

2062

An interactive scenic installation

The world will never be the same again... Borders will turn red again or disappear completely. They will become less accesible. New walls will be build and old ideals will be buried...

Karla & Andrés



what

Synopsis

There are so many changes and they are so slow, that we get accustomed without realising it. Social, geopolitical, cultural changes... Some of them hardly perceptible, from others happen so far away that we feel immune from them. But everything arrives.

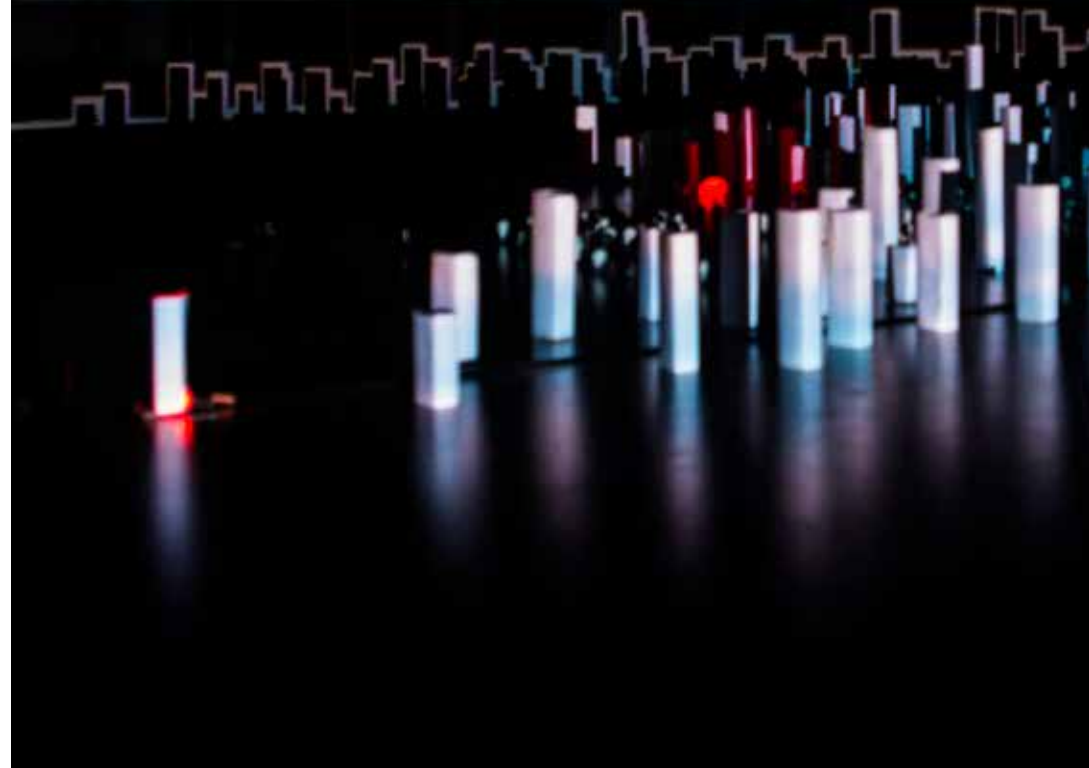
Life passes quickly in front of the TV. Quick and distant, just as if it didn't belong to us... We are so comfortable with our own problems... So save at the same time. It will never happen, we tell ourselves. I feel secure in my house, in my neighbourhood, in my country...

But any day of any month, in a fraction of seconds or in 10 years, which is the same in this case, something happens and our environment disappears forever. Explications, arguments, causes and culprits in abundance. There are many and each one has and prefers its own. It's not the time to talk. It's time

