



flight



For more information, please visit
flightnola.org or send an email to
sean@artspotproductions.org

What People Are Saying

"The hit of the show, hands down, was the ambitious and eventually awesome FLIGHT, conceived and designed by sculptor-set designer Jeff Becker ... a genius at imagining and constructing large, astonishing stage settings."

-- David Cuthbert, The Times-Picayune

"The audience loved it. The house was packed on a Sunday and the crowd lapped up every moment, even demanding two curtain calls."

-- Dalt Wonk, Gambit Weekly

"An intricate piece of live-action sculpture ... marvelous mechanical props ... ghostly video projections ... fabulous costumes ... the ethereal score ... the quintet of energetic actors. [This] action-packed hourlong amusement won't let you down."

-- Doug MacCash, The Times-Picayune



About the Show

Award-winning performance companies **ArtSpot Productions** and **Mondo Bizarro** present **FLIGHT**, the new performance extravaganza featuring performer-activated machines, film projection, song and live theatre that explores humankind's enduring dream of flight and the unpredictable consequences of its pursuit. The brainchild of award-winning sculptor and set designer Jeff Becker, **FLIGHT** collages characters and ideas inspired by the mythical and historical manifestations of man's irrefragable urge to fly, and by the all-too-frequent need to flee disasters of our own making. Stunning visuals, live music and dazzling physical performances merge to create a fantasia that invites audiences to consider the ways in which the phenomenon of flight has touched their lives, their cities, their countries and the world.



Collaborators

Concept and Design
Co-Director
Performers

Jeff Becker
J Hammons
Bruce France
Kathy Randels
Lisa Shattuck
Ashley Sparks
Nick Slie

Video Artist
Writers
Music
Costumes

Courtney Egan
Lisa D'Amour & Lisa Shattuck
Sean LaRocca & Kathy Randels
Susan Gisleson



FLIGHT

Award-winning performance companies **ArtSpot Productions** and **Mondo Bizarro** present **FLIGHT**, a new ensemble-generated performance extravaganza featuring performer-activated machines, film projection, song and live theatre. **FLIGHT** explores humankind's enduring dream of flight and the unpredictable consequences of our ambitious pursuit of that dream. The brainchild of award-winning sculptor and set designer Jeff Becker, **FLIGHT**'s stunning visuals, live music and dazzling physical performances merge to create a fantasia that invites audiences to consider the ways in which the phenomenon of flight has touched their lives, their cities, their countries and the world.

Our companies create multi-disciplinary work that is rooted in a particular sense of place, reflecting the needs, desires, memories and possibilities of the community from which it is born. We utilize physical theater techniques and extended rehearsal processes during which performers create individual scores from specific source material: text, song, biographical research, oral histories, and so on. Over the course of six to eighteen months, the performers refine their individual scores and inspire the writing, scenic relationships and songs that form the foundation of our work.

For **FLIGHT**, we challenged our usual process by placing the focus on the visual world; we devised the work through group improvisations based upon Jeff Becker's visual concepts. We investigated various ways to physicalize poetically the dream, ambition, and consequences of flight. The directors, writers and designers refined their respective elements: machines, objects, text, song, physical scores, video collage and costumes. As a result, Jeff's sculptures/set pieces and Courtney Egan's videoscape inform the performers' actions, creating an atmosphere and a visual world that totally envelops the audience. (One industry colleague told us that **FLIGHT** is the most successful example of a truly multi-disciplinary performance piece she has ever witnessed, one in which all elements share an equal contribution and weight in the final work.)

Performer-activated machines become costumes, playing spaces, projection surfaces and flying devices. The visual environment continually transforms, evolving through the manipulation of machines, objects and video. Songs come and go, de- and re-constructed by a six-voice surround-sound choir. Shoes and suitcases take flight. Humans become birds, and the familiar action of removing your shoes at the airport security gate becomes a poetry of potential for escaping gravity.

