

THE NOVICE MAPMAKER

(Just typed up what was on my yellow paper that one Tuesday)

- There is a novice mapmaker and one experienced map maker
- They come from map maker school
- The novice has the unconscious mummy type of people that were like the mummy monologue I did while spinning in circles
- The experienced mapmaker has people that are like Sara's "I am here"
- The people in maps rely on expert systems and trust power of the mapmaker and his world
- the mapmakers are like Harold and the purple crayon
- The people are dropping pins in their worlds in the mapmaker and after the world they know has excited it exists
- The novice mapmakers people get away from him he can't control them and his reality. The map maker couldn't find the balance between balancing and not balancing, like mapping and not mapping, because like we talked, it is naïve to believe you can map everything
- In the novice mapmaker's world there are "freaks" (like the schizophrenic person that I did in class with the hallucinations) that the experienced map maker tells him that is because even mapmakers must play by the rules and it's like "the only truly abnormal thing would be if nothing abnormal happened"
- Weird sort of perception of time is included in the play, at one point the mapmaker can pause time and freeze characters and he actually has this big clock that is a full body motion to rewinding a physical clock that rewinds the entire stage, the entire stage is rewinding before the audiences eyes
- He tries desperately to impose order and gets angry at the experienced map maker and suddenly
- The battle of the mapmakers breaks out
- There's a beautiful narrative of a dreamy reality
- The stage has just yards upon yards of cloth that is green and beautiful with lighting that is rich dark pinks and magentas on stage creating interesting shadows, and there is a dance, one of the dances that if you were 5 would have made you want to become a dancer
- The audience is set up with this moving experience of being entertained and they are then exposed to moral questions
- There is comedy also as the map makers play pranks on each other and do ridiculous things to one another, like remove the next scene and there is a frantic search by the mapmakers who has an office somewhere above the audience, or can be on stage for same but is projected up top by a downward omniscient view of the audience
- Create conflicts like Euler's method, solve problems to discover they he cant solve the problem and he tries all these different ways and all these different maps, this mapmaker is working feverishly, he is in the feeding loop, just showing himself what he wants to see, in the process human psychological traits and states are elucidated and in his maps we highlight framing of mind that imposes on perception

- Naïve beliefs can create connections like how ppl see trees and the murders connection, then
- Then he has a breakdown as he asks what does it matter if he does or does not create maps?
Terrible emotional breakdown and the characters in his play are stripped bare, very disorienting for the audience because there is a clear limbo, turns out it's the troop?
- The troop could also set it up and be weaved into the narrative
- As the narrative is weaved into the troop