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MACHINE

Dossier

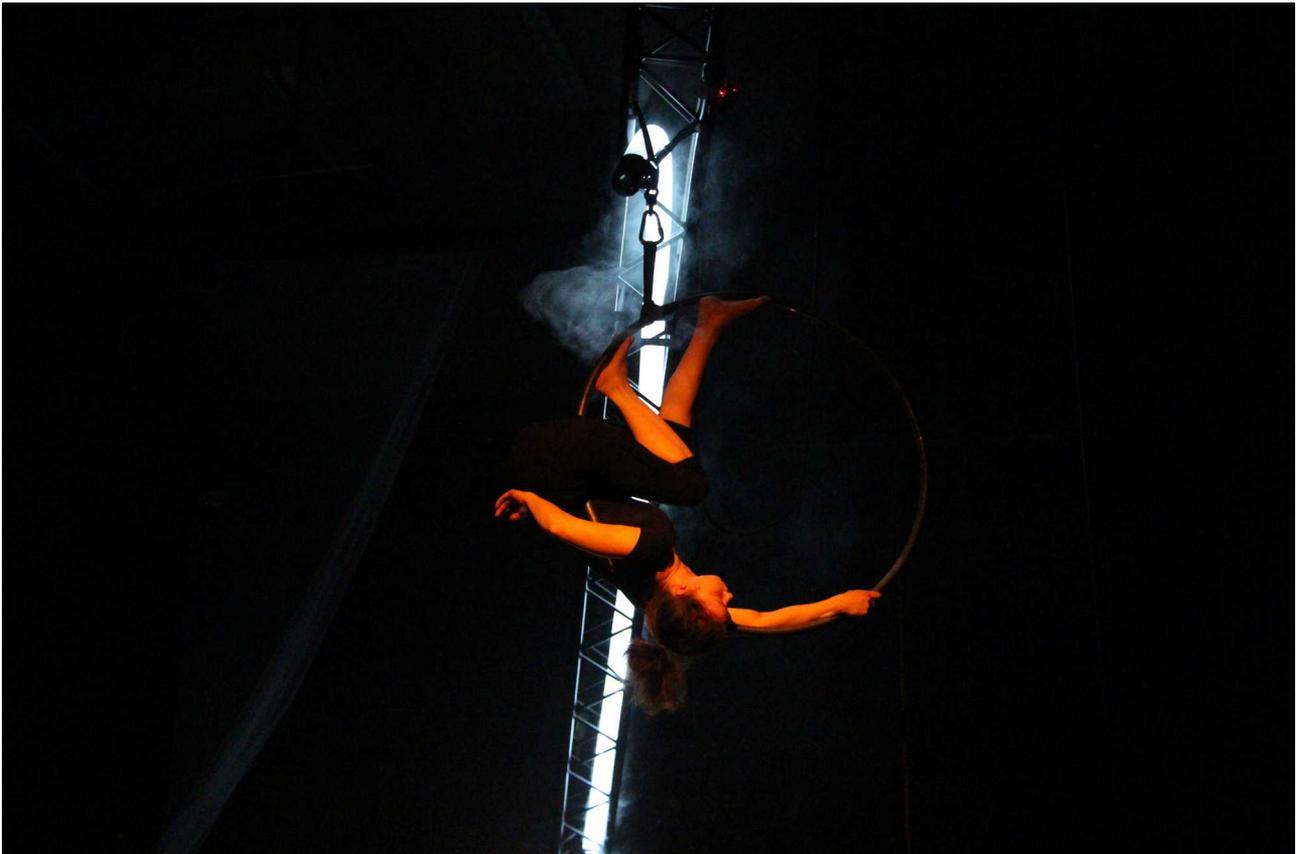


Blind Gut Company

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Machine

Machine is an experimental project where circus is used as a way to explore the relationship between technology and the human being. The result of the project will be a full-length performance by the same name that will premiere in France in November 2016. The work initiated from the necessity to highlight the growing role of technology, especially the role of digital technology, in our human reality, and the ways that it changes both individuals and the society.



