

A unique choreographic journey,
walking the line between reality and
illusion.

Facades is a dance-theatre VR experience
created by Digital Dance Artist Kerryyn Wise
and Creative Technologist Ben Neal.

facades.info

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CONTENTS

CONTACT INFORMATION	3
BROCHURE COPY	4
CREATIVE TEAM	5
SAMPLE PRESS RELEASE	6
AUDIENCE FEEDBACK	7
TECHNICAL SET UP	7

CONTACT INFORMATION

Website: [Facades.info](https://facades.info)

Social: @StudioDisplace

For booking and press enquiries, please contact Emma Hughes, Digital Producer, on emjayhu@gmail.com or +44(0) 7842 835 660

MARKETING APPROVAL

The Company must sign-off on all marketing materials created. This includes print (brochures, posters, flyers, programmes etc), venue websites and video.

MARKETING ASSETS:

<https://drive.google.com/drive/folders/1LT7HZiqY1c5pw9yK7JQIDxFWj6zhbcik?usp=sharing>

Contents:

Marketing pack

Facades images by Victor Simao

Teaser + Trailer videos

Logos

REQUIRED CREDIT LINE AND LOGOS:

Funded by Arts Council England with support from De Montfort University and NearNow

DISPLACE
STUDIO



Supported using public funding by
**ARTS COUNCIL
ENGLAND**



NEAR NOW

TOUR DATES 2021

29 / 30 Oct - [Phoenix, Leicester](#)

4 Nov - [VR and Performance Playday \(Workshop\)](#), Lakeside Arts, Nottingham

5 / 6 Nov - [BOM, Birmingham](#)

12 / 13 Nov - [Lakeside Arts, Nottingham](#)

1 - 30 Nov - [Facades | At-Home](#) release via NearNow

4 Dec - Studio Wayne McGregor Press Event

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BROCHURE COPY

Tagline (40 words):

Inspired by iconic moments from film, *Facades* is a surreal VR noir that dances between reality & illusion. Experience hauntingly beautiful choreography from a unique perspective; step into the frame, move beyond the veneer and take a closer look...

Short description (70 words):

Embark on a unique choreographic journey, walking the line between reality and illusion...

Inspired by iconic moments from film, *Facades* is a virtual reality dance experience that uses the architectural features of windows, mirrors and doors as metaphors for duality, reflection and portals. This surreal 'VR noir' presents hauntingly beautiful choreography from unique perspectives, inviting the viewer to step into the frame, move beyond the veneer and take a closer look.

Long description (100 words):

Put on your VR headset and embark on a unique choreographic journey, walking the line between reality and illusion...

Facades is a room-scale dance-theatre virtual reality (VR) experience by Displace Studio created by Digital Dance Artist Kerryn Wise and Creative Technologist Ben Neal.

Inspired by iconic film scenes including *Rear Window*, *The Wizard of Oz*, and *The Mirror*, *Facades* uses the architectural features of mirrors, windows and doors as metaphors for duality, reflection and portals.

This surreal 'VR noir' presents hauntingly beautiful choreography from unique perspectives to expose themes of vulnerability, trust, disembodiment and isolation, inviting the viewer to step into the frame, move beyond the veneer and take a closer look.

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CREATIVE TEAM

Kerryn Wise | Lead Artist, Choreographer & Performer | kerrynwise.co.uk



Kerryn is a UK-based dance artist, performer, and researcher, exploring the intersection of dance, film, physical theatre, and digital technologies. Kerryn's current work explores live performance and VR using volumetric capture. Kerryn was a QuestLab Digital Dance Artist at Studio Wayne McGregor for 2018/19 and is a NearNow member at Broadway Media Centre's studio for arts and technology. Kerryn has been devising work for over 20 years and has shown her work at a range of festivals, theatres and venues nationally including the National Review of Live Art, Sensitive Skin Festival, NEAT, NottDance and Performing Futures.

Ben Neal | Creative Technologist | psiconlab.co.uk



Ben is an Arts-focused creative technologist, digital artist, programmer, games/gadget builder and educator. His work often uses audio-visual and digital technology to create interactive art, bespoke electronic devices, musical instruments and immersive content such as Virtual / Augmented Reality. His work has been seen at the V&A, Somerset House, Open Data Institute, Warwick Arts Centre, Ikon Gallery, BOM, Birmingham Museum & Art Gallery and at festivals such as Sonar (ES), Fierce, Supersonic, Flatpack, Random String, Coventry Biennial and London Design Festival. He is part of the Swoomptheeng art collective, digital producer at BOM and works freelance as Psicon Lab.

