



*the gossima collective*

*the gossima collective* is a work in 5 interlinking parts created using recordings of a 2.7 gram, 40 mm gas-filled celluloid ping pong ball. More specifically, all the material comes from a single ball as it bounces on a table.

Throughout each part, the gestures used in the game of gossima become structural metaphors determining the contour, shape and overall form. In an attempt to illustrate the brittle nature of the sound of a gossima ball, coupled with the brevity of the game itself, the pervasive morphology of sounds is crisp, whilst the duration short for each section.

The video element *was generated using* a single sphere in a 3D modeling environment, and seeks to ‘fuse the acousmatic sound and abstract vision to create an immersive, synaesthetic audiovisual experience.’

A cursory overview for each part can be seen as:

1. A variety of short gestures, combined with smooth surface tension mimic the rapid accumulation and dispersal of energy within the game.
2. Highly exaggerated, low velocity gestures typifying slow motion; as if viewing the game much slower than real time
3. The antithesis of the dry, inharmonic textures of a ping pong ball, pitched and resonant bell-like sounds coalesce
4. An orbicular, cyclic array containing a sea of gossima balls
5. Based on the initial serve, a precise, short and sharp gesture driven moment