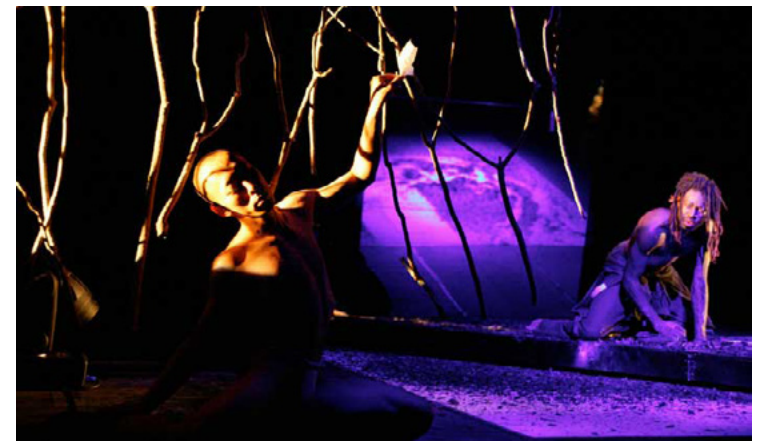
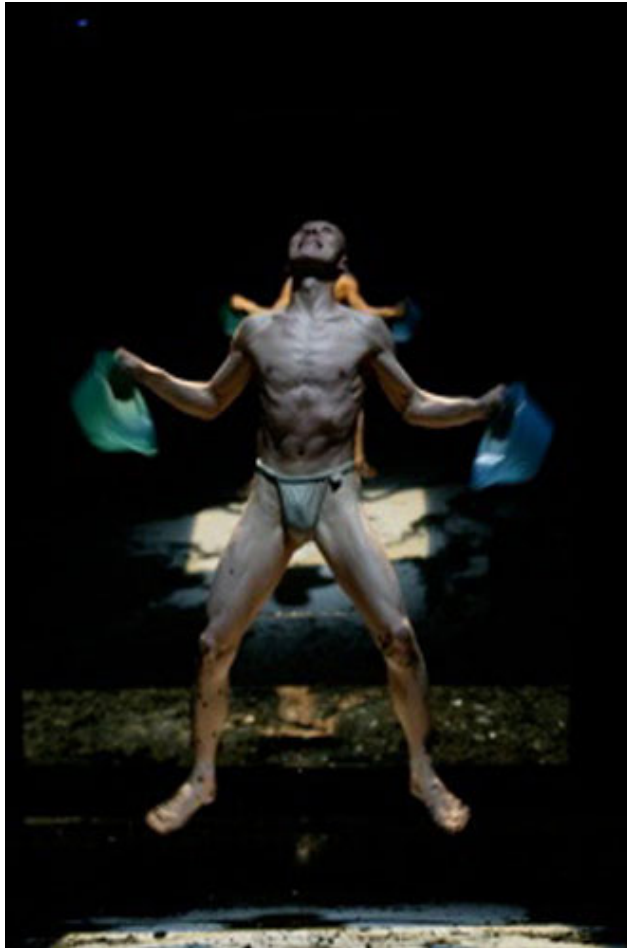


GILGAMES

Kismet Opera Teatro | Bari
2003

OPENLAB COMPANY



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Kismet Opera Teatro | Bari
2003

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Directed by: Teresa Ludovico | Set designer: Luca Ruzza | With: Monica Contini, Giulio De Leo, Augusto Masiello, Fabrizio Panza, Ivana Petito, Wole Saywerr, Gyohei Zaitso, Lucia Zotti | Light designer: Vincent Longuemare | Video Project: Dario Iurilli

Production: Kismet Opera Teatro

Interaction implies a back-and-forth of energy and impulse between artists or between artist, artwork and audience –not simply one isolated action triggering another.

We will create an artwork in which the artists on stage and the sound timber would be the performers. the images were selected and modified in real time to establish key ways in which they would respond to sound interaction. they were fixed in terms of their behavioural response, range of colour, and the order in which they appeared to the audience, but each image had a fluidity as it was constantly responding to the input from the sound.

The overall aesthetic of the artwork will be carefully control providing artistic cohesion and form.

However, crucially the ways in which the artists on stage could interact with these images were not fully prescribed, but existed within a framework that included potential for significant variability and even surprise within the rules of engagement.

Sound artists brought their own independent choices and modes of engagement to the work.

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