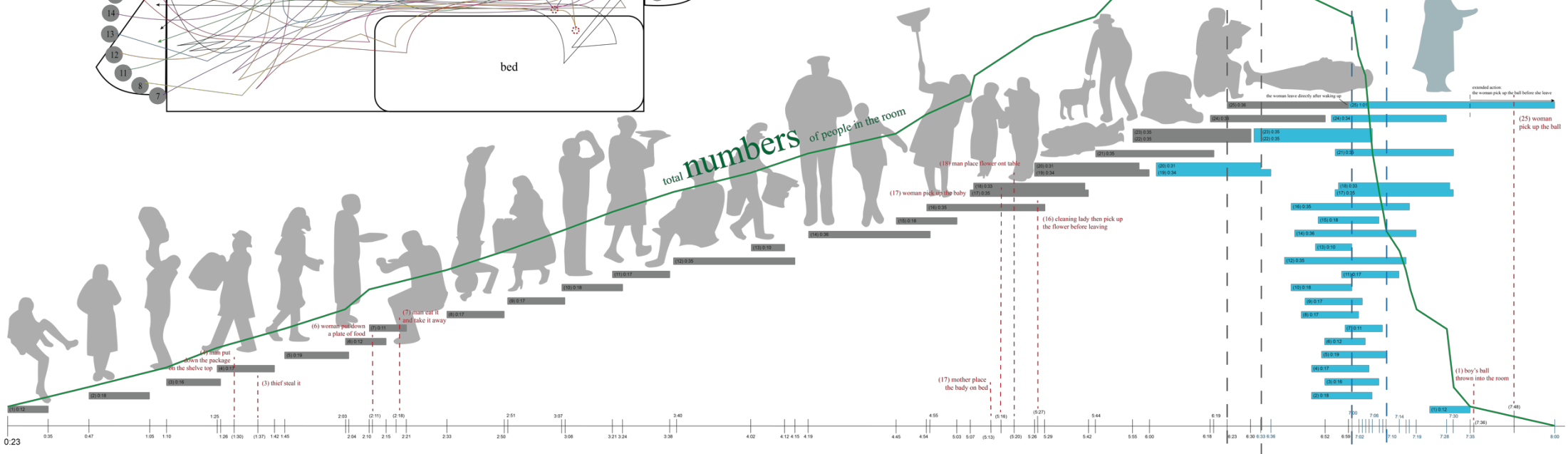
Though it can mean a lot while I think it can be seen as a pure generative film. It is impressive enough to see how things go if more and more people coming in. Anyway, from the perspective of generativity, I would really appreciate Zbig's patience.



- Package**
 - (4) man put down the package on the shelve top
 - (3) thief steal it
- Plate**
 - (6) woman put down a plate of food
 - (7) eat it and take it away
- Baby**
 - (2) mother place the baby on bed
 - (17) woman pick up the baby
- Flower**
 - (18) man place flower on table
 - (16) cleaning lady then pick up the flower before leaving
- Ball**
 - (1) boy's ball thrown into the room
 - (25) woman pick up the ball
- (19) man seems looking at (25) when she is lying on bed

Peak Time
(most people in the room)

Drastic Drop
(cut into half within 10 seconds, 13 people left)



- Characters' Order Label List:
- (1) B boy retrieving the ball
 - (2) A mother nursing a baby
 - (3) A thief stealing the package
 - (4) A man in red coat putting a package on the shelve
 - (5) A schoolgirl doing homework on the table
 - (6) A woman putting down a plate of food
 - (7) A man sitting eating the food
 - (8) An athlete doing handstand on the chair
 - (9) A women putting packages in the shelve
 - (10) A man fixing the light
 - (11) A woman cutting food on the table
 - (12) A naked woman dressing herself
 - (13) A man carrying a toilet and some pipes
 - (14) A man wearing a uniform
 - (15) A drunk man drinking wine
 - (16) A women cleaning the floor
 - (17) A woman come to visit the baby
 - (18) A man with a briefcase accompany (17)
 - (19) A young man having sex with (20)
 - (20) A young woman having sex with (19)
 - (21) A man walking around with a dog
 - (22) A kid with his mother (23)
 - (23) A mother of (22), changing pampers for him
 - (24) A man reading newspaper
 - (25) A woman lying on the bed
- overlapped event indication
- (with bracket) time of overlapped event