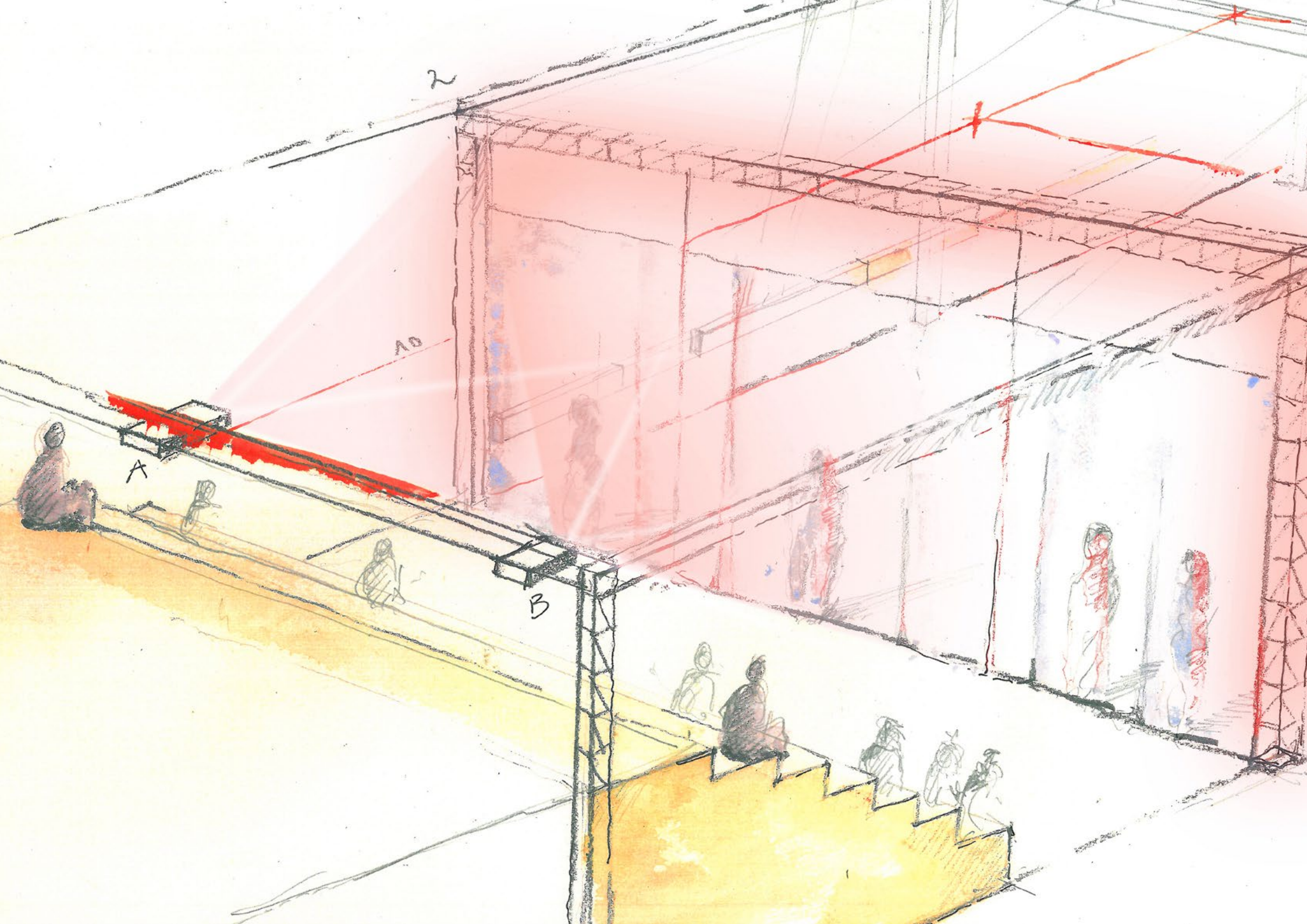


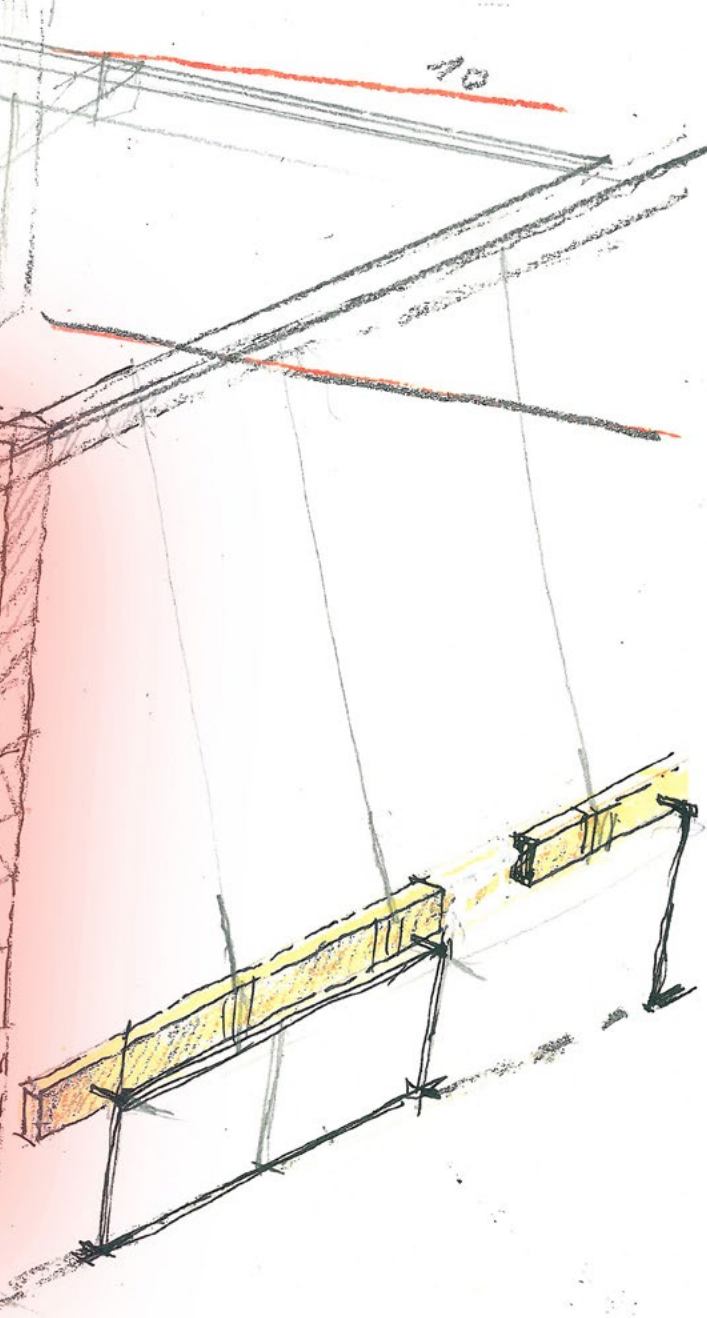




"...some days are yellow, some
are blue, on different days
I'm different too"

Dr. Seuss





COLORS

Compagnia TPO

in co-production with

Teatro Metastasio

(Italy)

With the support of:

ArKtype | (NYC, USA)

TONG Playground | (Beijing, China)

