

A Survival Map

SCORES:
1. Physically draw your map in space.
2. Identify the Netherland landmass: small, flat, orange, fragmanted
3. Act like a trader
4. Search in Netherlands: house-bank-market-bicycle
5. Dance in Til-burg sound

hips

start and end



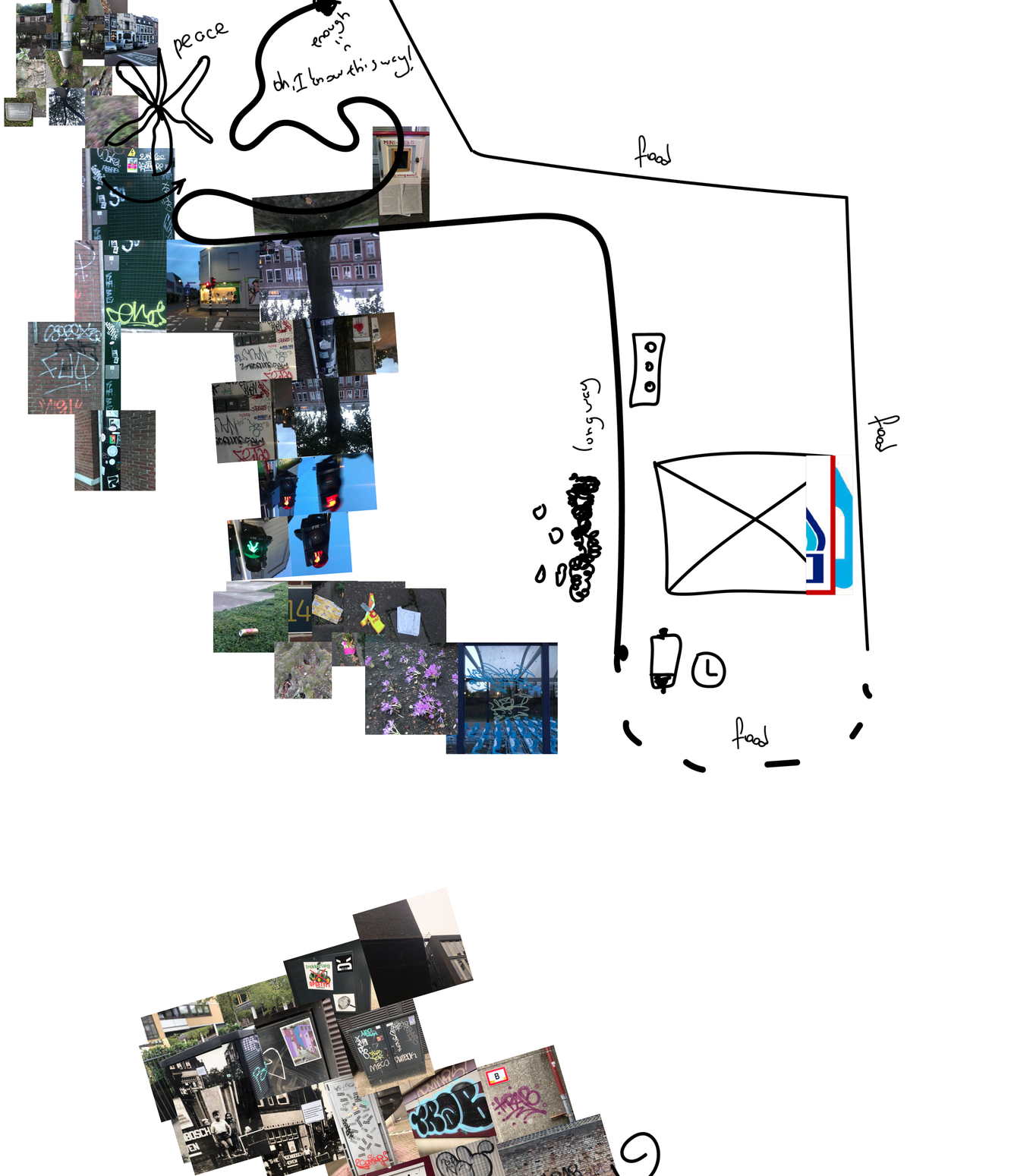
Map 1

1'45"

SCORES:
1. Physically draw your map in space.
2. search in the nature
3. run around the flowers and choose the long way
4. measure the big tree
5. make an uncanny conversation with the stranger and tell it to your friend
6. make a graffiti, they should be very small and very big
7. enlarge stickers and duplicate them
8. be the man inside of the traffic light
9. your battery died
10. choose the short way

spine

receive data



Map2

1'00"

SCORES:
1. Physically draw your map in space.
2. see the ‘trab’ a couple of times.
3. pose to the camera as a child of Tilburg city.
4. erase the ‘trab’ change it to ‘witch!’
5. try to choose clothes and can’t find anything.
6. you’re garbage on the bushes, try to escape.
7. see the floor, what’s this holes?
8. enter the transitional space, there are fabrics in front of an advertisement screen.

hands

send the data