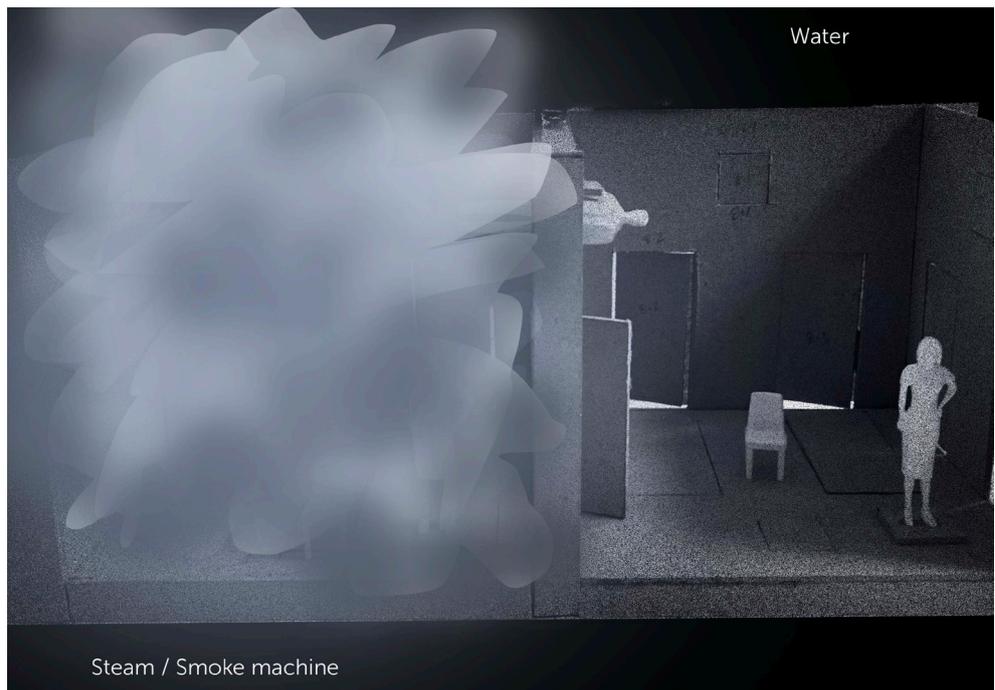


Reckless Sleepers

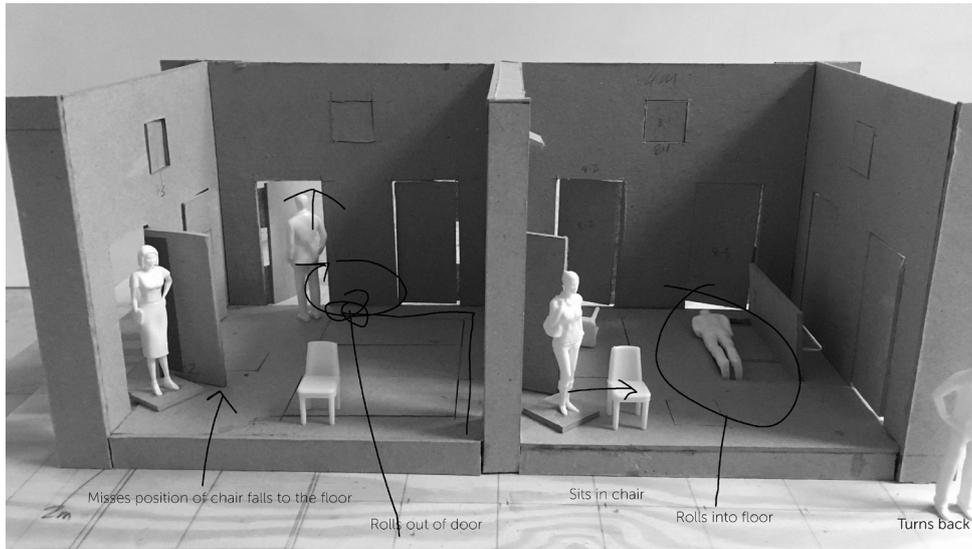
Binary Opposition



created by
mole wetherell for reckless sleepers

reckless-sleepers.eu

What is Binary Opposition?



