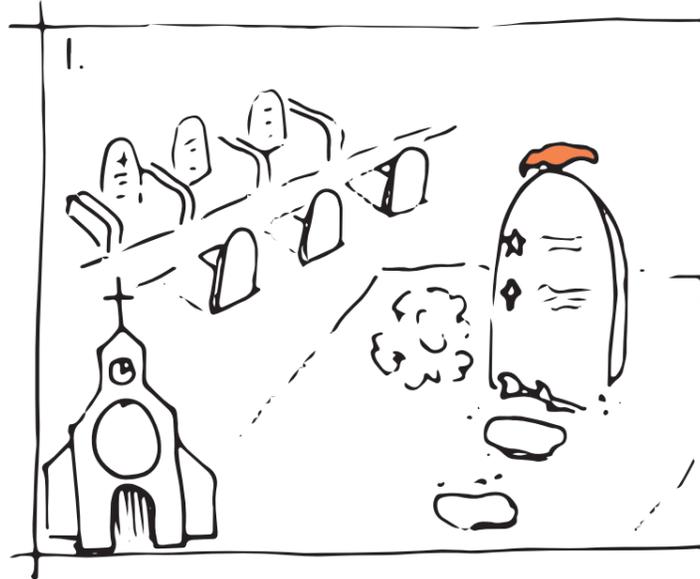


# STORYBOARD

Jakob Borrits Sabra

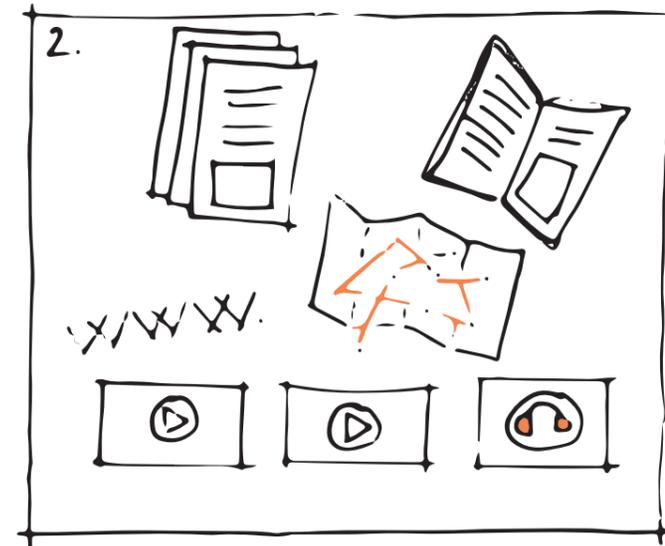
This is the storyboard of the project 'The Performing Dead: Forgotten bodies and their traces through Copenhagen', a conceptual experience design project. It sets out to examine potential approaches for Danish metropolitan cemeteries to extend their social and cultural significance beyond functional planning and aesthetic needs, furthering attempts, through design, to break down the socio-cultural constraints regarding 21st century Danish attitudes towards death and dying. Fluid States - Fluid Sounds is a promising setting to test the fluidity of life and death using the modality of auditory digital media as catalyst for new meaningful urban experiences. The particular conceptual framework can be boiled down to contain sound based media archives and inquiry into its affect on the urban experience of citizens on the move.

The sound production is divided into 5 steps. Step 1-3 is considered executed during production day one, and Step 4-5 is undertaken during day 2.



## DAY1 - Step 1

- 1.1 Location Visit: Vor Frelser Kirkegård (Cemetery of Our Saviour), Amager.
- 1.2 Selection of 1-3 gravesites to study. Selection based on profession, year of death, renomme.



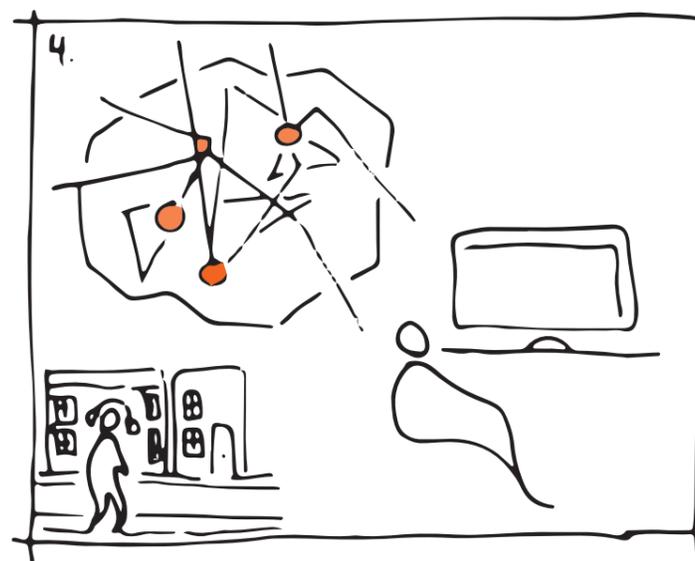
## DAY1 -Step 2

- 2.1 Research in databases and online archives; media files, sound, video, content related to the person buried at the selected gravesite.
- 2.2 Locating specific locations in Copenhagen with relation to the deceased and/or the selected media pieces.
- 2.3 Mapping various lifethreads across the city of Copenhagen.



