



**EMPAC**

**>>returner<<**

**Findlay//Sandmark**

Thursday, April 18, 7:30PM

# >>returner<<

## Findlay//Sandsmark

Findlay//Sandsmark is a Norway-based performance company working across the disciplines of dance, theater, live music, and video art, creating productions in the borderlands between performing arts and installation, blending connections and correlations between disciplines to create live art which resonates from a physical and emotional plane. Their work has been presented nationally and internationally, including by PS122 in NYC, Black Box Teater in Oslo, Bit Teatergarasjen in Bergen, Teater Avant Garden in Trondheim, Dansens Hus in Oslo, The Performing Garage in NYC, and most recently at Abrons Arts Center.

### CREDITS

**DIRECTOR** / IVER FINDLAY

**CHOREOGRAPHER** / MARIT SANDSMARK

**MUSICIAN / ACTOR** / NILS ERGA

**VIDEO ARTIST** / VICTOR MORALES

**LIGHTING DESIGNER** / JEAN-VINCENT KEREBEL

**SOUND ARTIST** / JØRGEN SKJÆRVOLD

**PRODUCTION ASSISTANT** / SANDER HAGA

### FUNDING

SUPPORT FOR THIS RESIDENCY IS PROVIDED BY THE NORWEGIAN COUNCIL FOR THE ARTS.

SUPPORT FOR THIS RESIDENCY AND PRODUCTION IS PROVIDED BY THE ARTS COUNCIL NORWAY, DTS-PERFORMING ARTS HUB NORWAY, AND STAVANGER KOMMUNE (CITY OF STAVANGER).

CO-PRODUCERS OF THE PROJECT INCLUDE BIT-TEATERGARASJEN-BERGEN, BLACK BOX TEATER-OSLO, RIMI/IMIR SCENEKUNST-STAVANGER. THE ARTIST IS SUPPORTED BY APAP-PERFORMING EUROPE 2020 – A PROJECT CO-FOUNDED BY CREATIVE EUROPE PROGRAMME OF THE EUROPEAN UNION.

### CURATOR'S NOTE

>>returner<< is a performance work spanning theater and dance that illustrates different relationships between nature, people, and technology. Conceived by the Norwegian performance company Findlay//Sandsmark, led by Iver Findlay and Marit Sandsmark, the performance features motion-capture and animation technology, which interacts live with video and sound content. In addition to these digital media, the performers inhabit a world of natural stage elements including wooden sticks, a narrow wooden hallway, and a large cube that transforms over the course of the performance. What results is a performance environment in which audience expectations are both met and defied as the two performers play with perception and sensation.

Animated figures flicker on the walls of a black cube as the dark theater stage fills with ambient sound and the whisper of rustling plastic. The figures multiply and break apart, one emerging from behind the cube, rubbing her body across the wall, entering the light of the stage. The performer shifts her body around and across various surfaces, eventually revealing the sensors that cause live animations to be generated on the projection surfaces. Meanwhile, sounds rustle and crack as a pile of twigs and bushes agitates violently, fluctuating in intensity and volume, merging with computer-voiced narration and notes played live from a viola. The black cube slowly morphs into entirely new shapes and occupations of space.

The dark and moody tone of >>returner<< persists for the duration of the work, immersing the audience in an audiovisual environment that combines the live body with animated visuals, projections, and an ominous, sometimes chilling soundscape. The surprise shifts and changes in set serve to highlight and enhance this tone. Without feeling technophilic, >>returner<< utilizes sensors, animation, and video to seamlessly interface with the live body and wooden branches that occupy the center of the seemingly sterile and human-manufactured theater environment. The moving performer and live viola player are interlocutors between these binary, one-to-one body-technology interactions, creating a liminal space where time and space seem at times suspended, awaiting transformation. Presence/absence, the real/the virtual, naturalness/the built environment, are all present, tactile, floating in the performance space, resisting an easy or simple resolution to the feelings evoked throughout the piece.

—CONSTANZA ARMES CRUZ, CURATORIAL ASSISTANT, EMPAC

## STAFF

**GEOFF ABBAS** / DIRECTOR FOR STAGE TECHNOLOGIES

**ERIC AMERES** / SENIOR RESEARCH ENGINEER

**CONSTANZA ARMES CRUZ** / CURATORIAL ASSISTANT

**DAVID BEBB** / SENIOR NETWORK ADMINISTRATOR

**PETER BELLAMY** / SENIOR SYSTEMS ADMINISTRATOR

**MICK BELLO** / VIDEO ENGINEER

**VIC BROOKS** / SENIOR CURATOR, TIME-BASED VISUAL ART

**ERIC BRUCKER** / LEAD VIDEO ENGINEER

**BRUCE BRYNE** / MASTER CARPENTER

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**IAN HAMELIN** / PROJECT MANAGER

**MICHAEL HANRAHAN** / SENIOR EVENT TECHNICIAN

**RYAN JENKINS** / VIDEO ENGINEER

**SHANNON JOHNSON** / WEB MANAGER

**MICHAEL LAKE** / PRODUCTION TECHNICIAN

**ROBIN MASSEY** / SENIOR BUSINESS ADMINISTRATOR

**STEPHEN MCLAUGHLIN** / AUDIO ENGINEER

**DANIEL MELTZER** / MASTER ELECTRICIAN

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**SHARINEKA PHILLIPS** / BUSINESS COORDINATOR

**AVERY STEMPEL** / FRONT OF HOUSE MANAGER

**KIM STROSAHL** / PRODUCTION COORDINATOR

**JEFFREY SVATEK** / AUDIO ENGINEER

**MICHAEL VALIQUETTE** / INTERIM GRAPHIC DESIGNER

**TODD VOS** / LEAD AUDIO ENGINEER

