

THE PLAY- PROGETTO PER IL “ XV° FESTIVAL INTERNATIONAL DES JARDINS”

CHAUMONT SUR LOIRE (FRANCIA) – 2006

(PROGETTO SELEZIONATO E REALIZZATO)

LOCALIZZAZIONE: Chaumont sur Loire

COMMITTENTE: Conservatoire International des Parcs et Jardin et du Paysage, Chaumont sur Loire

PROGETTISTI: Giardino Sonoro s.r.l (capogruppo), nEmoGruppo

Partnership :
Sonic Eyes – sonic modules producer , Arezzo
Artist: Mino Trafeli – kneeling system sculptures
M.I.T.A.L. Terrecotte Impruneta , Firenze – ceramic sculptures and vases
Vivaio Valfredda , Brescia – perennial herbaceous
Patronized by Comune di Firenze and Regione Toscana
TRA ART project

IMPORTO LAVORI : 25.000,00 €

CRONOLOGIA:

- iscrizione concorso	09-2005
- esito concorso	11-2005
- inizio lavori	02-2006
- fine lavori	05-2006
- inaugurazione	06-2006

Relazione di progetto:

1) Preface.

Our project is a theatrical pre-text. Theatre intended as a game where potential lives expose themselves, experiment their strenght, measure its social value, understandings, perspectives. Theatre as game of behaviours, a game of postures, a game of bodies and their direct/indirect perceptions, game of values and dramatically its radical opposition, the game of war,between individuals and their cultures, their sense of future.

We designed the space of The Play as a gradual closeness and access to an internal room where a group of pre-conceived behaviours and roles are available and will possibly be acted by visitors in an explicit theatrical game.

The design itself foresees a various number of behaviours and gestures, characterized by body locations and vocal interplay, suggestions on the use of specific modules and sculptures, changes of human interactive modalities. These instructions will be available inside the Theatre Room.

2) The pathway.

At the entrance you are wellcome by a wall – a physical obstacle – constituted by several piles of expanded clay jute sacks (3 m high). The wall conducts you to discover special sonic windows with specific visual and body constrictions – never allowing you to detect the internal presences and their dynamics but at the same time inviting you to make an attempt: a Sonic Window provoke you to enter one's head into its resounding gap, through visual and acoustic signals it stimulates your attitude to discover, to understand, to disclose, to play.

The external side of the wall has a symmetric distribution of many Spheric Buxus (topiary art) rotated 90 degrees at their natural set up, generating a continuous eyeball-like mapping. The internal side of the wall enclose the core of the experience, the play room, the hidden Theatre Room, detouched from the outside, open to the fantastic and various glimmering opportunities offered by the special Sonic Windows.

The Pathway itself is characterized by wooden boards, gently rising and descending, almost covered by Lyppia Nudiflora and a grinded multicoloured selection of various kind of tuscan tiles, defining acoustically and visually the path.

The path will lead to the Theatre room.

Post scriptum.

A child lives a game directly experiencing it in all its shapes and real or imaginary rules. An adult has to intentionally decide to get involved in the game.

At the entrance of the garden it's foreseen a small passage, its size strictly accessible to children only, allowing them to experience directly the Theatre Room, and making the adults walk down the entire path before entering it.

3) The Theatre room

As descended in the Theatre Room you find a white sand floor, divided by 5 rows of trees (3.50 m high) separating different typologies of modules and implied postures and acoustic solutions. In the approximately center of the room an oscillating Speaking Pendulum, practicable and movable by hands, will "perform the role" of a clock, a sort of time conductor, a metaphoric "metronomo" made by vocal sounds.

Aside the rows of trees you will find 2 typologies of modules-postures:

- a) the kneeling
- b) the multisensorial lay down

Each of this postures are foreseen inside the theatrical/behavioural suggestions provided by the team and located as coloured methyl methacrylate tablets between the piles of jute sacks.

One tree for each row will have a specific sound personality but not a visual sonic-object design.

The overall internal sight of the wall is the vision of a war trench... the intimacy apparently gained, the role game and the theatrical suggestion to co-exist inside the same space, inviting you to assume different acoustic and body identities; the white sand on the floor, the sonic pendulum... all this features make the trench a defense, the defense of the idea itself of playing, of interacting, in a full oral and direct expression, contextualization of self and its potentiality A trench of reality? More than a defense a game to exorcize the attack...

4) Way out

In the way out you will find an open window on the internal Theatre Room, nothing more is hidden, and the entire acoustic and visual sight is open to your eyes.