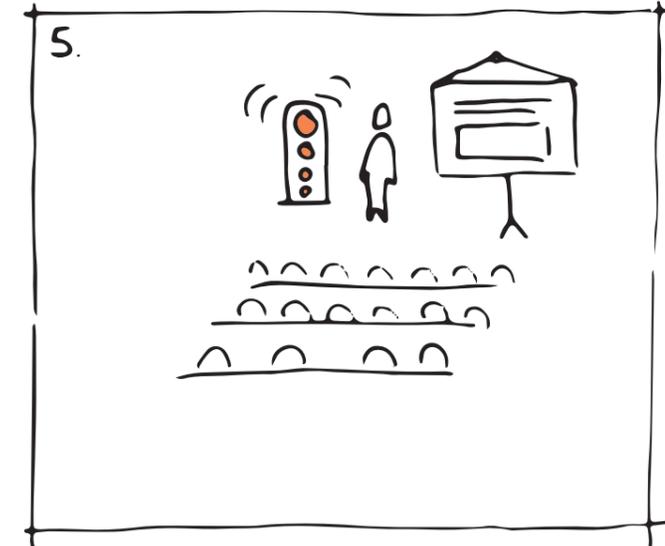
## DAY1 -Step 3

- 3.1 Tour recording along selected sites on each lifethread.
- 3.2 Starting point at Vor Frelser Cemetery, recording at the grave and in the neighbourhood.
- 3.3 Recording travel, mobility, environment, people, sounds along the lifethread.
- 3.4 Recording sounds from the present at the specific sites on the lifethread.



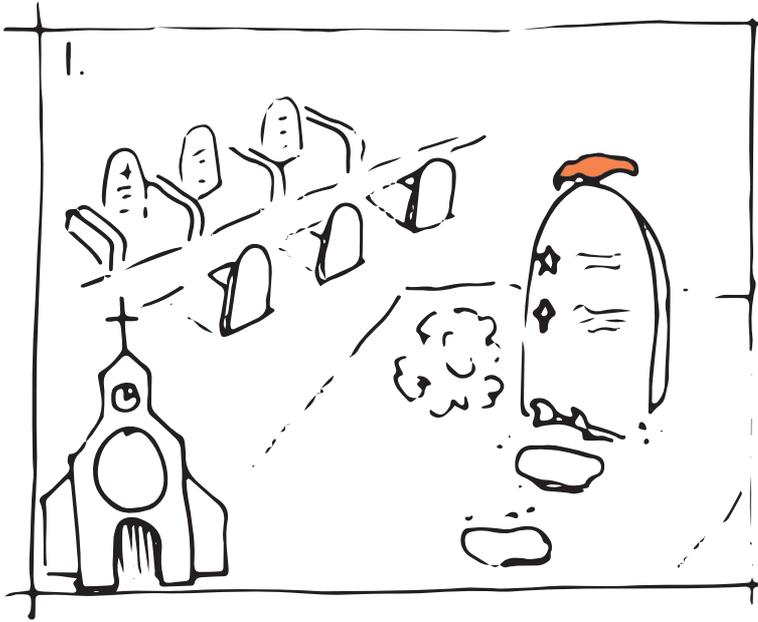
## DAY2 - Step 4

- 4.1 Data selection, editing and composing soundscapes for the presentation.
- 4.2 Additional recording, storytelling, interviews.
- 4.3 Making maps and lifethread layers.
- 4.4 Testing the soundscape with citizens (if possible).



## DAY2 - Step 5

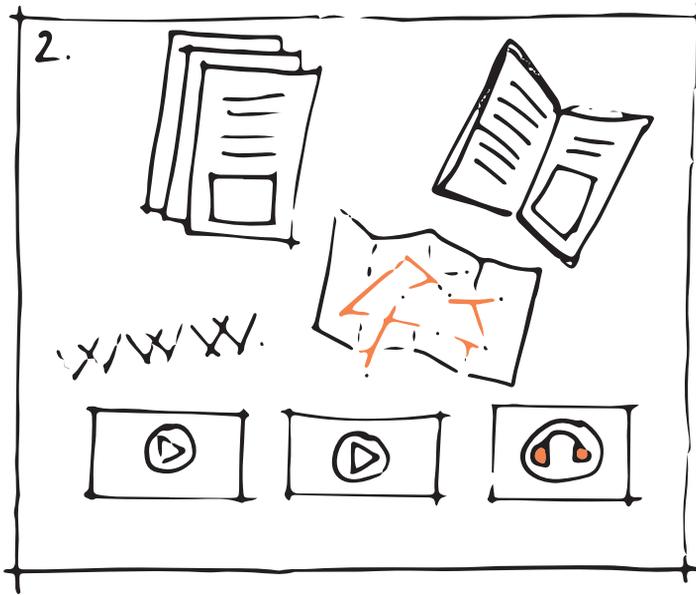
- 5.1 Presentation of soundpaper, dissemination of project, discussion etc.



