



THEATRE AND MEDIA

This project's starting point is the consequence of a straight articulation between two fields of artistic practice: theatre and multimedia. Its purpose is to create and develop work in which the lines that separate this two mediums are torn apart and disrupted in order to create an absolute union and coherence in the use of both. This should be taken to the extreme point where one cannot exist without the other. They would only make sense when presented simultaneously and there should be no difference between real and non-real image – they should be ultimately indistinct.

What is intended is to contradict the contemporary tendency of using video projection in the back wall of the stage. Considering the previously mentioned aims, the video could never be restricted to a single and confined space. For that reason, this research presents the idea of considering video as an actor. Assuming that role, one rehearses with video and fully integrates it in the performance action. Projection and other video forms are transversally intrinsic values throughout the show: interaction, articulation, narrative, and storytelling. This said, video would transit from bodies to space, from large scale to small scale turning itself into a central and fundamental element to the understanding of dramatic action.

Besides developing work which is truly and fully incorporated in the process of developing virtual imagery for performance, another objective is to research and progress regarding the intellectual articulation and integration of the projected or animated image with the real movement of body and space. By other words, this project does not only concern the practicalities of video implementation but also with the questioning its pertinence and relevance to the given set and action. By questioning this, the intent is to avoid the loss of meaning allowing video to assume a conceptually based role, substance and meaning (leaving behind the connotation of decoration with a strict and superficial aesthetical function).

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