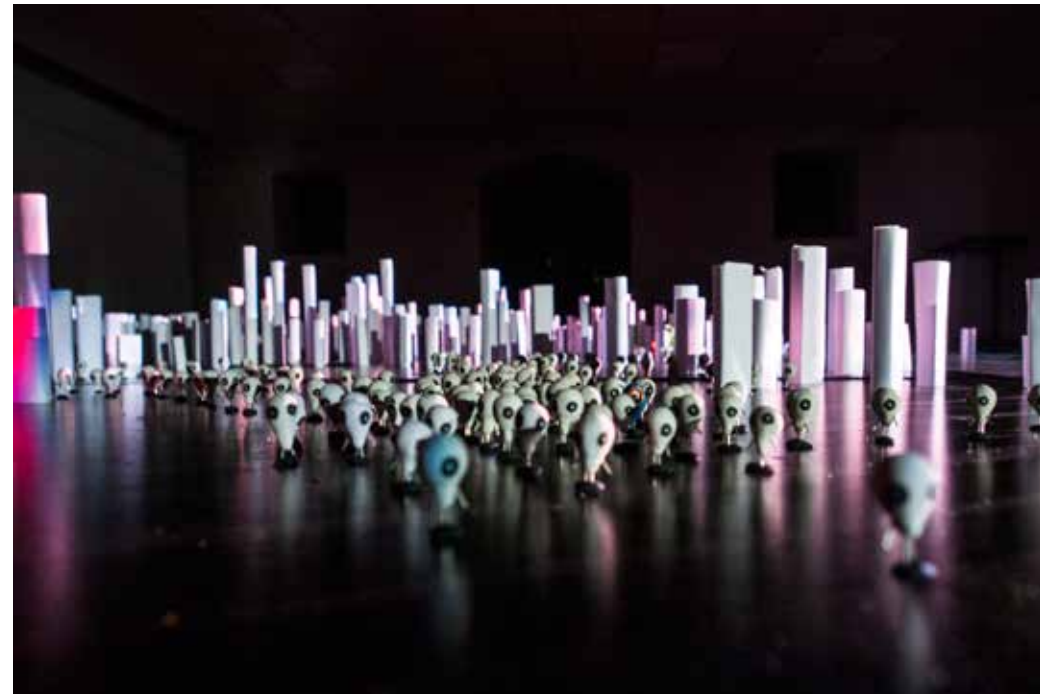
to survive. Time to go away, to leave behind and never return. Here everything has come to an end. Everything. We have only the horizon is left.

2062

VIRGIN SPACE ACQUIRES
NASA
FOR \$25 BILLION



about



Memory is a house of cards in a child's hand. Fragile, volatile. It is also a place lost in time. Deformed, blurred. It is us and our predecessors... It is also the future, but not yet, still...

History repeats itself over and over again, nothing changes but everything is different. Meanwhile we continue being the same and give different names to the present, forgetting that in the past, our past, we already named it and we swear we'd never repeat it again....

We believed to learn with every year that passed, nevertheless we get to unknow ourselves whilst getting to know us. And time, the great allied of oblivion, covered our eyes, fleeing into an ocean of ignorance... Us, that believe we are wise.

The Berlin Wall, Palestine, the Twin Towers, nuclear fear, massive exodus, fear of pain, fear again, fear... The 20th and 21st centuries and again the fear and me and you lost in memory. Impassable borders, invisible, all of these are borders. New technologies, new slaves, new countries and new migrations. Religion, again and the others, yes, all the others and bombs and climate change, I'm thirsty and hungry and y feel lonely in a thirty-five million habitants city. I buy emptiness, fill myself with nothing and continue buying and dream of Moon and Mars. I'm alive, that's what I tell myself.

Time passes and everything erases it. Tomorrow, any tomorrow, nothing will be left and just as a dream, a fairytale or a nightmare, everything will start over again in another place, or in the same and again we will think we are gods, and we'll discover the Theory of

Relativity, the guillotine, the Higgs Boson, democracy, credit cards, the power of mass media and mint chocolate.

Andrés Beladiez Rojo.

SPRING 2015



form

INTERACTIVE SCENIC ROOM-FILLING INSTALLATION


A paper city in the center of the room. A labyrinth city. Video projectors, shadows, sensors, Arduinos, torch lights, ceramic objects, LEDs and surround sound create a world that changes depending on the viewers' actions.

His movements and the different places he illuminates with a torch light determine multiple dramaturgic possibilities, creating a unique and unrepeatable experience. Ephemera.

In this city, this maze, exist places everyone wants to enter and others everyone wants to escape from. There is also lost places on the way towards nowhere. Evanescent shadows, hardly intuited and the exodus, loss, desperate escape, death but also life and here and there a smile. There is also history, our history, always present and always forgotten. And the future, yes it's also there. Nothing changes, or almost nothing. Just as before, yes, just as now and also just as tomorrow.

Artist

statement



We are interested in the present, the now and here within society, the place we occupy in it as individuals.

Regarding narrative and aesthetic aspects, we lose ourselves and find us again at frontiers, many times we work outside the box, outside classifications, resulting in a multidisciplinary work, distant from usual genres.

One day we met accidentally, a stage director, bored of established cliches and a video-artist, tired of the fake real-time/liveness. An illustrator and a light designer that enjoy generating sonic worlds. Both concerned with the

immediate, and the social. Each investigating in different ways how to reach the audience, how to touch their hearts and make them think. Thrilled by the site-specific aspects, Land Art, video art, site responsive and context specific, augmented reality, sensors, soundscapes... and low-tec... Passionate about the world we live in, though we often quarrel with it, we continue creating our second joint performance. It couldn't be in another way.

statement

of intent

These are our rules. Until now we never broke them. But we did break anything else.