Art directors: Davide Venturini, Francesco Gandi

Choreography: Catherine Galasso

Dance: Valentina Consoli, Běla Dobiášová, Isabella Giustina

Visual design: Elsa Mersi

Computer Engineering: Rossano Monti

Sound design: Spartaco Cortesi

Scenography: Katiuscia Meli, Livia Cortesi

Costumes: Chiara Lanzillotta



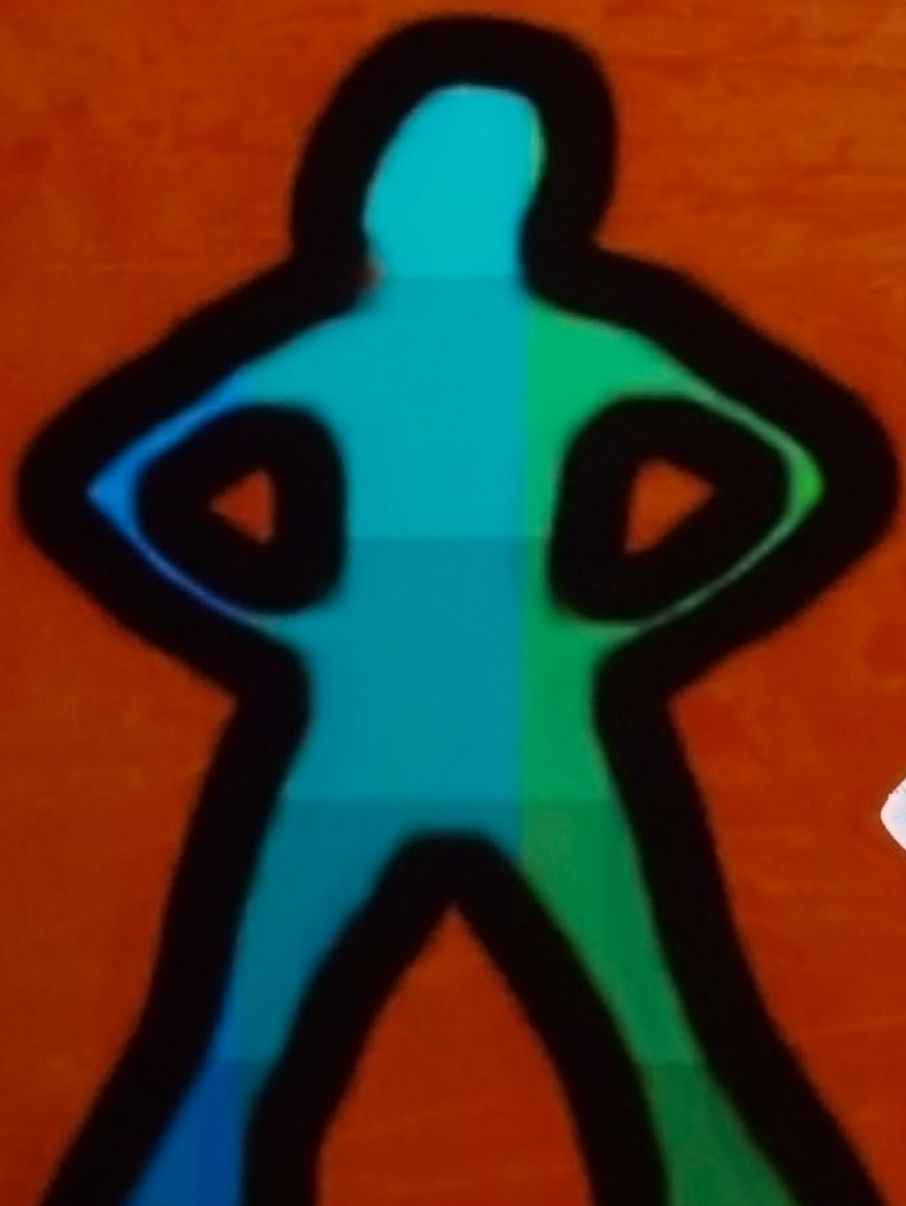


THE SHOW

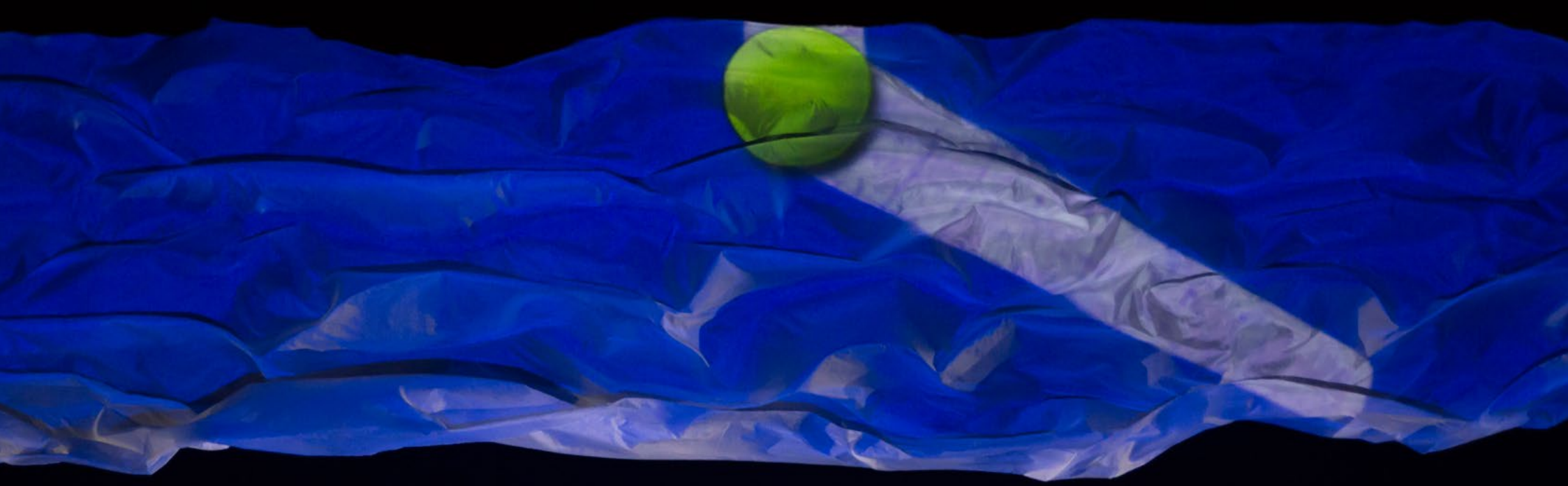
Colors is a creation of dance, images, digital design, dedicated to children and their way of playing with colors. It is a project of the TPO, in collaboration with the New Yorke choreographer Catherine Galasso. The Italian company known for her hight tech shows, imagined a “sensitive” space where three dancers could paint the space with the body. Each color has its place in the world, a sound, a movement, an energy. the colors live within us and give shape to moods, joy, joy, anger or melancholy. In this space immaterial three little sisters, blue, red, yellow, create relationships inspired by objects that come alive by interacting with the body. In their games they enter in a dream and start here an emotional journey where color invades the scene by transforming thoughts into images. Here the objects produced by their fantasies intersect with desires and fears, giving life to micro-stories, animated paintings and interactive games.











THE CONCEPT

With their different shades colors can inspire games, landscapes, sounds, sensations, thoughts. The primary colors blue, red and yellow, in the visual arts behave like actors, in turn generate other colors, millions of combinations that we perceive and associate to different moments of life or to particular moods. In Colors, we explore with dance this universe so close to the children, their fantasies, memories, moods and desires. The company wants to investigate aspects of color perception by creating a “High Tech-High Touch” game between body and painting. The movement then takes shape within dynamic, reactive visual environments, capable of developing both compositional actions and sensorial relationships.

