

'Theatre#_'

Concept

In 'Theatre#_', the room, with its equipment and audience, is both the source and the product, a virtual instrument that determines the performance itself, a minimalist electro-mechanical ballet.

With the technical means available on a certain theatre space – lighting, a smoke machine, air conditioning systems or microphones as examples – an *in-situ* performance is created for which the space itself is fundamental – which also explains the seemingly arbitrary title.

'Theatre#_' stands for a complete audiovisual experience, a performance without actors and a concert without instruments or musicians.

The leading roles in 'Theatre#_' are played by the technical media. Utilitarian objects come to life on stage. A microphone hung on a cable swings around like a snake, or two monitors carry on a wordless conversation by rolling towards one another or by flashing on and off. Moreover, the room takes on unexpected personal traits: a wall light suddenly illuminates a hollow space, in the ceiling, the fluorescent lights are bickering, flicking nervously. In this mechanical ballet, technical materials - ready-mades – are made anthropomorphic. Together with the space, they become a unified, living organism.

Every bit as important as the visual aspect of 'Theatre#_' is the musical experience it generates. Orchestrated action of the equipment and the technical functions of the room produce sound, simultaneous with their deeds. The microphone circling the stage, for example, produces a swelling crescendo, a shrill feedback; the flickering fluorescent lights soft zooming tones. All the sounds are brought into a minimalist, electronic composition in a live performance. But at the same time, its built forth on the tradition of mechanical music and performance. It can also be seen as an acoustic, theatre-technical composition in the atmosphere of 'glitch' music.

'Theatre#_' has had following realisations thus far:

'Theatre#1: Kiasma-teatteri.'

A work conceived for Helsinki's theatre of the same name, the performance space of the Kiasma Museum (www.kiasma.fi), Finland's leading institute for contemporary art. The work premiered in November, 2004, for the 'Avanto' media arts festival (www.avantofestival.com), which co-produced the project.

'Theatre#2: Kaaitheaterstudios'

This work was produced for the audiovisual 'ArgosFestival' in October 2005 (www.argosarts.org). The performance was based on the space of the Kaaitheater in Brussels (www.kaaitheater.be).

'Theatre#3: Studio AdK'

'Theatre#3: Studio AdK' was conceived for the space of the Theatre space of the

Akademie der Künste (www.adk.de). It opened in February 2006 the festival 'Transmediale' (www.transmediale.de) in Berlin.

Theatre#4: Athénée Theatre Louis-Jouvet was seen in Paris quartier d'été festival in July 2007.

Year the work was created: 2004 - ongoing

Technical realisation

'Theatre#_ ' is a site-specific project using the means of the location. Final technical requirements depend on equipment of the space.

Minimum technical requirements:

SPACE:

- A theatre space with lifting system (point lifts / manual or motorized bars) and following technical equipment:

SOUND:

- High quality PA- system in 5.1 configuration
- Yamaha range digitalmixer with minimum 40 mic inputs (dm2000,dm1000,01v96)
- 10 dynamic mics (Shure SM57 or equivalent)
- 10 condenser mics (AKG C391 or equivalent)
- 10 di-boxes

LIGHT:

- Dmx lightning console
- 40 dmx controlled dimmer channels. (Also functioning as on/off switch)
- Range of conventional light fixtures
- Min. 2 moving mirror moving lights (HighEnd Cyberlight, ClayPaky Stagescan or equivalent)
- Min. 1 moving body light (HighEnd Studiocolor, Martin Mac500 or equivalent)
- Dmx-controlled strobe
- 20 tubelights

VIDEO:

- 2 video monitors
- Videomixer

OTHER:

- Dmx- controlled smokemachine
- 2 slideprojectors
- Power, dmx, audio and video cables.