

Uma
Open Visual Score
An Invitation to Play



Uma – Open Visual Score – Journey Layer

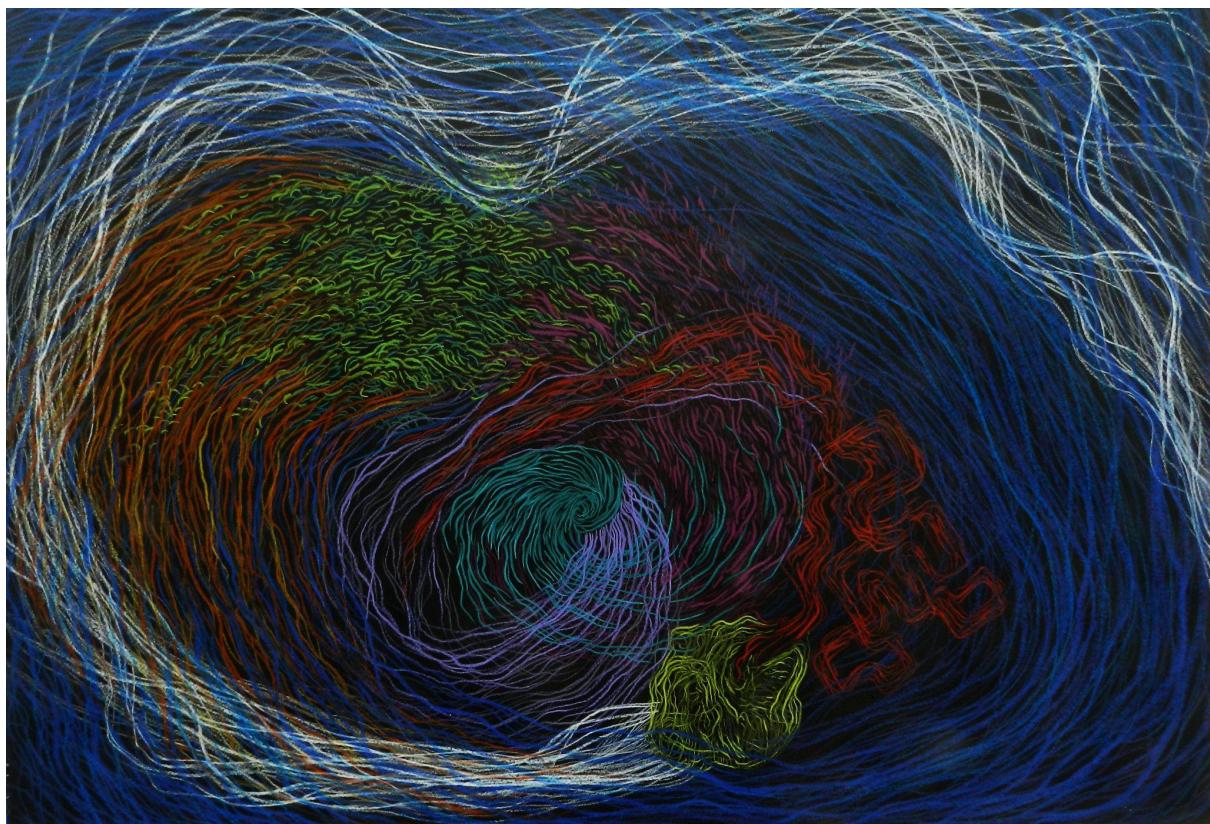
This open visual score is a map of the Uma project. It can be read in multiple ways, through different paths and journeys.

Its structure is organized around two overlapping spirals that rotate in opposite directions. At their points of intersection, the scenes of the work unfold.

The score is composed of three layers:

- A structural layer, where the drawn line conveys the rhythm and tempo of each scene.
- A layer of encounter, which represents the relationship between Uma as an entity and Uma as a whole, the ocean.
- A journey layer that narrates Uma's path through the scenes, leading to the image of the ocean that envelops the whole.