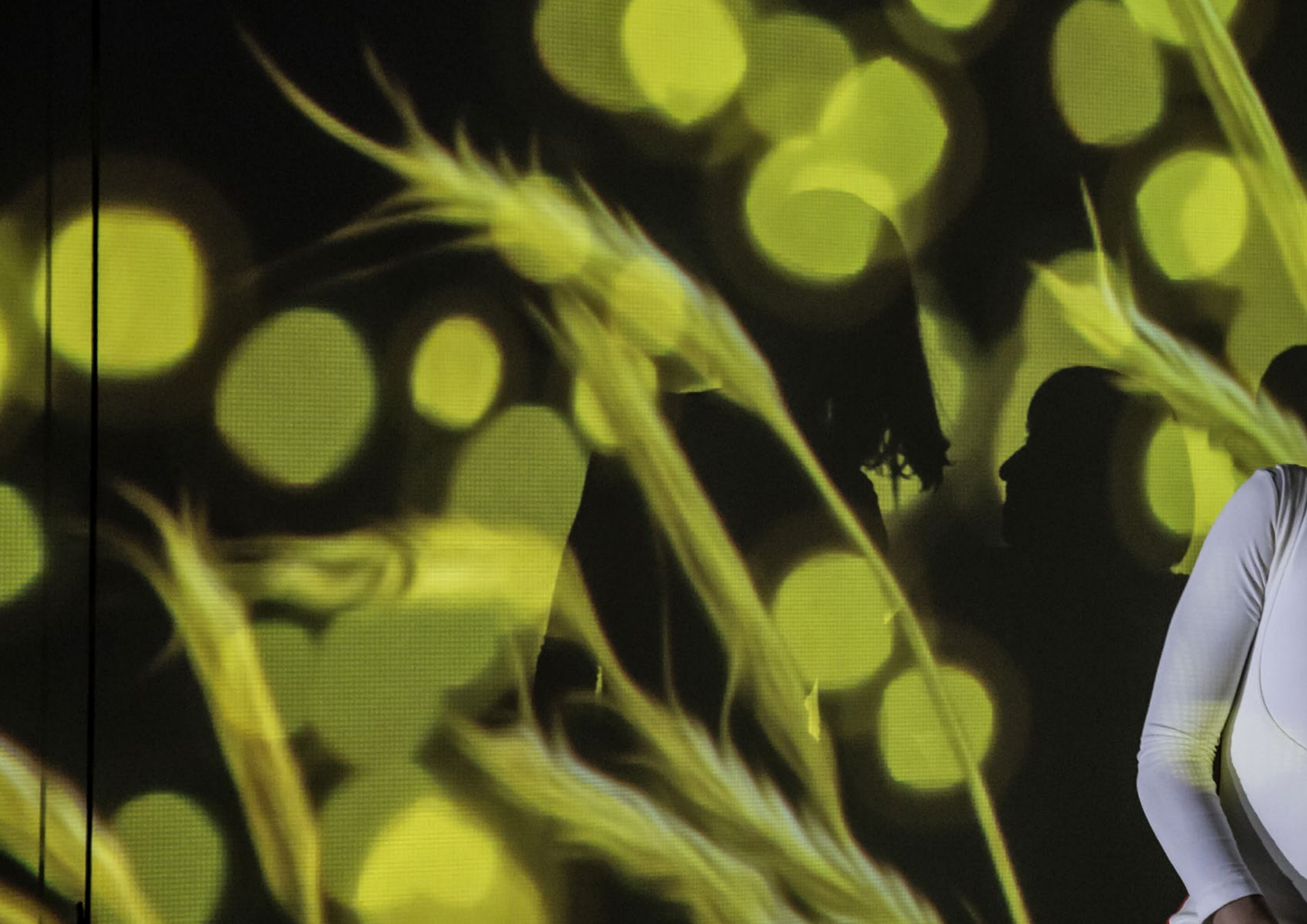


THE CHOREOGRAPHS

New York choreographer Catherine Galasso involves the dancers of the TPO company creating figures inspired by childish behavior and mood-color relationship. At the same time each color represented creates a visual, choreographic, musical landscape, showing the emotional depth and energetic resonance. Catherine employs in the dance a range of highly rhythmic, playful plays that invite children to dream in a colorful way.











"Painting is dreaming..."
Friedensreich Hundertwasser

IMAGINE IMAGES


In dealing with the theme of this new production the questions There were many: You can paint with all the parts of the body in place of the brushes?

Without the need to create an "artistic product", but by focusing on sensorial exploration, can we experiment what happens to color playing, jumping, rolling and improvising a dance?

We can explore the way our body leaves a trace of ourselves whenever we move in space?

We can raise children's interest in dance, expression artistic and creative as a means of communication?

We can create an environment in which children can observe and perceive colors and discover their multiple meanings, refine the visual language and different expressive techniques?