Binary Opposition is a new large-scale production for theatres by Reckless Sleepers.

A fantasy project for the company since we finished creating & started presenting Negative Space. It started like all our projects out of dreams that led to discussions that led to bigger dreams and more discussions.

The premise is simple it is to create another project for theatres, but bigger and more expansive than our previous works. It draws on ideas about quantum physics, thought experiments, parallel worlds, mathematics, simultaneous equations and the forms and languages that we've created and developed since first making the project Schrödinger 2011.

Like all of our work for theatre spaces the physics of what we do is determined, framed and constructed around either objects or like in this case an architectural form, which can have doors, windows, observational hatches, escape routes, entrances and exits. These buildings give us a playground, climbing frame, swing, zip line, ladder, stairs, slides. And we've inhabited these kinds of Spaces since Parasite was made in 1994.

We play with, inside underneath, on top of and behind these larger objects. We play with what you can see or can't we play with the divisions created by large walls.

We animate these spaces with ourselves and archetypal objects, sets of chairs, tables, hammers, saws, watering cans, buckets, bottles, glasses, cups and saucers, green apples, brushes, ladders, step ladders, water, pencils, chalk & charcoal, paper, feathers, heaters, tomatoes & bouquets of flowers. It's often rained, it's sometimes snowed, we've broken things up with hammers and saws. We've pieced things together with plasterboard and plywood.

During the early part of 2021 model box constructions, scenic drawings and scenarios were produced.

Set construction began in April 2021.

What do we propose now?



On stage there is a large construction that resembles two rooms, with identical walls and floors. A dividing wall, with the same configuration of doors and hatches, Once installed in a rehearsal studio / warehouse we plan to spend 10 days with 6 members of the company to get together and work out what it is we can do inside, outside and on top of / underneath this construction.

We will play with entrances and exits, mistaken identities, extend the order of events from the drinking scene in Schrödinger, the mathematical logics of contacts spilling from 1 room into the other. In one room it might snow, in the other it might rain. In one room faced with our backs to the audience, the other facing front. ...

Simple ideas of taking scenarios from our existing work, smashing through from Negative Space into another scene from Schrödinger. There are a myriad of different scenarios that we can play with, and a bank of 20 years of playing and presenting those ideas.

We're not over complicating our ideas now, we simply need to work out what it looks like, feels like to be inside of these two spaces. Ultimately with a goal to introduce another performative language derived from of course the company and our shared experiences. Of course the title already proposes some scenarios black and white, big and small, inside outside, full and empty...all of which are integral to the projects journey of development.

Each scenario is filmed, using 3 cameras one framed within each room, and one camera to document the 2 spaces side by side. At the end of the 2-week development process production would start on the creation of a short promotional video.

New video edits to be produced and presented online until a second rehearsal process begins and then presentation of edited materials begins again. This process of creating, documenting and broadcasting continues until a finished score of a full length performance has been established and the project goes into its rehearsal stage.

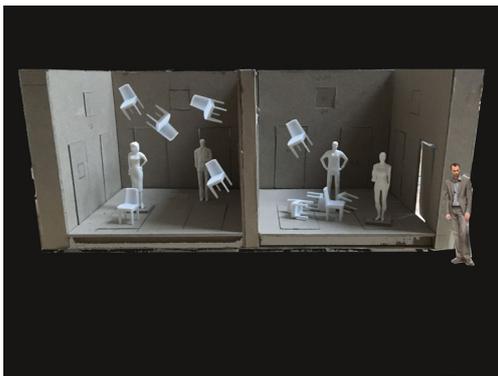
What do we need?

We're looking for places to support the devising process, typically for a period of 10 days.

The scenery is 9m x 5m with a height of 4m. A devising team of 6 performers. A Space to work and a space to live.

At the end of the two weeks a short work in process presentation will be shared, and video edits of this and other sections from the devising will be periodically broadcast through the company web & social media sites until the next phase of development takes place.

Leading to rehearsal and premiere presentations in 2022/23.



Company

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