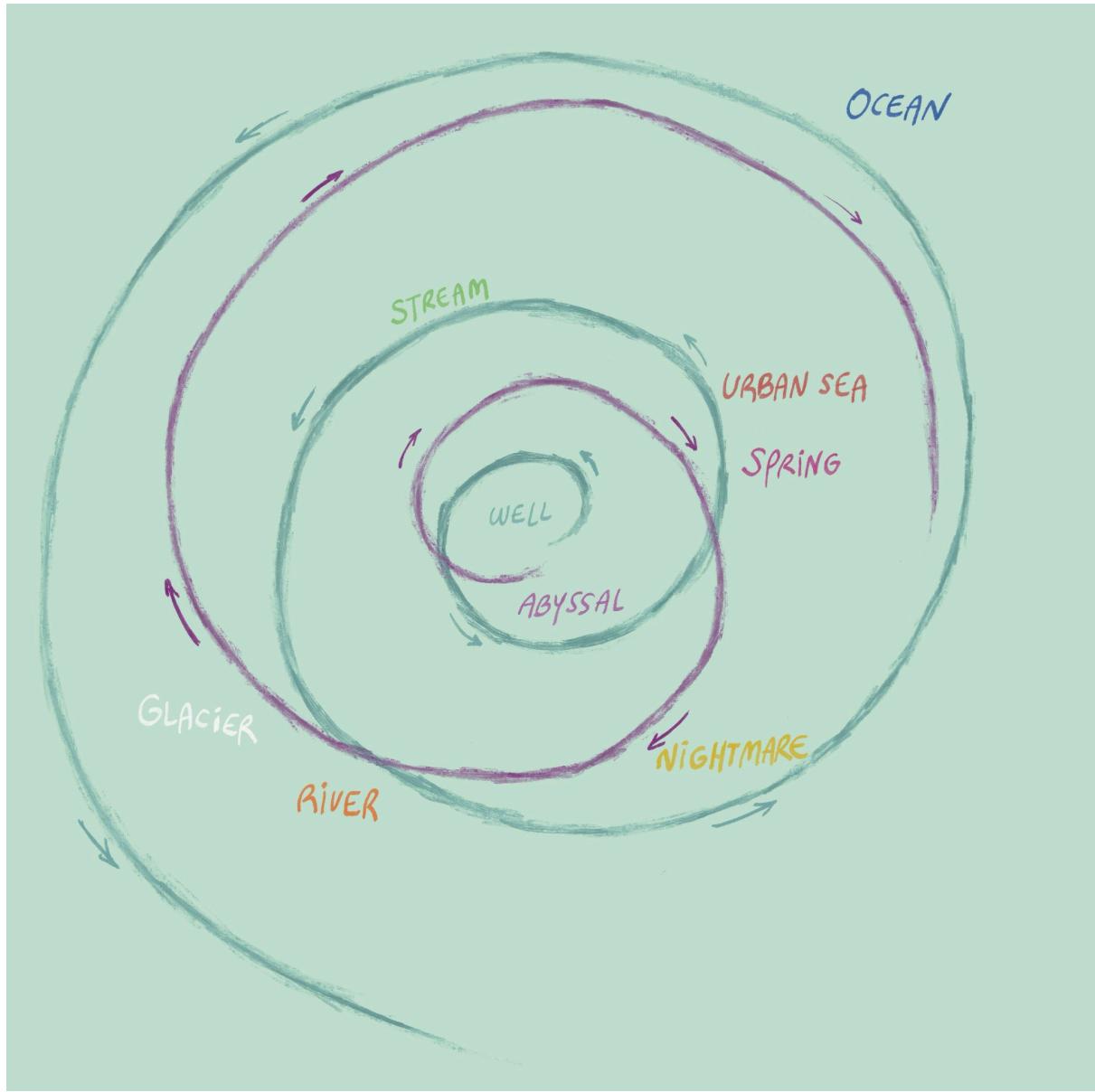
The scenes are not presented in a linear sequence but are interconnected, forming a network of possible relationships.



Uma – Open Visual Score – Structural Layer

The Scenes and the Spirals

The visual score of *Uma* is composed of nine scenes, organized into two spirals.



Uma – Open Visual Score – Diagram

First Spiral

The first five scenes are linked to the states of water as conceived in Eastern tradition. They propose a journey that moves from the singular to the collective, and from outward movement toward inward movement.

Well

The movement is outward; water emerges forcefully from the earth. It represents the singularity of each being.

Spring

Water begins to flow quickly. It represents a moment of expansion and openness toward encounter with the collective.

Stream

The flow becomes more intense and gathers. It represents gathering as a form of protection and defense.

River

Water gains depth and continuity. It represents the path, the connection between beings and worlds, and the force that shapes the land as it moves forward.

Ocean

The movement is inward and slow. It represents the origin and the idea that all beings are part of something greater.

