

## Description De Weide Wereld, first draft

('De Weide Wereld': a pun playing on the word *weide* {pasture} which sounds like *wijde* {wide}. So 'The Wide World' takes on the meaning 'The world is a pasture' as well as 'The world within the pasture')

Site: Boscombe Overcliff



We were fascinated by the lifecycle of the migrating godwit. When we discussed it, trying to find an angle on the issue, we decided to take on the point of view of the godwit and to translate elements of its life into a human perspective. There are parallels in the life of humans and birds: we need to eat, we travel, we want to find a partner, have relationships, care for our children. Also, we wanted to create an immersing experience for the audience, giving them time to absorb the landscape. We ended up with some statements: for godwit chicks, the meadow is a jungle in which it hunts and is hunted. From a bird's perspective, the island of Terschelling is an international hub, like an airport is to us.

In this work we want to involve the audience and have the audience become a part of the installation. As a central element we designed a repeating form, a sort of calyx on a stalk, in which we either built audio, video or lenses that provide different perspectives on the surroundings. A person has to bend over to look at a screen or put their ears close to a speaker. When someone does so, they complete the shape of a human body with a stilt-walkers head, it's beak prodding in the ground.



The project consists of several parts:

- A recently abandoned dinner table, not at the appropriate height but rather close to the ground. A soundscape makes the voices of the recently departed dinner guests heard. A number of voices murmuring along the lines of: 'mmm nice, I'll have some more , oh, I'm almost full, just one more bite, just one more and we'll go, is it almost time to go? it's time to go! we're going! we're going!' [In the end the voices sound like a flock of alarmed geese taking flight] This piece is inspired by the fact that migrating birds have to eat a lot to put on a lot of body weight in between long flights.
- A double line of small flags, using forced perspective to create the image of a landing strip.
- A pair of bird's legs, which one can mount to have an advantage point overlooking the plot of land and the installations. It features a speaker from which one hears muttering voices of the migrating bird's air traffic control communicating with the voices of arriving and departing species.



- The field of godwit-heads (the before mentioned calyxes)
  - Audio: bird-voices and human baby-voices blending back and forth into each other.
  - Audio: a voice describing hardship, hunger and exhaustion, urging himself and his comrades to keep going.
  - Audio: a voice in a poetic way addressing his mate whom he awaits to meet at the same place after a year of absence. Will she be there?
  - Video: 'game over' for the godwit chick: a kind of first-person-shooter experience, where the chick meets its end in several ways, for example being taken into the sky by a bird of prey or being run over by a grass mower. Accompanied by an arcade game-like soundtrack.
  - Video: the person looking sees the field and him- or herself within that field from behind, from a higher point of view overlooking it. There is a slight time delay, so the image shows the moment of a few seconds ago.

When the visitor searches for the camera and looks in again, one catches oneself doing just that.

- Lenses (3x): fish-eye lens, binoculars and a couple of enlarging lenses revealing the miniature 'menu du jour' inside the grass.



- Two slanted wooden planks pointing upward towards the left and right attached to the existing railing that follows the edge of Boscombe overcliff. It forms a kind of window or picture frame of the view onto the beach and sea. From hidden speakers at the back sparse minimalistic piano chords give 'colour' to the view. At the front, from hidden speakers and with different intervals, high-pitched voices call: 'Here!' 'I am here!' 'Here I am!'