FLIGHT premiered to enthralled audiences in New Orleans in May of 2008. **FLIGHT** has since been remounted in New Orleans for the 2008 New Orleans Fringe Festival, and in Tulsa, Oklahoma for the 2010 Living Arts Festival. For more photos and information, please visit www.flightnola.org.



artspotproductions.org

ArtSpot Productions is an ensemble of artists dedicated to creating meticulously live theater in New Orleans. Our productions are a sincere blend of disciplines developed through ensemble authorship, physically rigorous training, original music, interactive sculptural environments, and extended research and rehearsal. We practice social justice and shared power in our creative and organizational processes, and we strive to incite positive change in our community with visually stunning performances and empowering educational programs.

ArtSpot Productions is Louisiana's most accomplished and awarded original ensemble theatre company. Founded in 1995 by Kathy Randels, ArtSpot has produced dozens of original works of performance and theater by professional, emerging, student and incarcerated artists. Our work often addresses particular social or political problems: Louisiana's disappearing wetlands; violence against women; the relationship of theatre, history, culture and politics; Louisiana's legacy of slavery and institutionalized racism; and the rebuilding of New Orleans neighborhoods post-Katrina.

Our goal is to empower artists, our community partners, audiences, and learners to harness the power of their own creativity. We do this by creating opportunities to engage actively in performance processes and events that promote the principles of collective decision-making, equity, and the intrinsic value of each individual's life experience.



mondobizarro.org

Mondo Bizarro has been creating original, multidisciplinary art and fostering creative partnerships in local, national and international communities for the last six years. We are a group of artists that have committed to labor as an ensemble over several years with the goal of establishing a body of work inspired by a particular set of commonly shared aesthetic and civic values. We are a collective of individuals that create, present and produce a wide array of imaginative projects aimed at utilizing art as a tool for understanding what makes us commonly human and individually unique. Our work is intentionally multidisciplinary, ranging from physical theater to large-scale community festivals; from social media to site-specific productions. Everything we do is fused with strong desire to develop brave new works of art that illuminate the beauty and travails of the human condition. We believe that every community has a unique memory of itself and trust that the affirmation of seeing one's story accurately and artfully portrayed can open the mind and heart to listening to the stories of others.

To date, we have created 57 original theater works, presented (with ArtSpot Productions and M.U.G.A.B.E.E) over two-hundred fifty local, regional and national artists through our annual State of the Nation Art / Performance Festival, and initiated the I-10 Witness Project which has assisted hundreds of people in the process of digitally recording and archiving their Katrina stories. Through collaborations with over twenty-five community partners, these stories have been featured on public radio stations throughout the country and via installations in Louisiana, Mississippi, Texas, Arizona, Virginia, Georgia, Tennessee, California, Connecticut, Kentucky, North Carolina, New York, Russia and England.

Technical Requirements

(minimum)

Venue

Minimum 30' x 60', preferably black box or warehouse-type space. Minimum height clearance 20'. Possibility for a second level (balcony/scaffolding/etc.) on one or both long sides is a plus.

Lighting

4 50 degree Source 4's
8 36 degree Source 4's
2 26 degree Source 4's
6 Fresnels
2 Scrollers (or additional fresnels)
1 birdie
2 floor mounts
2 barn doors for scrollers/fresnels
Dimmers (24 minimum) and reliable power source
Light Board (24 minimum) with at least 2-scene preset capabilities

Audio

Stereo PA (4 channel minimum) with the following DI inputs at guitar location:

- 1) mono DI for guitar
- 1) stereo DI for CD player

Projection

Video Projector with mounting equipment and VGA input (or conversion)

Rigging

Fabrics will be hung at backline and at proscenium (or modified accordingly for the space). Two rigging points approx 3' apart to support 800lbs (XYUX!\Ub['k Y][\h) at upstage right.

Load-In Time and Crew

FLIGHT needs a minimum of one full day for load-in with 4 person crew. Crew should have rigging, lighting, and audio skills. Technical and dress rehearsals require additional time.