

Captions

1. Curtain raise

A threshold beckoning us forth, like a velvet curtain that is slightly open. A muffled hubbub can be heard drifting out, summoning the pedestrian to peer inside and explore the commotion unfolding within.

2. Suspense

A chance moment of naturally occurring tension. Such events materialise frequently in cities but often happen just out of sight, concealed and unacknowledged.

3. Backdrop

A vivid setting that adds a context, narrative and humanity to a scene, often appreciated best when the players have stepped aside.

4. Foreboding

A sense of fear or apprehension that something bad might happen. This is a heightened awareness of what is around us and the danger that those elements may pose.

5. Cognoscente

The quiet, discerning deftness of an expert connoisseur who can gladly explain the specific qualities of goods on offer as well as their intrinsic values and significance.

6. Imminent reveal

The moment where an important object is about to appear, entering the narrative and altering the course of events moving forward.

7. Poise

An elegant movement and grace that can be observed when a skilled craftsperson is carefully absorbed in their task at hand.

8. Aftermath

The concise arrangement of one or two objects within a space that epigrammatically indicate a commotion has recently occurred.

9. Aside

The moment when a lead character steps into a quiet nearby nook, where they can candidly express their views of the current situation in hushed tones.

10. Inset

A scene within a scene or a set within a set. An arrangement of prudently organised items that result in a contained locale which exists independently of its wider surroundings.

11. Adagio

A calm through-way that is pleasantly confined and hemmed in, tempering the cadence of human movement and slowing things down, fleetingly at least.

12. Disorientation

An eye-catching surrounding that diverts you off-course into an unforeseen recess where a new set of orientations, routes and bearings are set out before you.

13. Entr'acte

A momentary intermission that will pass very soon. When the encroaching bustle and buzz return, they will change the dynamic of this sleepy mood beyond recognition.

14. Impasse

An environment which, in its current form, is so blocked-out and sealed shut that nothing noteworthy can transpire nearby. A complete full-stop.

15. Confab

Markets are often a hive of interactions and exchanges, many of them jovial and informal. These happy interactions are what enliven such urban spaces, providing the bartering and beckoning of a community in conversation.

16. Vacancy

This is the candid emptiness that occurs when people are absent from a setting that should be occupied. The action is clearly happening elsewhere and this austere scene provokes us to go and look for it.

17. Recital

A set of movements and actions that are almost musical in the way that they are performed. We, the audience, can observe without feeling inhibited and reflect upon the precision of the expertise on display.

18. Clue

A sight that hints at a broader narrative, which might perhaps become more intelligible upon further investigation.

19. Sightline

Sometimes a busy environment can open up in such a way that space collapses and we may find ourselves catching the eye of a distant stranger directly in our line of sight. It is as if the architecture itself has made the introduction.

20. Strike-down

The act of clearing out the scenery. Usually empty retail units are boarded up or covered with material to keep the light out. Occasionally there is a gap in this coverage, inviting us to peep in and take a quick glance at the vacant space, perhaps imagining how it once was, or how it might one day be inhabited.

21. Preposition

A type of chance peacefulness, creating a sense of expectation and helping to set the scene for what is about to happen.

22. Scope

The serendipitous arrangement of various framing elements that create a tunnel-like view from one environment into a tonally contrasting place. The perspective through these windows reveals the main character from an overheard anecdote told just out of earshot.

23. Limbo

A strange illusory alcove in a recess beyond. A hypothetical and anomalous place, somewhat detached from time.

24. Omniscience

The act of looking down from above, surveying the action unfolding below in a commanding manner where the broad view, along with our agency and imagination, provide the opportunity to call the shots on what takes place before us.

25. Memento

A thing that is clearly significant to someone because it contains or refers to a story from the past.

26. Astray

The coax of a corner not yet turned.