1. Technology is a tool we use to tell what our story. Nothing more, nothing less. We love the concept of low technology and we don't want to lose the wonderful possibilities emerging technologies offers us. But neither we want them to become protagonists nor we want them to condition our work.
 2. Everything that appears on stage is made by ourselves; from stage design to musical composition, lighting, computer animation, hardware, software and Arduino controlled devices.
 3. The audience assists a presentation were everything that happens is being created in the same moment. In determined situations we use pre-recorded material, it cannot be in another way, due to the complexity of some of the scenes. But these elements are only a complement, modified by the rest of the objects, transforming them and giving them meaning, which they wouldn't have on their own.
 4. The performance gets born and dies in the spectator's head.
 5. We use materials that can be found in any continent without difficulties, whose price is minimal and which allow us to work with them hardly using any tools. Paper, cardboard, clay, paint...
 6. When creating a show, we start from zero. There is nothing written, composed or designed beforehand. Nothing. Only an idea to be developed, that starts to take shape whilst immersing in our work.
 7. The whole performance has to fit into tow suitcases of standard dimensions. Including our winter or summer clothes.
- ∞. If you don't have to say anything, you'd better shut up.

photos of work in progress



CV



Karla Kracht.

born 1975 in Germany.

Karla is video artist, illustrator and animation artist. Educated in Germany, Spain and the UK, she lives and works in Barcelona. She uses her drawings, animations and video-art to create performance and installation pieces, which have been exhibited in festivals and art spaces worldwide.

Recently her artistic practice focuses on real time aspects of her work. Her recurring topics are time and space and current social issues, which she portrays with a good portion of humour. Her influences come from everyday life, from the many work related travels, from the misery of this world and the beautiful things of humanity.



Andrés Beladiez.

born 1966 in Spain.

Graduated in stage direction and dramaturgy at RESAD, Madrid he incorporates the use of technology as a tool for the scenic narration in most of his plays. His investigation is focused on non-conventional multidisciplinary works with an important social and political content. His works have toured around the world.

He is also light designer and creates soundscapes.

He has been awarded by the Stage Directors Association with the Premio José Luis Alonso for new directors.



Karla Kracht & Andrés Beladiez

past



Karla & Andrés

After several small collaborations, Karla and Andrés joined forces to create the interdisciplinary Live-Cinema-Show zoomwooz, which has been presented at Festival du Nouveau Cinema, Montreal / Dfesta, Seoul / Incheon Art Platform, South Korea / dferia, San Sebastian / Alhondiga Bilbao / Festival Alt, Vigo / Festival A PART, Katowice / Animac, Lleida / Künstlerhaus Nürnberg / Mindpirates Berlin amongst others.

They develop their innovative work in creation residencies in Korea, Bolivia and Spain, where they also participate in community activities, artists talks and give workshops and courses.

They are now working on their new Live Cinema Performance and Graphic Novel 2062, which will be developed in the run of 2014. They also work separately on theater projects and video installations.

Projects

- 2016 2062 interactive installation (in development)
:roundabout. Object Installation (in development).
- 2015 Wormhole (in preparation)
2062 live-cinema performance
- 2014 Lover. Object Theatre Piece.
- 2013 zoomwooz. live-cinema performance.
- 2012 zoomwooz multimedia installation.
- 2010 Live From the Surface of the Moon. Live Animation.

Showcases & Exhibitions

- 2015 *PRESENTATION OF 2062:*
Busan Cultural Foundation, Busan, South Korea (installation version)
Huesca International Dance and Theatre Fair, Huesca, Spain
Festival de Teatro Alternativo, Urones, Spain
Festival Apart, Katowice, Poland
Figurentheater Festival Nürnberg, Erlangen. Germany (Premiere)
Festiva Alt, Vigo, Spain (Pre-Premiere)
Espacio Karaba, Guadalajara, Spain (work in progress)
Festival Alt, Vigo, Spain (work in progress)

PRESENTATION OF zoomwooz AT:

- Daidogei, Shizuoka, Japan
- Festival International des Teatres de Marionnettes, Charleville, France
- Oulu Theatre Festival for Young Audiences, Oulun kaupunki, Finland

Showcases & Exhibitions continued

2014 *PRESENTATION OF **2062** WORK IN PROGRESS AT:*
Seoul Art Space Hongeun, Seoul, South Korea
Teatro-Cine Torres Vedras, Torres Vedras, Portugal

*PRESENTATION OF **zoomwooz** AT:*

Animateka, Ljubljana, Slovenia
Animanima, Cacak, Serbia
AnimaeCaribe Festival, Trinidad & Tobago
Exploredance Festival Bucarest, Romania
SICAF Seoul, South Korea
TACT/FEST, Osaka, Japan
TAC Valladolid Valladolid, Spain
Futureeverything, ManchesterUK
Festival Escena Abierta, Burgos, Germany
Animac Animation Film Festival, Lleida, Spain
Can Felipa, Barcelona, Spain
VJ Festival Künstlerhaus Nürnberg, Germany

