



# FACADES

Choreographer, Performer & Lead Artist **Kerryn Wise** Creative Technologist **Ben Neal**  
Sound Designer **Dan Frazer** 3D Modeller **Tim Bradley** Dramaturg **Tina Carter** Digital  
Producer **Emma Hughes** Producer **Courtenay Johnson**  
Graphic Design **Victor Simão**

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## INTRODUCTION

**Embark on a unique choreographic journey, walking the line between reality and illusion. Inspired by iconic moments from film, Facades is a virtual reality dance experience that uses the architectural features of windows, mirrors and doors as metaphors for duality, reflection and portals. This surreal 'VR noir' presents hauntingly beautiful choreography from unique perspectives, inviting the viewer to step into the frame, move beyond the veneer and take a closer look.**







## FORMAT

Facades is a room-scale virtual reality experience built for the Oculus Quest 2 VR headset. The piece is best experienced as bookable 20 minute sessions for 1 to 2 audience members at a time, dependent on the size of space.

In each session, the audience member receives a briefing by a VR facilitator (5 min), followed by the Facades VR experience (15 min).

### Capacity

25 audience members per day, per headset.

We can accommodate larger audiences by increasing the number of headsets. Please get in touch for details.

## VENUE REQUIREMENTS

As audiences are able to physically move around the virtual environment, Facades is most suited to large open spaces (min 5x5m per headset) e.g. gallery spaces, black box theatres, event spaces etc. However, an alternative static 1x1m version is available.

There are a number of ways in which we can work with you and your venue team to present Facades, for example:

### We run the show

We provide the facilitators and VR equipment for the duration of the run.

### You run the show

We train your staff to facilitate Facades plus we lend you the VR equipment for the duration of the run.

### Cost

Facades' cost and format can be adapted to suit your venue, so please get in touch if you're interested in programming the work.

### Technical Rider

<https://displace.org.uk/facades/media/>



## MARKETING

### — SAMPLE PRESS-RELEASE

#### **New Virtual Reality Dance Experience, Facades, comes to Leicester**

Virtual reality (VR) dance piece Facades will premier at Phoenix in Leicester on Friday 29 October 2021. Facades is free to experience and will run for one person at a time over two days.

Created by East Midlands-based Digital Dance Artist Kerry Wise and Creative Technologist Ben Neal, Facades is a surreal virtual reality (VR) dance experience that invites audiences to walk the line between reality and illusion. This beautiful yet unsettling narrative is told through movement to expose themes of vulnerability, trust, disembodiment and isolation.

Kerry Wise, Facades choreographer and performer, says “Facades includes abstracted movement, themes and settings inspired by iconic scenes including Rear Window, The Wizard of Oz, and The Mirror. The choreography explores domesticity through repeated gestures and emotive recurring motifs, as the isolated solo performer seeks to find a connection by reaching out to the visiting viewer. The VR environment allows the viewer to see unusual perspectives of the dancing body, depending on the viewer’s chosen position”

Ben Neal explains how Facades uses new technology called Volumetric Capture to “capture real-life performers digitally and transform them into three dimensional, virtual versions of themselves. You can occupy the same space, walk around, and view them from any angle.

The dancers have one particular ‘perfect’ angle, but Facades allows audiences to step behind and around the edges of the illusion to explore how representation is created and exposed”.



## **MARKETING**

### **— BROCHURE COPY**

#### **Tagline (40 words)**

Inspired by iconic moments from film, Facades is a surreal VR noir that dances between reality & illusion. Experience hauntingly beautiful choreography from a unique perspective; step into the frame, move beyond the veneer and take a closer look

#### **Short description (70 words)**

Embark on a unique choreographic journey, walking the line between reality and illusion.

Inspired by iconic moments from film, Facades is a virtual reality dance experience that uses the architectural features of windows, mirrors and doors as metaphors for duality, reflection and portals. This surreal 'VR noir' presents hauntingly beautiful choreography from unique perspectives, inviting the viewer to step into the frame, move beyond the veneer and take a closer look.

#### **Long description (100 words)**

Put on your VR headset and embark on a unique choreographic journey, walking the line between reality and illusion

Facades is a room-scale dance-theatre virtual reality (VR) experience by Displace Studio created by Digital Dance Artist Kerry Wise and Creative Technologist Ben Neal. Inspired by iconic film scenes including Rear Window, The Wizard of Oz, and The Mirror, Facades uses the architectural features of mirrors, windows and doors as metaphors for duality, reflection and portals.

This surreal 'VR noir' presents hauntingly beautiful choreography from unique perspectives to expose themes of vulnerability, trust, disembodiment and isolation, inviting the viewer to step into the frame, move beyond the veneer and take a closer look.



# Audiences Comments

‘Beautifully crafted and elegantly composed... extremely engaging. Loved it!’

‘Beautiful choreography’

‘Playful’

‘I loved the intimacy’

‘It gave me deep longing and nostalgia... akin to the places we visit in dreams’

‘Amazing’

‘a beautiful journey into intimacy and self-awareness’

‘I felt like a ghost or...in someone’s dream or memory’

‘...such an immersive and intimate experience’

‘...a very tranquil, meditative experience’

‘Just glorious’

‘a beautiful and evocative experience... simultaneously tender and haunting, hopeful and melancholic... a very personal experience’



## MARKETING — ASSETS

### Marketing Assets

<https://displace.org.uk/facades/media/>

### Videos

<https://vimeo.com/displacestudio>

We kindly ask to approve all marketing materials created. This includes print, website and video content.