Second Spiral

The other four scenes are organized in the second spiral and respond to a contemporary perspective on current water-related issues, as well as to the search for possible responses.

Abyssal

It represents the mystery of water and its ability to reinvent itself in adverse contexts, where pressure is extreme and light does not reach.

Urban Sea

It reflects the sense of estrangement and the experience of water adapting to artificial environments, as a result of urbanization processes.

Nightmare

It expresses collapse and the greatest challenge to overcome. In the bottling plant and the island of waste, contamination, exploitation, and violence are represented.

Glacier

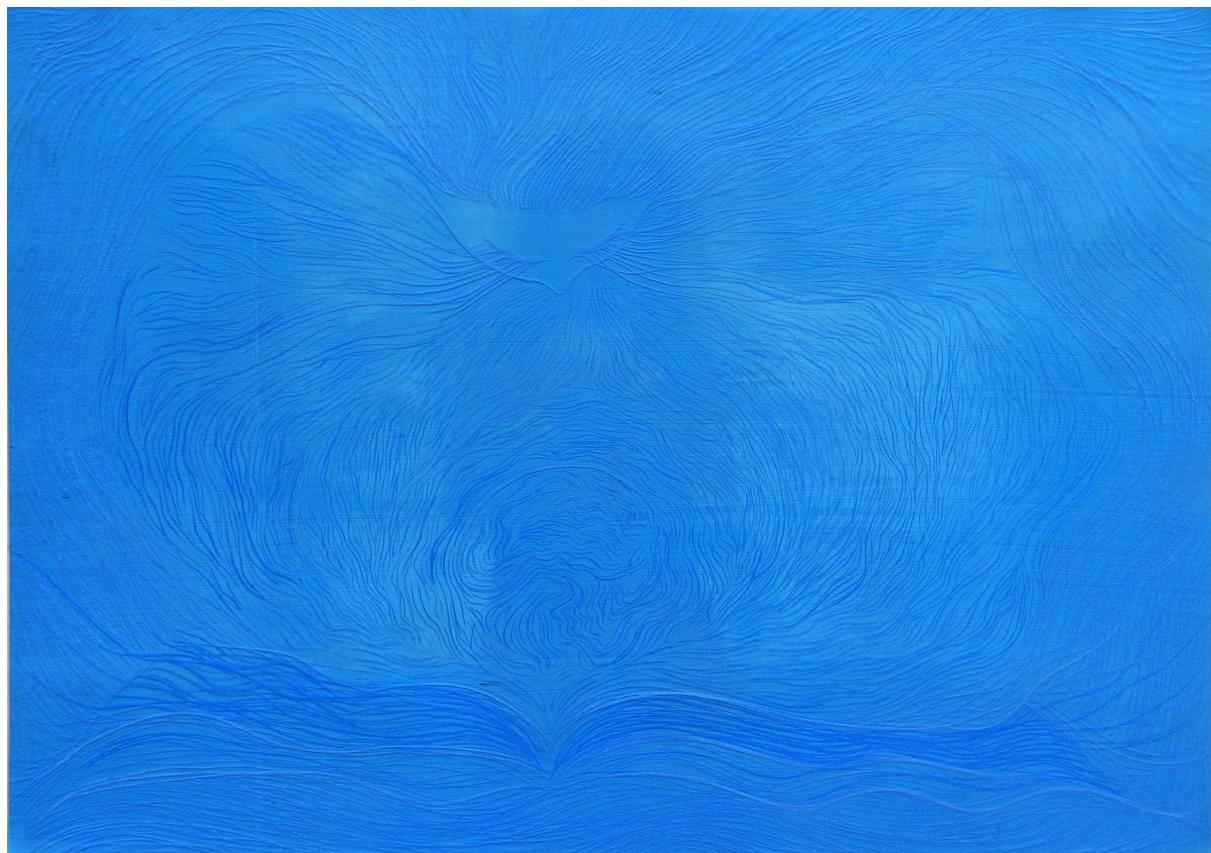
It proposes a response to the challenge posed in *Nightmare*. The glacier appears as the memory of water and as a search for pathways rooted in ancestral wisdom.

This score proposes a way of organizing and activating the contents of the work *Uma*, and serves as a foundation for its multiple developments: scenic, visual, digital, and territorial.

It is also an open invitation to dialogue and play.

To learn more about the project and its different manifestations, visit:

<https://uma.net.ar/>



Uma – Open Visual Score – Encounter Layer