2013 *PRESENTATION OF **zoomwooz***
Incheon Art Platform, Incheon, South Korea
Dferia, San Sebastian Spain.
Festival du Nouveau Cinema, Montreal, Canada.
3, 2, 1. International Encounter of New Scenic Forms, Alhondiga Bilbao.
Dfesta Seoul, South Korea.
FESTIVAL A PART, Katowice, Poland
mindpirates, Berlin, Germany
Matadero, Madrid, Spain

Gallery Offlimits, Madrid, Spain
Wilde Tendenzen, Munich, Germany
Daimôn, Ottawa, Canada
Festival Iberoamericano de Teatro De Madrid, Madrid, Spain
Festival de Artes en Movimiento (FAM), Tenerife, Spain
Teatro Cine de Torres Vedras, Torres Vedras, Portugal
Festival Espiga de Oro, Azuqueca de Henares. Spain
Marionette Festival AI!, Festival Zaragoza, Spain.
Festival Alt 13, Vigo, Spain

2012 *LIVE-ANIMATION PERFORMANCE **Live from the surface of the Moon***
Goethe Zentrum, Santa Cruz, Bolivia
ICBA, Cochabamba, Bolivia

2012 ***Zoomwooz** WORK IN PROGRESS*
mARTadero, Cochabamba, Bolivia
Titiriguada Festival, Guadalajara, Spain.
Marionette Festival AI!, Festival Zaragoza, Spain.

2011 *LIVE-ANIMATION **Live From the Surface of the Moon***
Alhondiga Bilbao, Spain
Niu, Espai Artístic, Barcelona, Spain
Hafen 2, Offenbach, Germany
E-Werk Erlangen, Germany

past continued

Teaching

- 2014 Animation on Stage. ExploreDance Festival, Bucharest
Live Stopmotion with clay. Tribowl, South Korea
- 2013 Animation and Live Video. Incheon Art Platform, South Korea
Stop-motion and cardboard models Workshop. Tribowl, South Korea. / Torres Vedra, Portugal.
- 2012 Live video and real-time animation. mArtadero, Bolivia.
Dramaturgic tools for artists. Fundación Patiño, Cochabamba, Bolivia.

Artist Residencies

- 2016 Pier-2 Art Center, Kaohsiung, Taiwan
Schloss Bröllin, Germany
- 2015 Art in Nature, Busan, South Korea
Borgo Ensemble, Nürnberg, Germany
Festival Alt / Casa das Artes, Vigo, Spain
- 2014 Cine Teatro Torres Vedras, Portugal
Seoul Art Space Hongeun
- 2013 Can Felipa, Barcelona, Spain
Gallery Offlimits, Madrid, Spain
- 2012 Incheon Art Platform, Seúl, South Korea.
Mediaestruch, Sabadell, Spain
mARTadero, Cochabamba, Bolivia

Press and Media

- 2015 **Interviews**
La Liberation, France // A PART Magazine, Katowice, Poland // Nürnberger Nachrichten, Germany // Cadena SER (Radio), Spain / Onda Zero (Radio), Spain // Kaleva newspaper, Finland
Review s
Libération newspaper, France // Kaleva newspaper, Finland
- 2014 **Interviews**
Seoul Foundation of Arts and Culture // SICAF Animation Film Festival // Televisión de Burgos, Spain // Radio Lleida, Spain
- 2013 **Reviews**
Eitb TV Channel San Sebastian // Convergence Magazine Montreal, Canada // Silesia Kultura, Katowice Poland // Gara Newspaper, San Sebastian, Spain // MAGAZYN MONDAINE, Katowice, Poland // Süddeutsche Zeitung, Munich, Germany // Abendzeitung, Munich, Germany
- 2012 **Interview** with TV Cochabamba, Bolivia // **Review** in La Opinión, Cochabamba, Bolivia

For full **Press Reviews** and Interviews, please see our website:

<http://www.karlakracht.com/zoomwooz/category/press/>

Or download the PDF: <https://goo.gl/q9bf3H>



2062 WORK IN PROGRESS

www.twenty62.tk

ZOOMWOOZ WEBSITE

www.zoomwooz.com

FACEBOOK

www.facebook.com/zoomwooz.project

PRESS REVIEWS

<https://goo.gl/yq7RIh>

links

GIN SPACE ACQUIRES
A
\$25 BILLION



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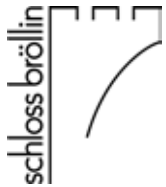
2062[★] INTERACTIVE SCENIC INSTALLATION

PRODUCED BY



Karla Kracht & Andrés Beladiez

WITH THE SUPPORT OF



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support