## CREATIVE TEAM



**Kerry Wise**  
— Lead Artist, Choreographer  
and Performer

Kerry is a UK-based dance artist, performer, and researcher, exploring the intersection of dance, film, physical theatre, and digital technologies. Kerry's current work explores live performance and VR using volumetric capture. Kerry was a QuestLab Digital Dance Artist at Studio Wayne McGregor for 2018/19 and is a NearNow member at Broadway Media Centre's studio for arts and technology. Kerry has been devising work for over 20 years and has shown her work at a range of festivals, theatres and venues nationally including the National Review of Live Art, Sensitive Skin Festival, NEAT, NottDance and Performing Futures.

[kerrywise.co.uk](http://kerrywise.co.uk)



**Ben Neal**  
— Creative Technologist

Ben is an Arts-focused creative technologist, digital artist, programmer, games/gadget builder and educator. His work often uses audio-visual and digital technology to create interactive art, bespoke electronic devices, musical instruments and immersive content such as Virtual / Augmented Reality. His work has been seen at the V&A, Somerset House, Open Data Institute, Warwick Arts Centre, Ikon Gallery, BOM, Birmingham Museum & Art Gallery and at festivals such as Sonar (ES), Fierce, Supersonic, Flatpack, Random String, Coventry Biennial and London Design Festival. He is part of the Swoomptheeng art collective, previously Digital Producer at BOM and works freelance as Psicon Lab.

[psiconlab.co.uk](http://psiconlab.co.uk)



## CREATIVE TEAM

### **Dan Frazer** — Sound Designer

Daniel is a sound artist and musician whose most recent work has focused on producing spatialised sound-pieces in collaboration with performance practitioners and artists who explore immersive technology in their work. Daniel has composed, produced, mixed and mastered music and sound design using a variety of digital and analogue technologies. He also has extensive experience in both performing and arranging live music for bands and live music projects, as well as session playing on guitar and bass guitar. Daniel has a BA(Hons) in Performance and Live Art and a professional background as both freelance web developer and graphic designer.

### **Tina Carter** — Dramaturg

Tina is an experienced performer, choreographer and director. Tina has her own practice and has worked with Reckless Sleepers since 2005, touring *The Last Supper* in Europe and the UK. The relationship between technology and live performance is a common feature of her work.

### **Courtenay Johnson** — Producer

Courtenay is an independent arts and cultural producer based in Northamptonshire. Her work focuses on producing inclusive, female-centred work alongside larger arts & heritage projects. Courtenay runs Carbon Theatre and is Executive Producer of *60 Miles by Road or Rail*. Her previous projects include *Seedling* by Helen Crevel with Anne Langford, an audio installation in Grosvenor Centre Northampton 2021 (★★★★★ Centre Stage), *MY Sensory Adventures* (2020-21) and *When We Died* by Alexandra Donnachie, premiered at Vault Festival 2020 (★★★★ London Theatre 1) and a filmed version of the production premièred digitally as part of Edinburgh Festival Fringe 2021.

## CREATIVE TEAM

### **Emma Hughes** — Digital Producer

Emma is a producer, curator, facilitator and artist specialising in interactive and immersive experience making. She places community at the heart of her practice, facilitating creative expression and engagement through making and producing work that is playful, accessible and innovative in its use of emerging technology. Emma is a curator and consultant at Limina Immersive and has worked with a broad range of organisations such as Wildscreen Festival, Libraries Unlimited, Bristol Old Vic and the Royal College of Music.

[emjayhu.com](http://emjayhu.com)

### **Victor Simao** — Graphic Designer

Victor is a freelance designer and developer creating bold, positive work for a diverse range of clients. Specialising in brand and visual identity design and digital design and development, with an extensive portfolio of clients including Nottingham Contemporary, Birmingham International Dance Festival, BBC & many others.

[simao.studio](http://simao.studio)

## **WORKSHOPS, TALKS AND CONSULTANCY**

### **Workshops**

Hosted by Displace Studio, the Performance Playday Workshop will explore Virtual Reality and Volumetric Capture as tools for dance and theatre-making. This will be a fun, hands-on workshop that gives you the opportunity to see how performance can be made for immersive environments. No prior experience of VR is required to take part; this is suitable for anyone interested in developing their understanding of creative technologies in performance.

### **Talks**

Perceiving Facades is a presentation on the concepts, creative background, technologies and production process of creating Facades. It acts as an introduction to Displace Studio and how we've used Volumetric Capture technologies in particular to make performers come to life in VR. We also talk about audience behaviour and experiences, discuss perception and reality, and consider our experimental approach to Mixed and Virtual Reality.

### **Consultancy**

We can offer support to a range of performance-based, tech-driven arts projects. Please email us for further information.



## BOOKING AND CONTACT

For booking and press enquiries,  
please contact us at  
[info@displace.org.uk](mailto:info@displace.org.uk)  
+44 (0) 7926 920282

[www.displace.org.uk/facades](http://www.displace.org.uk/facades)

**Facebook, Twitter and Instagram**  
**@StudioDisplace**

## EVENTS

Visit [www.displace.org.uk](http://www.displace.org.uk)  
for upcoming performances, workshops  
and talks.



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