## DAY1 - Step 1

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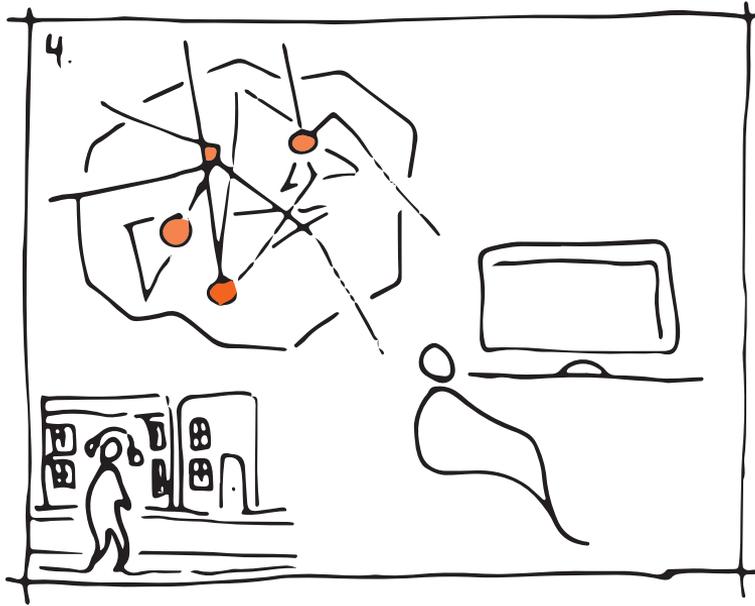


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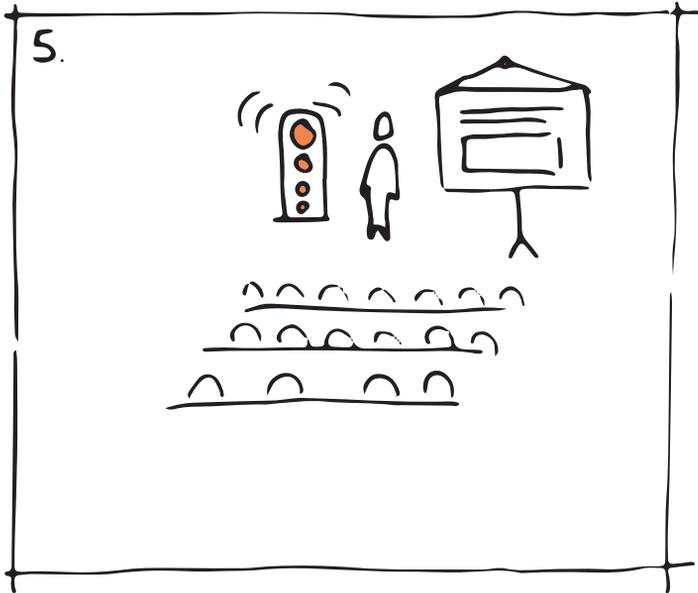
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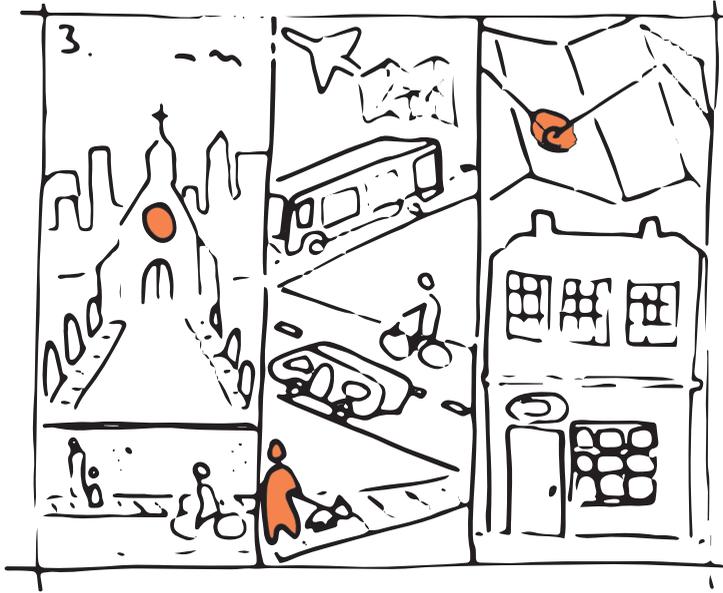
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