

BLINK FLASH

PRESENTS



**A MEETING BETWEEN BEINGS OF TWO GALAXIES.**

**A SHARED EMOTIONAL TRIP.**

**A GIANT WORM FROM ANOTHER PLANET, A GARDEN, A SINGLE UNIVERSE.**

**HUMOR , MOVEMENT, EMPATHY.**

**AN EXPERIENCE CREATED IN AN ARTISTIC INSTALLATION FOR CHILDREN.**

FAMILY SHOW SUITABLE FOR THE LITTLE ONES

A CO-PRODUCTION OF:



SUPPORTED BY:



Centre Cívic Barceloneta



## **PRESENTATION OF THE SHOW**

Big Bang Cuc is a dance and clown show for children created in an artistic installation. A plastic show full of humor and movement: the meeting of two beings from different galaxies in our planet, with the universal physical laws and an emotional journey shared as context, and the Cuc, a giant being arrived from space, will awaken the senses of the smaller and finally invite them to your belly in a sensory trip.

## **SYNOPSIS ARGUMENTAL**

Just after getting up and before brushing his teeth, a scientist finds a giant worm among a crowd of onlookers in his garden. The poor scientist is surprised, nervous, happy and curious.

The Worm turns out to be an extraterrestrial being and from its belly a small, naughty and wise galactic being comes out to make jokes to the scientist.

During the course of the meeting a very peculiar friendship is created between the scientist, the galactic being, the giant Worm and the curious ones in the Garden, as it is that we all emerged from the same moment, we all emerged from the Big Bang.

## **CHARACTERS**

### THE SCIENTIST

Like all scientists, he is in love with the universe. Performed by an actor, clown and mover with a curious and funny look towards the little ones. He will discover a distant world that he had always longed for right in his garden. During the course of the piece he will live a real dream, everything he had mentally sought will mutate into a real journey.

### THE GALACTIC BEING

Interpreted by a dancer and mover that expresses with her body the plasticity of physical laws, she will be the mentor who will teach the scientist some of the mysteries of the galaxy.

### THE WORM

The artistic installation will play a central role as a character. It is a living and interpretive set, that will impel the galactic being to undertake an adventure and will welcome the scientist and all the visitors (audience).

### THE VISITORS

The visitors of the garden, interpreted by the audience, always wonderful, will have an active role in the piece since they will be the ones who will host this galactic encounter. The show Big Bang Cuc integrates the audience developing the piece in constant dialogue with it. The interpreters interact with the audience creating a common experience in crescendo that ends in the belly of the Worm.



## DRAMATURGY

In the dramaturgy of Big Bang Cuc we have worked the encounter between two different worlds and the existential journey of the characters. The scientist and the galactic being learn to understand the differences between them, to be surprised, to deal with fear of the unknown and finally, to enjoy this process. We have chosen the physical laws that govern the universe, especially gravity and attraction between bodies, as a context since they are elements that govern and show a common essence between the two beings.

## ESTHETIC

The plot of the piece has a contemporary aesthetic where the ephemeral architectural poetics of the Worm and the dance theater are combined with great care, with the ripped and innocent humor of the clown.



## SCENIC SPACE

The stage space is designed to create a distortion of the senses that opens the door to a greater sensory and emotional experience, our flagship vehicle to create stories. Combine galactic aesthetics with the common environment of planet earth.

### SOIL

Symbolizing the garden of the house of the scientist we find a large circle of grass of 8 m in diameter, three circles of one and a half meters and 22 circles of a half meter in diameter, all of them scattered through space, transforming the shape of the scenic floor.

### EL CUC (The artistic installation)

The artistic installation Cuc-Casalarva was created within the framework of the contemporary art festival of the Lanfant pavilion (Aix-en 'Provence).

The theme of the festival was based on the perception disorders of Lewis Carroll, inspired by the story of Alice, his intention was to make the disorder of the senses a permanent state.

That is why Guillermo Laborde created an installation with soft, elastic skin, a space bathed in a milky and homogeneous light, in which the Cartesian triad submerged in a world without fixed referents, in a state of permanent movement, disappeared.

### THE CAR

The car created by the set designer Arnau Colom has cubic dimensions of 50x60x20. Fully covered by mirrors to create depth and other prisms to the scene, which also give us another vision of reality. From inside the car come disparate elements like a Theremin, a laboratory or a dressing room.

## SOUND SPACE

The soundtrack of Big Bang Cuc has been created from a sound map where sounds act as a bridge between the action, emotion and the understanding of the child.