The Reasons Behind The Project

We live our lives surrounded by technology. In the beginning our existence is confirmed by ultrasonography and in the end our body ends up in the grave dug by excavators. During our lifetime various devices and gadgets perform many everyday chores for us and make our lives easier. Technology has brought the entire globe closer. Transportation and communication are simple and fast regardless of the distances. The industrial production of food and other consumer goods is efficient and cheap making our money worth more. Even better solutions have been found in medicine and energy development. Thanks to technology we are privileged to enjoy a lifestyle that could have only been dreamed of a generation ago. Meanwhile as our life gets easier, a large part of the world suffers from extreme poverty. Also at the same time in the western countries loneliness, stress and depression are rapidly growing problems. The inevitable climate change casts a dark shadow on our future. Some of us are convinced that technology will bring solutions to the problems, some believe that the only solution is to forget all technology.

The Performance

In the performance human bodies and technology are having a dialogue in a surrealistic landscape. Humane and digital, flesh and metal are seeking meanings to each other and to their own existence. Machine takes a critical approach to technology so often taken for granted. The main question is: Has technology made us happier or free? The artistic group is looking for the answer from their own point of view: through the eyes of a western young adult.



Machine is something in between of a contemporary circus and a performance arts piece. Bold artistic solutions are the guidelines of both the content and the form. Circus is delivered to the audience fresh and expressive. The three performers; a tightrope dancer, an aerial acrobat and an object-manipulator dig deep into the core of their own disciplines with all their skill and heart trying to lure out the essence of their craft. The same risk-taking attitude labels the whole project. The molds are made to be broken and compromising is not an option. The unique result will show contemporary circus as a performing artform in a totally new light.



Why Circus

Because of its special characteristics circus provides excellent means to deal with the topic of technology. Humanity and the human body are the essence of circus. Circus performed by machines would not be interesting - at least not in the same sense as circus performed by people. The audience wants to witness the countless hours of training reach its climax in an impossible trick, to feel the excitement, to see the concentration and to hear the hard breathing of the performer. The ever-present risk of failing, defying human limitations and the shared joy of success are important ingredients of a sought-after circus experience. All this is possible only when the spectator has a chance to identify physically with another human being present on the stage. Yet in circus machinelike movement has been considered as some sort of an ideal and mechanical repetition and machine-like accuracy virtues to pursue. But will the performer only reveal his vulnerability in this attempt to achieve machine-like accuracy? If so then circus as an artform is just the right tool to study humanity together with technology.

The Counterweight Machine



In the center of the visual expression and in the heart of the set design is a structure called counterweight machine. It is a simple device built specifically for this performance. The counterweight machine consists of two 8-meter-long trusses that reach from the back of the stage towards the audience. These trusses are displayed in the performing space in a way that the performers can by moving on them cause changes in the weight-proportion of the trusses, and by doing so make them move bringing the machine to life. The counterweight machine adds a new interesting element into the dialogue between the performer and technology. The plain and reduced form of the machine also creates various possibilities to build illusions and on the other hand possibilities to disassemble these illusions fast in order to show the reality behind them.

Blind Gut Company



Machine is the first piece of Blind Gut Company, a fresh contemporary circus group from Finland. The members of the company are drawn to each other by their common desire to create bold and relevant circus that dares to take a stand and address current topics. The group trusts the performative potential of circus and blindly believes that they with their work can change the world.

Blind Gut Company was founded in the spring 2015 by three Finnish circus artists Inga Björn, Saana Peura and Tuomas Vuorinen. Before that, the artists had worked with circus companies such as Agit-Cirk, Circo Aereo, Clunker Circus and Sirkus Aikamoinen. They are all graduates of the circus department of Arts Academy of Turku.

Inga Björn is an aerial acrobat and a clown. She works both as a circus artist and as an actress and combines these two professions when needed. In the recent years, Inga has worked at Finnish National Theatre, on TV-series Napamiehet and as a circus freelancer.

Saana Peura is a tight wire dancer. She is one of the founding members of the circus group Clunker Circus and has toured with the group around Finland and Europe.

Tuomas Vuorinen is a juggler specialized in staff manipulation. Besides Blind Gut Company he works actively in the circus group Sirkus Aikamoinen.

