

1. Sound of objects

The audience enters the theatre hall and sits in total silence. On the stage they see random objects from everyday life placed as decorations. One actor enters the stage, takes one object and leaves the stage for another room.

The same actor appears on the projection on the stage, we only see his face. Progressively we hear the sounds made with the object, another actor comes on stage takes an object and leaves the stage, appears on the screen projection and starts playing and so on several actors enter the stage, take objects and start playing. Slowly the sounds start to create specific ambience and follow dramaturgy. On the screen we only see the faces.

2. Sound of Reality

The dancers enter the stage, we hear the ambient sounds of everyday life from speakers. The sound has echo, reverb and delay effects.

3. Sound of moving body

On stage performers are moving and inspired by the sketches based on the sounds recorded from everyday life. A boom is following the dancers to record all the sounds in the microphone and the audience hears the amplified sounds from the speakers while booms at the dancers.