SYNOPSIS

- 01: On stage a very light curtain recalls the wall of a room where three sisters play among themselves, here each of them reveals its own associated character to a different color, blue, yellow, red.
- 02: The game of the decomposed body. Here the dancers appear under a raised curtain where they begin to paint on. Thanks to the sensors and to the projections, the dancers interact with the colors creating, in real time, actions of “Virtual dripping” and color strokes associated with sounds. A pictorial, tactile game abstract and figurative.
- 03: The dream. Where the dancers fall asleep and fall into a long dream. Here they meet some doors that accompany us in different chromatic environments: the Blue, Yellow, Green, Orange, Red, Black, and Purple. Here every color shows up through paintings different energies. Here each of the three dancers explores various emotional states of a dream where one passes from one environment to another through the colored doors.
- 04: where it is revealed that all the compositions created in the previous scenes are nothing more than the single parts of a large painting in which all colors now act together like the many protagonists of a single story.



HIGH TECH HIGH TOUCH

With digital design it is possible to generate “tactile” geometric shapes, capable of constantly altering appearance, tone, position, size and speed of movement thanks to the movement of the performers or the audience in the stalls. The algorithm that connects the actions of the performers to the production of interactive events then produces nested chain animations, adapted to the language and to the level of comprehension of the children. In the context of visual theater like that of the TPO, dance and graphic animations guide us on a poetic journey that begins with colors to move inside ourselves. In fact, Colors is a project that pushes us to delve deeper into understanding human relationships and at the same time try to interpret the expressive grammar of the body in the world of children.












STAGING DEVICES

The drama in the TPO shows often coincides with the interactive features produced by the visual-sound set. In this sense, Colors is no exception, instigating a theatrical and electronic stage design capable, in its lightness, of enhancing the relationship between movement and the stage space. The main scenic element is a large semi transparent cloth (the famous “storm cloth”) which besides functioning as a projection surface, is able to move at different points of the scene and create “volumes” that envelop the performers as well as children. This sheet moves as light as a wave and becomes a tactile, evanescent landscape, in continuous dialogue with the body.