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Dan Frazer | Sound Designer

Daniel is a sound artist and musician whose most recent work has focused on producing spatialised sound-pieces in collaboration with performance practitioners and artists who explore immersive technology in their work. Daniel has composed, produced, mixed and mastered music and sound design using a variety of digital and analogue technologies. He also has extensive experience in both performing and arranging live music for bands and live music projects, as well as session playing on guitar and bass guitar. Daniel has a BA(Hons) in Performance and Live Art and a professional background as both freelance web developer and graphic designer.

Tina Carter | Dramaturg

Tina is an experienced performer, choreographer and director. Tina has her own practice and has worked with Reckless Sleepers since 2005, touring The Last Supper in Europe and the UK. The relationship between technology and live performance is a common feature of her work.

Victor Simao | Brand Designer

Victor is a freelance designer and developer creating bold, positive work for a diverse range of clients. Specialising in brand and visual identity design and digital design and development, with an extensive portfolio of clients including Nottingham Contemporary, Birmingham International Dance Festival, BBC & many others.

Courtenay Johnson | Producer

Courtenay is an independent arts and cultural producer based in Northamptonshire. Her work focuses on producing inclusive, female-centred work alongside larger arts & heritage projects. Courtenay runs Carbon Theatre and is Executive Producer of 60 Miles by Road or Rail. Her previous projects include SEEDLING by Helen Crevel with Anne Langford, an audio installation in Grosvenor Centre Northampton 2021 (★★★★★ Centre Stage), MY SENSORY ADVENTURES (2020-21) and WHEN WE DIED by Alexandra Donnachie, premiered at VAULT Festival 2020 (★★★★★ London Theatre '1) and a filmed version of the production premiered digitally as part of Edinburgh Festival Fringe 2021.

Emma Hughes | Digital Producer | emjayhu.com

Emma is a producer, curator, facilitator and artist specialising in interactive and immersive experience making. She places community at the heart of her practice, facilitating creative expression and engagement through making and producing work that is playful, accessible and innovative in its use of emerging technology. Emma is a curator and consultant at Limina Immersive and has worked with a broad range of organisations such as Wildscreen Festival, Libraries Unlimited, Bristol Old Vic and the Royal College of Music.

SAMPLE PRESS RELEASE

New Virtual Reality Dance Experience, *Facades*, comes to Leicester

Virtual reality (VR) dance piece *Facades* will premier at Phoenix in Leicester on Friday 29th October 2021. *Facades* is free to experience and will run for one person at a time over two days.

About *Facades*

Created by East Midlands-based Digital Dance Artist Kerryn Wise and Creative Technologist Ben Neal, *Facades* is a surreal virtual reality (VR) dance experience that invites audiences to walk the line between reality and illusion. This beautiful yet unsettling narrative is told through movement to expose themes of vulnerability, trust, disembodiment and isolation.

Kerryn Wise, *Facades* choreographer and performer, says “*Facades* includes abstracted movement, themes and settings inspired by iconic film scenes including *Rear Window*, *The Wizard of Oz*, and *The Mirror*. The choreography explores domesticity through repeated gestures and emotive recurring motifs, as the isolated solo performer seeks to find a connection by reaching out to the visiting viewer.

The VR environment allows the viewer to see unusual perspectives of the dancing body, depending on the viewer’s chosen position”

Technology

Ben Neal explains how *Facades* uses cutting-edge technology called Volumetric Capture to “capture real-life performers digitally and transform them into three dimensional, virtual versions of themselves. You can occupy the same space, walk around, and view them from any angle.

The dancers have one particular ‘perfect’ angle, but Facades allows audiences to step behind and around the edges of the illusion to explore how representation is created and exposed”.

How to book

Bookable slots are available between 12 – 9pm on Friday 29th October and 11am – 9pm on Saturday 30th October. The experience lasts roughly 20mins. All equipment will be thoroughly sanitised before use. Bookings can be made via the Phoenix website at <https://www.phoenix.org.uk/event/facades/>

Facades would not be possible without the support of Arts Council England, NearNow and De Montfort University.

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AUDIENCE FEEDBACK

'It gave me deep longing and nostalgia...akin to the places we visit in dreams'

'...such an immersive and intimate experience'

'Beautiful choreography'

'I loved the intimacy'

'Amazing'

'Playful'

TECHNICAL SET UP

FACADES QUEST2 TECHNICAL RIDER:

https://drive.google.com/file/d/1k69Xm00eI0KWwxjVvXmZ6BU_J9fIXCGq/view?usp=sharing

Technical overview

- Untethered (wireless) experience built for Oculus Quest 2 headset
- Audience physically move around to navigate (static version available). No controllers required.
- 15 mins runtime
- Solo experience (one audience member at a time)

Venue requirements

Room

- Minimum 5 x 5m for original version
- 1 x 1m required for static version

Wifi

- Private network

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