



THE ART OF WFOOS

FEATURING

REGGIE WATTS

1
00:00:00,980 --> 00:00:00,589

[Music]

2
00:00:06,889 --> 00:00:00,990

foreign

3
00:00:09,589 --> 00:00:06,899

[Music]

4
00:00:11,930 --> 00:00:09,599

what do you think it is about musicians

5
00:00:14,810 --> 00:00:11,940

and artists I mean I if I went back in

6
00:00:16,490 --> 00:00:14,820

my catalog of shows I would say like a

7
00:00:19,250 --> 00:00:16,500

healthy 30 40 percent have been

8
00:00:21,830 --> 00:00:19,260

musicians or are an artist of some kind

9
00:00:24,170 --> 00:00:21,840

what do you think that says about these

10
00:00:27,349 --> 00:00:24,180

phenomena and those who seem to want to

11
00:00:29,509 --> 00:00:27,359

pursue that mystery I guess

12
00:00:31,250 --> 00:00:29,519

well I think I think

13
00:00:34,549 --> 00:00:31,260

um as an artist when you're when you're

14

00:00:36,590 --> 00:00:34,559

creating things uh it depends on

15

00:00:37,970 --> 00:00:36,600

you know how you view what creativity is

16

00:00:39,229 --> 00:00:37,980

and where it comes from and so forth but

17

00:00:41,030 --> 00:00:39,239

I think

18

00:00:43,270 --> 00:00:41,040

um it feels like channeling to us to an

19

00:00:46,850 --> 00:00:43,280

extent and it keeps your mind in an open

20

00:00:48,290 --> 00:00:46,860

uh in an open state so in order to

21

00:00:51,170 --> 00:00:48,300

especially

22

00:00:53,270 --> 00:00:51,180

for what I do improvising

23

00:00:55,069 --> 00:00:53,280

like you have to be open to all

24

00:00:57,049 --> 00:00:55,079

possibilities in that moment and you

25

00:00:58,670 --> 00:00:57,059

have to also initialize something you

26
00:01:00,049 --> 00:00:58,680
have to start with something and as you

27
00:01:01,610 --> 00:01:00,059
start you build on it because you're

28
00:01:03,250 --> 00:01:01,620
kind of listening to possibilities and

29
00:01:05,450 --> 00:01:03,260
those things are collapsing into the

30
00:01:06,770 --> 00:01:05,460
higher probabilities and then you just

31
00:01:08,450 --> 00:01:06,780
kind of you know allow those

32
00:01:11,990 --> 00:01:08,460
probabilities to kind of flow through

33
00:01:14,570 --> 00:01:12,000
you and so I think that that

34
00:01:16,969 --> 00:01:14,580
element oh and then also the dreaming

35
00:01:19,789 --> 00:01:16,979
you know the not quoting the Sandman but

36
00:01:22,190 --> 00:01:19,799
like like the the dreaming element of

37
00:01:25,190 --> 00:01:22,200
being an artist of visualizing a world

38
00:01:26,749 --> 00:01:25,200

uh imagining a scenario seeing certain

39

00:01:29,410 --> 00:01:26,759

things it's very like big open

40

00:01:33,950 --> 00:01:29,420

imaginative and you understand the power

41

00:01:38,630 --> 00:01:33,960

of of Limitless possibility and I think

42

00:01:39,530 --> 00:01:38,640

that the idea that we're just yeah you

43

00:01:41,569 --> 00:01:39,540

know some

44

00:01:43,310 --> 00:01:41,579

some organisms you know with an

45

00:01:45,350 --> 00:01:43,320

endoskeleton walking around just trying

46

00:01:47,330 --> 00:01:45,360

to survive and procreate like I think

47

00:01:49,850 --> 00:01:47,340

that that's boring I think that that's

48

00:01:51,410 --> 00:01:49,860

very boring because why are we even able

49

00:01:52,910 --> 00:01:51,420

to think about those things why am I

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00:01:55,730 --> 00:01:52,920

