Artists Statement

Ryan Cheung

The creation of this score was an interesting process because it went through many iterations before I created to the “1st iteration” I presented in class. I did not want the score to be something ordinary. I wanted it to be different. I wanted it to be a deviation from everyday life so the audience could take a moment to think about the score and what it told them to do.

My score was set up in a way that would force the player or audience to make a decision. They would be forced to choose to either prevent the snowball from melting (helping it survive) or to let it melt (die). This score is actually about something that I noticed in our society. Our society is more than happy to help certain people out when in need, while only watch and stare as another group of people cry out for help. We would do whatever is in our power to help the first group yet we are nowhere to be found when the second group is in trouble.

After choosing and completing both options of the score my mind kept wandering back to the snowball that melted. Even though it was not alive I felt bad for it. Why did it have to melt while another snowball that looks identical get to sit intact in my refrigerator?

This score was primarily influenced by Yoko Ono’s Grapefruit. I liked her idea of rather short scores that still left an impression in your mind. I remember reading some of her scores and having to reread it to try to understand it better. I wanted my score to be similar to some of the work in Grapefruit. I wanted it to be short but still impressionable.