

BROODWORK'S
REBECCA NIEDERLANDER and
IRIS ANNA REGN collaborate to
 study the interweaving of
 creative practice and family life.

In **BROODWORK MARKING TIME**, we
 have orchestrated the following
 set of activities to encourage
 the understanding of family as
 a mechanism for marking time.
 Participants in the workshop
 will navigate the spaces of the
 individual, the family, and the
 larger extended family that is
 the City. *Marking Time* also
 initiates a chain of future
 events that intend to find the
 unexpected in what we think
 is familiar and build relations
 among former strangers.

**SCHEDULE FOR
 BROODWORK MARKING TIME**

200-215 INTRO AND WELCOME

215-300 MAKING TIME

Adults with Ann Faison, artist/author
 Children with Ilaan Egeland Mazzini,
 Family Dance Jam

300-315 SNACK BREAK

315-345 MAPPING TIME

Adults with Alla Kazovsky, architect/
 creativity coach
 Children with Abira Ali, Wisdom Arts
 Laboratory

345-430 MARKING TIME

Family Itineraries using author
 Dan Koeppel's Big Parade's Four Rules
 for Route-Making

MAKING TIME

Ann Faison leads adults in
 breathing exercises that move from
 the defined space of the individual
 to the open-ended experience of
 drawing. *The easiest, most direct*
way to shift our experience (of time,
of ourselves, of our city) is to change
our perspective. One way is to shift
our breathing. Through breathing
meditation, or pranayama yoga, we
concentrate our minds on the breath and
clear the mind. We then get the gift of
deep connection to the self. When that
happens, time stops. We realize the
connectedness of all things. We have
made time.

MAKING TIME

Educator **Ilaan Egeland Mazzini**
 leads movement games and dance
 explorations. *Using an array of found*
and repurposed materials to play we
freeze time, expand space, shift direction
and change shape. We will listen to our
impulses as we follow our bodies through
simple warm-ups activities readying
ourselves to build community dances
together. To finish we will devise prop
filled environments for open-ended fun.

BROODWORK
 Cause For Creativity
MARKING TIME

MAY 22, 2011

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MARKING TIME

Based on the tenets of **Dan Koeppel's**
 Big Parade, participants create
 communal itineraries of the great
 extended family that is their city.

REMEMBER
 YOU ARE
 NEVER
 DONE
EVERYTHING
 ALWAYS
 EVOLVES

MAPPING TIME

Abira Ali leads children in the evolution
 of a tiny town. Tables are arranged with
 artists stationed at designated areas to
 help with exacto cutting and glue gunning
 and collaging. We will post basic instructions
 and we are hoping to encourage whimsical
 untraditional interpretations of building
 da Vinci. This workshop is based on the
 premise that your brain is equipped to
 match the image with performance.
 Through collage you will learn a technique
 of visualizing your aspirations and their
 impact. You will investigate, uncover,
 and note the origin of interdependent
 relationships (integrated systems) that
 make up individual and collective reality in
 order to create a mind map for achieving
 what you want.

MAPPING TIME

Architect **Alla Kazovsky** conducts a
 creativity workshop, which utilizes
 strategies of mind mapping with
 collage to build current and ideal
 scenarios. "The love of anything is the
 fruit of our knowledge of it, and it grows
 as our knowledge deepens." Leonardo
 da Vinci. This workshop is based on the
 premise that your brain is equipped to
 match the image with performance.
 Through collage you will learn a technique
 of visualizing your aspirations and their
 impact. You will investigate, uncover,
 and note the origin of interdependent
 relationships (integrated systems) that
 make up individual and collective reality in
 order to create a mind map for achieving
 what you want.

For **BROODWORK: Marking Time**
Big Parade's Four Rules

A FIND YOUR LANDMARKS

(Stairs, Historic Sites, Churro trucks - what excites you)

- 1) Find them on foot. Exploring on foot is the ultimate goal.
- 2) Be systematic. Use maps to create grids. Explore within your grid.
- 3) List and categorize. What are you finding? Are there categories? Keep diaries and logs; patterns will emerge that you didn't expect.
- 4) Develop taxonomy. If you're looking for churro trucks, how do you identify? Simple sequential numbering? By location? By quality or name? Your naming conventions will change as you expand your search.
- 5) Decide on your research strategy. Will you use maps? Google Street View? Experience? Start alone.

B CREATE THE ROUTE

String together what you've identified above. Here are some basic rules:

- 1) Never double back on your route. The idea is to create a loop, even if it is a loop that crosses over itself. (i.e. don't walk the same street twice, but it is okay to cross a street you've already traversed at a perpendicular.)
- 2) Incorporate geographic elements like hills and trees and parks. Incorporate those into your walks in an aesthetic way. You don't want a series of meaningless lines between interesting points. Make the whole thing work.
- 3) Incorporate civic elements. Use buses and trains, for example.
- 4) Decide on transport modes. Use your bike or roller skates or skateboard or whatever to expand your range.
- 5) Stay within your boundaries (Item two, above.) Your goal is to make a compact efficient route that covers a lot of distance.
- 6) No shortcuts. If you've got ten churro trucks in a one-mile square area, you have to include them all. You can only remove objects on the fringes.
- 7) Map it. Use Google Maps, hand made maps, or other resources to chart your progress; but accept that the route always changes.
- 8) Be flexible. Sometimes, you have to break the rules. Come up with a new rule if the old rule doesn't work. In other words, when the rules don't work, don't simply abandon the rules. Solve the problem with a new aesthetic.

C EVOLVE THE ROUTE

- 1) The route evolves internally. If you discover a new churro truck in the middle of your boundaries it requires you to rethink the entire walk, if you want to connect everything. Do it.
- 2) Acquire new territory. Once you've completed (see below) your first bounded area, go to the next. Create a similar route. Then join the two together. The easiest way is to simply make them bump up against each other. More interesting is to make one big area out of the two. You almost have to start from scratch.
- 3) Collaborate. Publish your routes, publish your rules, and ask for advice and improvements.
- 4) Don't collaborate. Your rules may feel very arbitrary - even silly - to others. But they're yours. You are the final judge of your own aesthetic.

D REMEMBER YOU ARE NEVER DONE EVERYTHING ALWAYS EVOLVES