Since the work has a galactic context, electronic music and sounds inspired by the science fiction film genre of the 80s have been used, since it is this genre that has the ideal sound aesthetics to enter this universe because it is well rooted in the popular imagination. Thus, the soundtrack created by Toti Arimany enters into this galactic universe and its physical laws, introducing nuances to the actions and enhancing them.

## COSTUME DESIGN

Costume designer Miranda Pérez has created an imaginary plasticity that expresses the characteristics of the inhabitants of the worm planet and the galactic being on one hand and the planet Earth on the other. Inspired by the classic science fiction genre, she has sought an androgynous aesthetic that moves characters of any genre away.

The costumes of the scientist are of a classical cut to show the contrast of the evolution of the character at the end of the piece, since he ends up dressed in the clothing of the other planet.



## **COLLABORATION BETWEEN BLINK FLASH AND CASALARVA**

### A HISTORY OF CREATION AND RESEARCH

In October 2018, Casalarva proposes a collaboration with Blink Flash within the framework of a creative process at the El Més Petit Festival of Tots. Guillermo Laborde had designed a children's installation created to distort the senses and inspired by a Worm. He proposed us to create content and Big Bang Cuc was born.

When studying the proposal we saw a unique opportunity to work the emotions from the senses, the installation allowed us to draw the emotional journey of the work through its distortion. In the Worm we saw a place where it was possible that instability, uncertainty and sensuality created a relationship between body and space, forging it as an active principle.

We as a company were investigating the laws that govern the universe and its imaginary. With the characteristics of the Worm we saw clearly that it was ideal to situate this piece of ephemeral architecture within a galactic context and approach the Worm from the imaginary of the laws that govern the universe. The main law of our work has been gravity and the consequent attraction between different bodies.

We have also focused on turning the show into an experience. In the same way that Worm, Scientist and the galactic being get to know each other leaving behind the reluctance, we have done the same with the public. First working the gravity on stage, then with small encounters with the audience and finally inviting the audience inside the Worm.

## **ARTISTIC SHEET**

CREATION: **BLINK FLASH**

INTERPRETATION: **JOAN CASAS, HELGA CARAFÍ & MARINA CARDONA**

MUSIC: **TOTI ARIMANY**

COSTUMES: **MIA MIRANDA MÉNDEZ**

SCENOGRAPHY: **GUILLERMO LABORDE AND ARNAU COLOM**

PRODUCTION: **CAROLINE GIFFARD**

### **DURATION:**

35 min aprox.

### **RECOMMENDED AGE:**

Family Show, from 2 years.

## BIOGRAPHIES

### JOAN CASAS RIUS

Actor, director and playwright, he studies theater in the Col.legi of the theater of Barcelona and the method of Fazio in Rome, a method that fuses the Strasberg technique and Zen.

As a multidisciplinary artist, during his 15-year career he has researched different languages such as naturalist theater, forum theater, musical, mime, clown, object theater, storytelling, dance, dance-theater, shadow theater or performance. Stepping into theaters such as the Libre Theater, the Liceo or the Arriaga theater in Bilbao, alternative theater halls and street arts festivals throughout Europe.

During his career he has collaborated with artists such as Eleonora Herder, Nuria Espert, Daniel Zippi, Moises Maicas, Carol Lopez, Diego Murciano, Willy Decker, Renato Palumbo, Mario Gas, Jaume Llauradó and Jordi Granell among others.

### MARINA CARDONA

Diploma in Dance in 2000 at the Rambert School of Ballet and Contemporary Dance. Where receives a training in Classical Ballet and Contemporary Dance. During the following years, he works in Germany, in Braunschweig Staatstheater under the direction of Pierre Wyss and in Kassel Staatstheater under that of Henning Paar. These directors used the Ballet as a base technique for the company and their productions were often theatrical. He worked for Cirque du Soleil for a year, under the always loving gaze of Franco Dragone, together with another 50 dancers of the show A New Day, he created a concert-show for the Celine Dion of an exquisite artistic level. She returns to Barcelona at the hands of Thomas Noone and later Juan Carlos García de Lanònima Imperial. Since then, he has settled in Barcelona and has worked mainly with Filles Föllén. He has also collaborated with artists such as Beбето Cidra, Marcel.lí Antunez, etc. and has worked as a teacher for children and adults in Barcelona for five years.