able to think about the thing that I'm

51
00:01:56,990 --> 00:01:55,740
thinking about that I am you know and I

52
00:01:58,550 --> 00:01:57,000
think that those are the questions that

53
00:02:01,010 --> 00:01:58,560
artists think about and the same thing

54
00:02:03,649 --> 00:02:01,020
with Scientists you know as I've said

55
00:02:05,149 --> 00:02:03,659
science and art those are the only two

56
00:02:07,130 --> 00:02:05,159
things that really matter

57
00:02:09,770 --> 00:02:07,140
everything is in between those things

58
00:02:13,130 --> 00:02:09,780
and but they're both interchangeable

59
00:02:17,270 --> 00:02:13,140
um because science creates well science

60
00:02:20,150 --> 00:02:17,280
reveals fantastic things that we

61
00:02:22,070 --> 00:02:20,160
that we may most of us may not ever

62
00:02:24,830 --> 00:02:22,080
imagine

63
00:02:28,850 --> 00:02:24,840

um artists are able to

64

00:02:29,990 --> 00:02:28,860

tap into and project Concepts that might

65

00:02:32,210 --> 00:02:30,000

be real

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00:02:34,670 --> 00:02:32,220

so the two of them together it's great

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00:02:37,670 --> 00:02:34,680

it's like it's empirical but it's also

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00:02:38,990 --> 00:02:37,680

Visionary and uh but the empirical

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00:02:40,309 --> 00:02:39,000

evidence also which is great about

70

00:02:42,050 --> 00:02:40,319

science is that they don't say that they

71

00:02:44,150 --> 00:02:42,060

know anything for sure it's like we just

72

00:02:45,830 --> 00:02:44,160

know what we know in this given time and

73

00:02:47,570 --> 00:02:45,840

these are all this is the consensus of

74

00:02:49,490 --> 00:02:47,580

where we're at right now our

75

00:02:51,830 --> 00:02:49,500

understanding could change because our

76

00:02:53,509 --> 00:02:51,840

theoretical element is now saying wow

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00:02:55,670 --> 00:02:53,519

maybe it could be this could be a

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00:02:57,050 --> 00:02:55,680

product of this it's theoretical and

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00:02:58,130 --> 00:02:57,060

then we invent some instruments or

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00:02:59,509 --> 00:02:58,140

whatever and then something we're like

81

00:03:02,330 --> 00:02:59,519

actually a little bit of that theory is

82

00:03:03,589 --> 00:03:02,340

true and then it evolves so and art kind

83

00:03:05,690 --> 00:03:03,599

of does the same thing and that

84

00:03:09,229 --> 00:03:05,700

techniques evolve ways of representing

85

00:03:12,410 --> 00:03:09,239

things evolve uh you know uh it's it's a

86

00:03:14,809 --> 00:03:12,420

never-ending Cascade of possibility uh

87

00:03:16,190 --> 00:03:14,819

when it comes to what art can create and

88

00:03:17,449 --> 00:03:16,200

what it can project and how it affects

89

00:03:20,630 --> 00:03:17,459

people and the same thing with science

90

00:03:22,250 --> 00:03:20,640

science is like well we're curious we

91

00:03:24,589 --> 00:03:22,260

want to find stuff out but we also want

92

00:03:26,030 --> 00:03:24,599

to be empirical about it and um and both

93

00:03:28,430 --> 00:03:26,040

methods are very very interrelated

94

00:03:30,589 --> 00:03:28,440

because they they inspire one another

95

00:03:32,149 --> 00:03:30,599

you know spaceship design is inspired by

96

00:03:33,830 --> 00:03:32,159

earlier science fiction writers science

97

00:03:35,869 --> 00:03:33,840

fiction science fiction writers write

98

00:03:38,149 --> 00:03:35,879

about certain formations of hierarchical

99

00:03:40,070 --> 00:03:38,159

society or non-hierarchical society and

100

00:03:42,770 --> 00:03:40,080

then suddenly down the line there's a

101

00:03:44,330 --> 00:03:42,780

civilization that starts using some of

102

00:03:45,890 --> 00:03:44,340

those ideas or whatever you know what I

103

00:03:46,670 --> 00:03:45,900

mean it's like they they all influence

104

00:03:48,290 --> 00:03:46,680

each other