



Skye Gellmann's

BLINDSCAPE.

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Our personal technologies have become an extension of ourselves. Blindscape looks to exploit that connection to engage its audience in a visceral environment that collapses real and imagined boundaries.

Using a provided iPod Touch, pre-loaded with the specially designed Blindscape App and headphones, you enter the virtual world as you enter the performance space. The Blindscape App is a 3D audio-virtual reality. Coloured in by an unseen hand, perception and reality fold over as you explore corridors, doorways and landscapes – four unique stages of discovery landmarking a final place of reflection.

The light from your phone helps you to view fragments of circus which are spectacular but elusive. At times moving in sublime synchronisation to the audio, and other times disjointed reaction, circus bodies distort, twist, climb and tumble through the darkly lit space.

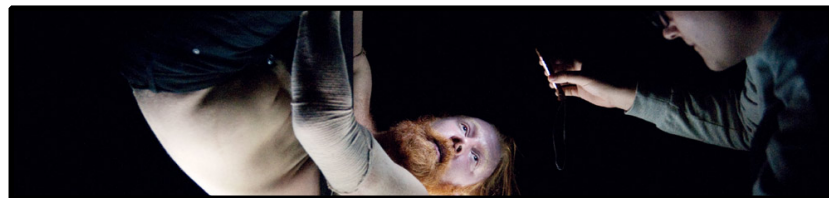
At it's center, a 6 meter pole, which performers investigate through climbing, acrobatics and strength, pushes the performers bodies to their exhaustingly real limits within the focused and surreal virtual experience.

This juxtaposition between real and virtual creates a space where our personal connection with technology is explored and questioned - a rare experience that transcends circuses history of trick-making, and pushes it into the realm of the deeply subconscious.

For more information please contact Skye Gellmann: info@skyegellmann.com

" The work itself is by turns lyrical, powerful and humorous.. this was an incredibly fun experience!"

Artshub





" Blindscape is a truly remarkable piece of theatre.. Many times I found myself watching a performer, then being distracted by the stunning soundscape that would lead me to another mini performance only a few steps away."

Four and half stars - After Dark Theatre

Brief Tech Specifications

- Promenade performance (audience standing/walking).
 - 1hr Circus / iGame performance.
 - 30 audience members
 - Space: 10m x 8m minimum. 15m x 15m preferred.
 - Height: 4 to 7m
 - Open studio styled (no seating bank).
 - Blacked out with blacks for best effect.
 - Clean wooden floor.
 - We provide Chinese Pole. Discuss rigging.
 - 2 performers, 1 crew.
 - Premeired 2012 at the Next Wave Festival
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Skye and Kieran in rehearsal at Artshouse, Meat Market for the 2012 Next Wave Festival.

The Team of Artists

Gellmann's team of collaborators from Melbourne, Brisbane and Adelaide, include game designer Dylan Sale, sound artist Thom Browning, physical theatre performer Kieran Law and producer Gareth Hart.

Initiating Creator / Performer - Skye Gellmann

"His work is about as far from the gaudy extravaganzas of Cirque du Soleil as it's possible to get.. But few knew exactly how to describe the work."

From 'Stars of Tomorrow' - John Bailey, M Magazine

QUALIFICATIONS: Bachelor of Circus Arts (NICA).

SKILLS: Circus Performance, Game Design, Theatre, Dance, Direction.

LOCATION: Melbourne, Australia.

SKYE GELLMANN is a circus performance artist who is known for his unique vision of circus. His body of work including: Scattered Tacks, Retinal Damage, Mothlight & Blindscape have toured nationally to venues such as the Brisbane Powerhouse and Artshouse and internationally to places such as the Noorderzon Performing Arts Festival and Stockholm Fringe. These works exploit circus's virtuosic and hyper-real qualities in order to create extremely personal experiences which reveal the mechanics of the everyday.