People Behind Machine

Concept: Tuomas Vuorinen

Direction: Blind Gut Company

Performers: Inga Björn, Saana Peura, Tuomas Vuorinen

Light designer: Kauri Klemelä

Sound designer: Esko Mattila

Production: Blind Gut Company

With the support and collaboration of

La Brèche, Pôle National des Arts du Cirque de Normandie

Cirko–Center for New Circus

Subtopia

Nordic Baltic Development Residencies for Contemporary Circus

Arts Promotion Centre Finland

City of Helsinki Cultural Office

The Finnish Cultural Foundation

The Finnish Cultural Foundation - Uusimaa Regional Fund

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CALENDAR

2016

November

7.11.-16.11. Artistic residency, La Brèche, Cherbourg-en-Contentin, France

17.11. & 18.11. Premiere of the show, La Brèche, Cherbourg-en-Contentin, France

24.11. & 25.11. Performances, Festival Les Boréales & La Comédie, Caen, France

Residency and premieres of the show at La Brèche – National Pole of Circus Arts – Normandy / Cherbourg-en-Cotentin, in partnership with Les Boréales – Nordic Festival of Normandy / Caen, and La Comédie – National Dramatic Center of Normandy / Caen

2017

Spring 2017 Finnish premiere, Cirko – Center for New Circus, Helsinki, Finland

PAST DATES

2016

20.9.-2.10. Creation residency, Cirko Center, Finland

1.-7.8. Creation residency, Cirko Center, Finland

30.5.-17.6. Creation residency, Subtopia, Sweden

11.-12.3. Work-in-progress presentations, Subcase, Sweden

15.-21.2. Creation residency, Agit-Cirk's residency center

Sipola, Finland

2015

26.11.-10.12. Creation residencies and work-in-progress presentation, Cirko Center, Finland

27.10-1.11. Creation residency and work-in-progress presentation, Cirko Center, Finland

21.10. Pitch presentation, Circa-festival, Auch, France

28.9.-4.10. Creation residency, Cirko Center, Finland

8.5. Pitch presentation, "Sirkuksen näyteikkuna" during Cirko-festival, Finland

24.3.-6.4. Research residency and work-in-progress presentation, Cirko Center, Finland



PERFORMANCE INFO

Machine is available to tour from the beginning of December 2016.

Length: 60 min

Language: No spoken language

Recommended audience: From 7 years

Possible side activities: meetings with the audience, workshops

Blind Gut Company tours with three artists and two technicians. The performers and the equipment travel by car and the technicians by plane. The presenter covers the travelling costs for five persons from Finland to performance venue and back. Accommodation for five people close to the venue is provided by the presenter.

Machine takes one whole day to set up. The company arrives the day before the building day and the show is ready to be performed the next day after the building. It is possible to perform twice a day with a 3 hours break.

CONTACT

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STAGE

Machine can be performed in a theatre space with frontal audience. The space is a black box or it can be darkened. Black side curtains and back drop are needed. A black dance mat covering the stage should be provided by the presenter.

Stage dimensions should be minimum:

-Width 12 m

-Depth 12 m

-Height 6 m

Rigging (see the stage plan below)

Aerial rigging points:

-Two trusses in height of 6 metres for rigging, each should be able to take 1000 kg, the ideal placement of trusses can be found from the stage plan below. These rigging trusses should be ready by the company's arrival.

Floor rigging points:

-Two rigging points 500 kg, upstage

-Two rigging points 2000 kg for tight wire, downstage, distance between the points 10-15 metres

If there are no points of 2000 kg, Machine can be performed with a self-standing tight wire. In that case we need:

-Two rigging points 500 kg, upstage

-Two rigging points 500 kg, downstage

Equipment

The presenter provides one piece of 8 metres and other of 8,5 metres of black 290x290mm quatro aluminium truss for the counter-weight machine (in addition to the two rigging trusses). The company brings all other circus and rigging equipment with it by car.

Light and Sound

Detailed information about the light and sound requirements can be found in the technical rider.

STAGE PLAN