### MONTSE ROIG

Dance-interpreter graduated in choreography at the AHK Amsterdam Hogeschool voor the Kunsten, Holland. She specializes in Dance-Theater with Mercedes Boronat in Barcelona, with whom she works for seven years. He attends and dances for choreographers such as Luca Silvestrini, Cruïlles show, Mercat de les Flors 2011 or Ignacio Achurra, La ira de los Peces, Fira Tàrrrega 2014, Santiago a Mil 2016. Develops his own vocabulary in collaboration with other artists in the field of video-danza, contemporary dance and flamenco. Enter the universe of children with the Happy Ha Ha children, a year in theaters at the Gaudi Theater in Barcelona, and the Caixa Forum Museum in Barcelona, in activities that discover painting and installation for children. This is the fifth year that is part of the educational project Body and Movement of the Mercat de les Flors for children from 0 to 3-4 years.

### CAROLINE GIFFARD

Degree in management (EM Grenoble, 2004) and has a master's degree in critical theory (MACBA, Independent Studies Program, Barcelona, 2010). He works for 5 years in a company of the school theater sector (School Tool), leading the production and distribution of shows in Spain and France. Later he collaborates with various companies in Catalonia (The Performers Inc., Theater of the Distributor, etc.) and France (Accidental Company), mainly in the production and distribution of works for all audiences and works in foreign languages for schoolchildren. At the same time, he trained in dance-theater and performance, participating in various projects with: Mercedes Boronat (Barcelona), Tamara Cubas (Uruguay), Action Festival (Barcelona), Marabal (Barcelona), Álvaro Frutos (Madrid), Collectif La Horde (France), etc.

## BIOGRAPHIES

### TOTI ARIMANY

Producer, sound technician and musician. He began his professional career in 1997 with the music group Dusminguet and, over these years, he has been part of musical projects such as Brazuca Matraca, La Troba Kung-Fú or Txerramequ Tiquis Miquis. As a freelance producer and technician, he has worked with artists such as Manu Chao, Macaco, Ojos de Brujo, Maria Rodés and Cabo San Roque among others.

### MIA MIRANDA MÉNDEZ

Born in Argentina He finished his Master of Fashion Styling and Design in 2000 - Catalan Institute of Fashion. Then specializing in Vintage Costumes for Theater, Film and TV. Regular collaborator as official tailoring of 1 ° in the Gran Teatro del Liceo from 2001 to the present and in the Palau de la Música Catalana. Also working in important Hollywood films and TV advertising spots.

A great experience elaborating on studied Patterns and making them to the SAME quickly and skillfully, always adapted to the demands of usual clients, as for the different projects, that adjust to different Skills and put in each one some quality, enthusiasm and dedications.

### GUILLERMO LABORDE

Guillermo Laborde's professional career has always oscillated between visual arts and multidisciplinary design. Licensed as a sculptor at the University of Barcelona, he also studied at Leeds Beckett University in Great Britain, where he discovered his passion for sculptures and organic installations such as Cuc Casalarva.

Once he completed his studies, he began working on graphic design, design and production of ephemeral installations at the CCCB, the Mares Museum and HUB Museum among others.

He worked as artistic director of the BAF festival for the Apol·lo Hall in Barcelona for 12 years. He currently works as creative director of the Delikatessen studio, developing design and production of events, interior design and ephemeral installations for different brands.

### ARNAU COLOM

Arnau Colom graduated Performing Arts at the Institut del Teatre, Barcelona and specialized in puppets and object theatre. He designs and builds puppets and scenography. He currently animates Matito, who plays hand puppets and and sings popular comic songs. Through Matito, Arnau recreates the world of traveling theatre companies that have always been entertainment for children and adults.

Arnau is the founder of Forani Company and specializes in the construction of wood puppets. He also designs and makes personalized puppets.



## CALENDAR

PREMIERE:                    **FIRA D'IGUALADA**    **7 ABRIL 2019**  
                                      **BARCELONETA**            **22 MAIG 2019**

## TECHNICAL RYDER

2 anchor points to tie the Worm.

SOUND SYSTEM:

2 tops type Lacoustics 112P 7  
2 Lacoustics type SB15P subwoofers  
Mixer analog small type Yamaha MG12 -Self-amplified speaker

ASSEMBLY TIME:

2 hours.

## BASIC INFORMATION

TITLE:

**BIG BANG CUC**

TYPE:

**FAMILY SHOW SUITABLE FOR CHILDREN, DESIGNED FOR STREET AND NON-CONVENTIONAL SPACES.**

DURATION:

**30-35 MINUTES (LAST 5-10 MIN WITH THE AUDIENCE INSIDE THE CUC!)**

NUMBER OF PEOPLE ON TOUR:

**3**

**BLINK FLASH**



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