RECENT ACHIEVEMENTS:

2012, 'Blindscape' plays at Next Wave Festival.

2012, Development Grant, Arts Vic, for 'Blindscape.'

2012, Production Grant, Theatre Board for, 'Blindscape.'

2012, Nomination, Green Room Awards, Best Ensemble, for Daniel Santangeli's 'Room 328.'

2011, Adelaide Fringe, Best Circus, for 'Mothlight.'

2010, Sydney Fringe, Best Circus/physical-theatre production for 'Retinal Damage.'

2008, Melbourne Fringe, Village Award, for most outstanding production for, 'Scattered Tacks.'

2007, Melbourne Fringe, ACAPTA/Circus Oz Award, 'Shuttlecock!'

2007, Melbourne Fringe, Best Circus for 'Shuttlecock!'

Co-creator / Performer - Kieran Law

"A sophisticated and interestingly constructed show. Given their obvious skills and commitment, it will be interesting to see how their future work develops."

From 'Transverse Fracture of the First Metacarpal' - Douglas Leonard - Realtime

QUALIFICATIONS: Bachelor of Creative Industries (Performance Studies).

SKILLS: Performance making, Physical Theatre, Dance, Acting.

LOCATION: Brisbane, Australia.

KIERAN LAW is a multi-disciplinary performer and theatre maker. His performance training began in the Suzuki actor training method and branched out into various fields including dance, movement and circus. He combined his performance training with a degree from Queensland University of Technology in drama.

Kieran has so far co-produced and co-created two works, Transverse Fracture of the First Metacarpal (2009 Metro Indie) and Nostalgia (2010 Under the Radar). Other performance credits include Several Words Associated with Revenge (2008 Metro Indie), The Timely Death of Victor Blott (2010 Metro Indie), Room 328 (2011 Melbourne Fringe), The Truth About Kookaburras (2012 La Boite Indie) and Blindscape (2012 Nextwave Festival). Kieran was nominated for Best Emerging Artist at the 2010 Matilda Awards and along with the other performers of Room 328 was nominated for Best Ensemble Cast at the 2012 Greenroom Awards.

Game Programmer - Dylan Sale

QUALIFICATIONS: Bachelor of Mathematics and Computer Science, and First Class Honors degree in Computer Science.

SKILLS: Computer Programming, Game Design.

LOCATION: Adelaide, Australia.

DYLAN SALE is a computer programmer and game designer currently living in Adelaide, South Australia. He studied Mathematics and Computer Science at the University of Adelaide, achieving a Bachelor of Mathematics and Computer Science in 2005 and a First Class Honors degree in Computer Science in 2006. From there he started a PhD in Computer Vision, also at the University of Adelaide. He left his PhD studies in 2010 when he co-created his company, Two Lives Left with two fellow PhD students. The company is focused on developing video games - a long time goal for Dylan - specifically casual games for iPhone and iPad.

Two Lives Left have to date released three successful games on the iPhone App Store. Wheeler's Treasure (which was in part funded by a Creative Industries grant from the South Australian government) was their first game and was released to critical success and has had over 70 000 downloads. Their second game, Santa Trapper has had over 30 000 downloads. Their third game, Pilot Winds was critically acclaimed and has achieved over 500 000 downloads. Dylan developed much of these games, including the game engine used and designing large sections of the games themselves.

Two Lives Left recently released Codify, a programming app for the iPad which has had wide ranging news coverage including in Wired, The Guardian and various other online blogs and news sites.



Gareth Hart, Kieran Law, Skye Gellmann & Thom Browning in front of their iPhone wall.

Sound Design - Thom Browning

"There's an underground tension that emerges darkly to counter this lightness... Thom Browning's low key electronica inundates the space to create a moody uneasiness..."

Douglas Leonard – Realtime

QUALIFICATIONS: Bachelor of Creative Industries, Major: Performance Studies.

SKILLS: Sound Design, Video Design, Direction, Arts Producer.