ARTISTIC NUCLEUS



Davide Venturini | Francesco Gandi
ART DIRECTOR

Valentina Consoli
DANCER



Isabella Giustina
DANCER



Běla Dobiášová
DANCER





Spartaco Cortesi
SOUND DESIGNER



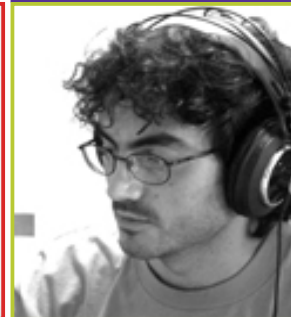
Livia Cortesi
SCENOGRAPHER



Chiara Lanzillotta
COSTUME DESIGNER



Elsa Mersi
VISUAL DESIGNER



Rossano Monti
COMPUTER ENGINEER

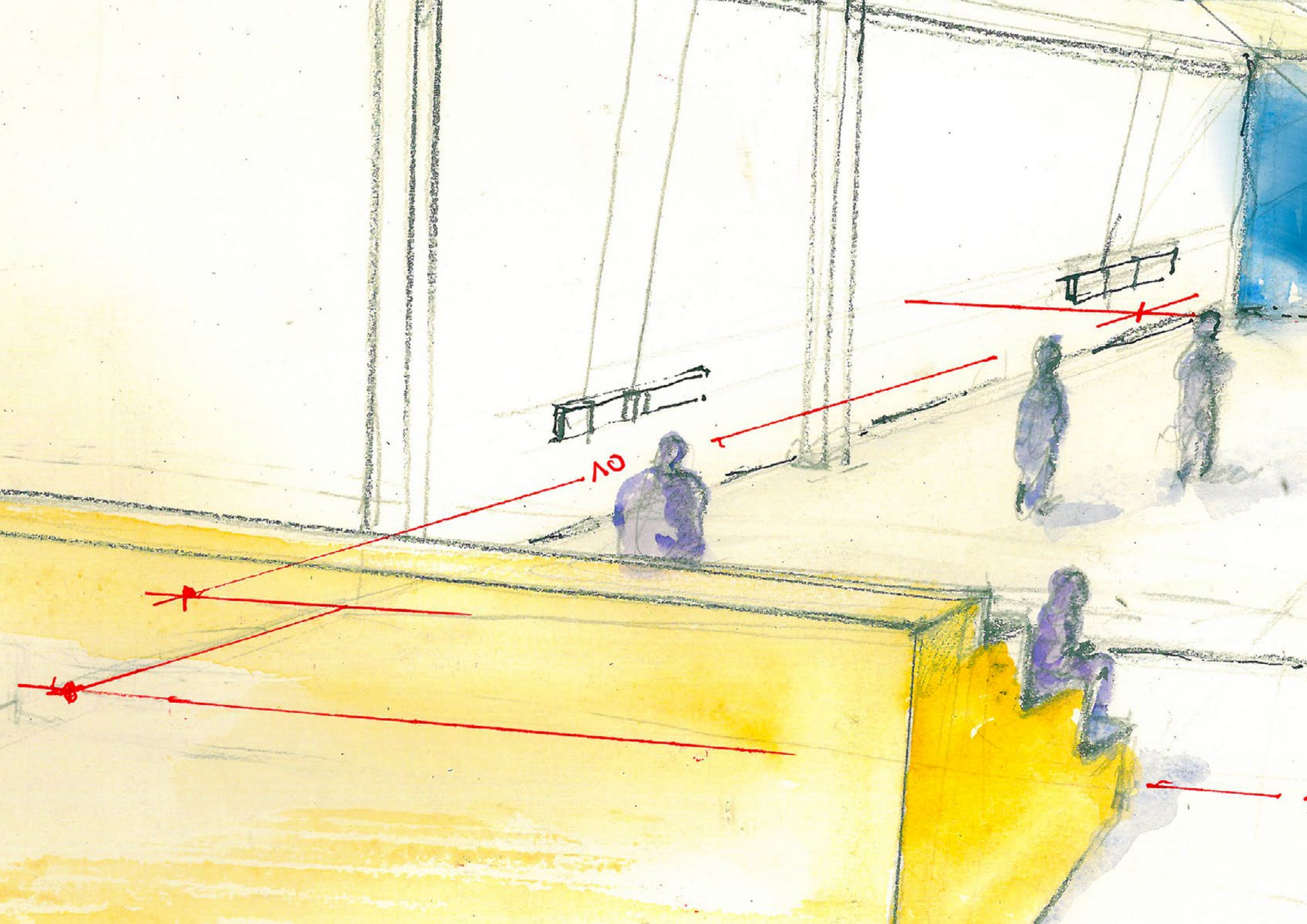


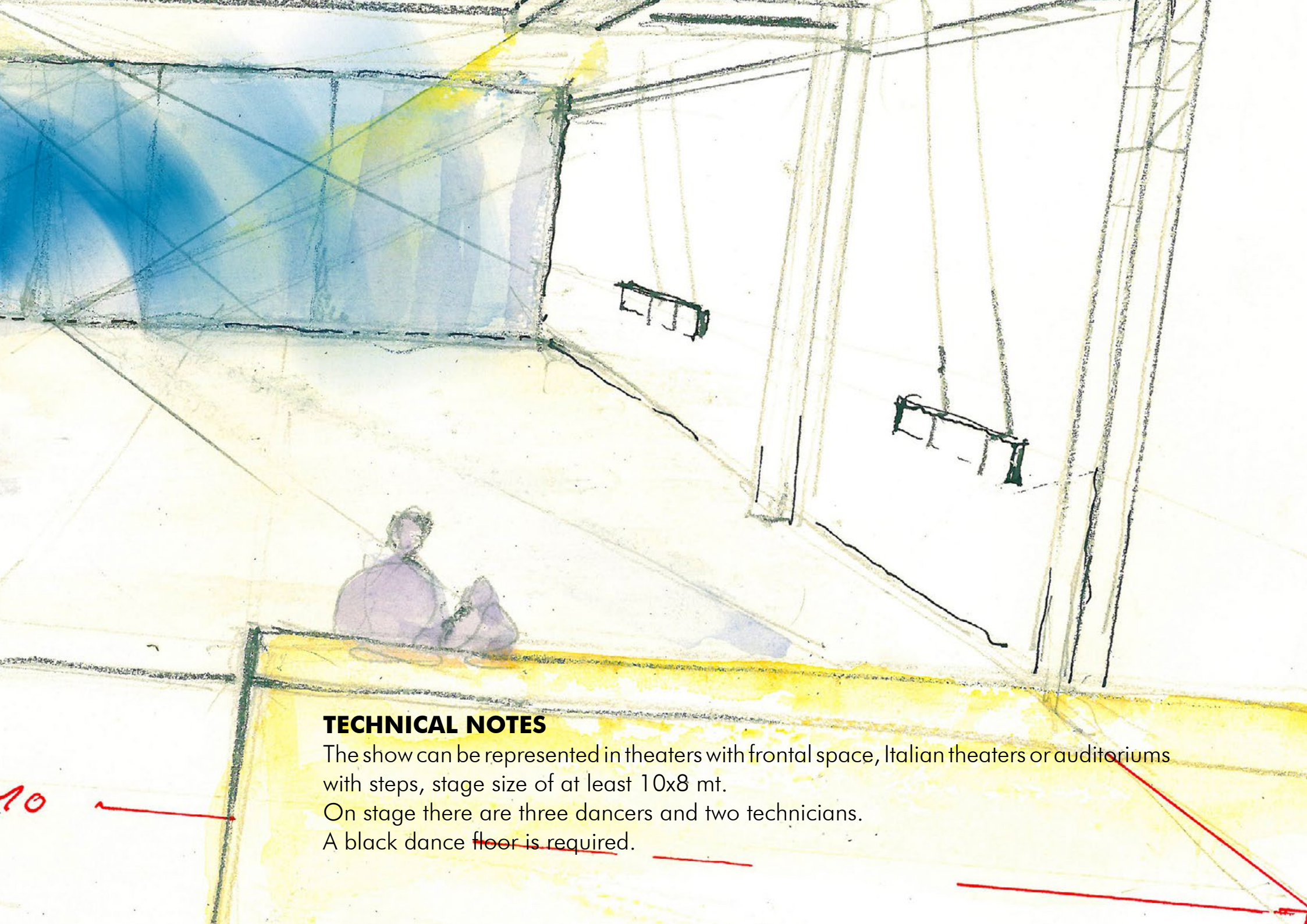
Catherine Galasso
CHOREOGRAPHER



AWARDS

- China SPAF - Shanghai Performance Arts Festival | 'Going to the world' Award | 'Panda's Home' | Shanghai (CHINA) | 2017
- Festiwalu Teatralna Karuzela - Teatr Pinokio | 'Farfalle' | Włochy (PL) | 2016
- XXI Międzynarodowego Festiwalu Teatrów Lalek SPOTKANIA | 'Il Giardino Dipinto' | Torun (PL) | 2014
- World Congres Assitej | Award for Artistic Excellence | Warsaw (PL) | 2014
- Feten 2010 | Premio especial del jurado a las nuevas propuestas escénicas | Gjon (ES) | 2010
- New England Foundation for the Arts, National Dance Project, US Tour | Compagnia TPO | Boston, MA (USA) | 2010
- Teatri di Vita | Premio della giuria dei ragazzi 'Il Giardino Dipinto' | Porto Sant'Elpidio (IT) | 2007
- ADE (Art Digital Era) | Compagnia TPO | Polverigi (IT) | 2004
- ETI Stregagatto | 'Storie ZIP' | Roma (IT) | 1999
- ETI Stregagatto | 'Riflessioni' | Roma (IT) | 1983





TECHNICAL NOTES

The show can be represented in theaters with frontal space, Italian theaters or auditoriums with steps, stage size of at least 10x8 mt.

On stage there are three dancers and two technicians.

A black dance floor is required.

A large, abstract orange paint splatter graphic at the top of the page, with the word 'CONTACTS' written in white capital letters inside it. Smaller orange splatters are scattered around the main graphic.

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*The TPO works
with the support
of: **MIBACT** and
Regione Toscana
Settore Spettacolo*