LOCATION: Brisbane, Australia.

THOM BROWNING is a Brisbane based multi-disciplinary artist and producer. Over the past ten years has worked in Australia and Asia as a director, performer, devisor, sound and multimedia designer, composer, musician, DJ, VJ, artsworkeer and producer. Thom is Associate Artistic Director and a founding member and director of Imaginary Theatre, a company creating contemporary performance and arts experiences for children. Thom is a founding member and Associate Artistic Director of Imaginary Theatre, and has worked freelance across multiple disciplines, creating work as a solo artist as well as with organisations and individuals including Circa, LATT Children's Theatre (South Korea), KITE Arts Education Program at QPAC, State Library of Queensland, deBase Productions, Restaged Histories Project, Offset Art, Motherboard Productions, Skye Gellmann, Daniel Santangeli, Kieran Law and Genevieve Trace.

In 2012 'Look', Thom's latest performance work for Imaginary Theatre, was presented at the ASSITEJ Korea Summer Festival in Seoul, South Korea.

Producer / Crew - Gareth Hart

"Deeply visceral and immersive performance. It would be best appreciated by those who want to feel the work and engage with it on an intellectual and instinctive level."

Carl Cranstone - Rip It Up

QUALIFICATIONS: Masters of Choreography (VCA / Melbourne University).

SKILLS: Producing, Festival Management, Choreography, Dance

LOCATION: Melbourne, Australia.

GARETH HART is a Melbourne based independent artist with strong interests in Choreography, Theatre and Photography. His practise is based in an investigative improvisation process, informed by the potential of the body as a site for conceptual understanding, artistic challenge and aesthetic rigor.

His performance work has been seen widely along the east coast of Australia at various venues including The Malthouse Theatre, Dancehouse, Federation Square, Brisbane Powerhouse, and the National Gallery of Australia (Canberra). Most recently, Gareth has accepted a position as co-Artistic Director for the 2011-2012 Crack Theatre festivals, as part of This Is Not Art. In previous projects, Gareth has acted within a leadership capacity as project head, producer and event manager, having secured funding from a number of local and state authorities.

Media

Blindscape 3min Video:

<https://www.vimeo.com/32667367>

Also see:

www.blindscape.com.au

www.facebook.com/blindscape

Contact Information

For further enquiries feel free to email producer,
Gareth Hart or artist, Skye Gellmann:

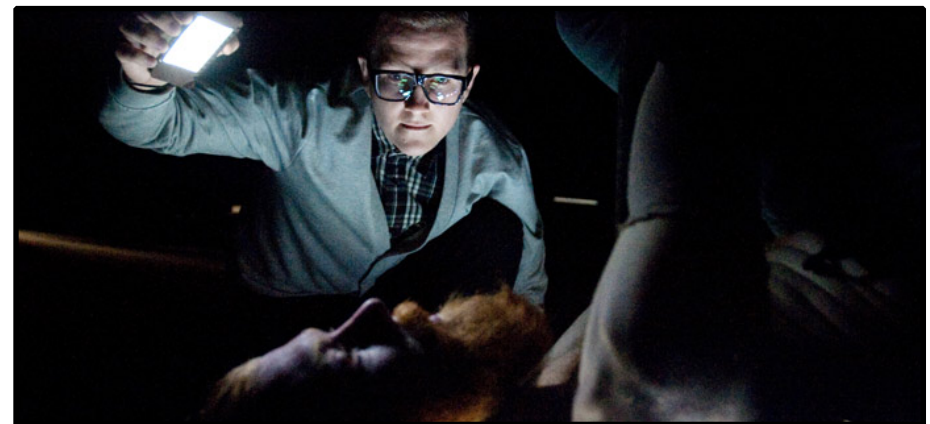
- Gareth Hart

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- Skye Gellmann

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Photos by Sarah Walker

Thom uses his iPhone to light Kieran navigating the Chinese Pole.