

Final report from the residency

Date: 6. – 26. March 2023

Venue: OFFCITY, Pardubice

Project: dreamy walking

Participants: Sai Psyn, Carolina Arandia, Susana Botero Santos, Andres Silva, Mara Ingea, Aljoša Lovrić Krapež, Kirstine Nielsen, Michal Salwinski

OBJECTIVES OF THE RESIDENCY

- **Research on artistic work with public spaces and the potential of walking performances**

We addressed the question on the dramaturgical potential of walking performances in the city.

- **Development dreamy walking**

To develop the script, sound and costumes of “dreamy walking” performance.

- **Team collaboration**

To gain an experience on working together and creating together as an international collective.

- **Audience experience**

To receive feedback from the audience - to learn from the audience experience of “dreamy walking”.

CONTENT AND PROGRESS OF THE RESIDENCY

The residency proceeded in workshops sessions, following the contents below:

- 6.-9. 3. **Scouting the location**

Mapping of the walk - the project “dreamy walking” is a walk performance; the starting point of the artistic process begins with a series of walks around the city to scout the sites.

Measuring the city landscape - the main source of inspiration is the evening - light of the city Pardubice.

Hlavní Nádraží Pardubice - starting point - train station - observation of space, walk by a river Leba, waterfall - bridge, park by the castle - old town.

- 10.-12. 3. **Dramaturgical session** on the structure of “dreamy walking”

Structuring - mapping the structure: characters, actions and events.

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Brainstorm narrating - collective writing the script.

First try-out of the guidance - narrative in the starting place - Pardubice Hlavní Nádraží.

- 13.-17. 3. **Script writing** session of “dreamy walking” narrative

Writing the chapters: “aquarium observation”, “city - lights observation”, “live - dreamy images”.

- 18.-19. 3. **Sound layer session**

Listening to city environment - evening walks.

Binaural microphone recordings.

- 20.-24. 3. **Costume session** - crafting set design

Crafting the costumes: lights - costumes: wind dreamer - bicycle costume, octopus costume, lights design in the city.

- 25. 3. **Dreamy walking try-out** to taste ideas in practice

- 26. 3. **Feedback and evaluation**

Feedback session with audience and the artistic team of the residency:

What worked? Listening to the audience's experience.

THE SPECIFIC BENEFITS AND OUTCOMES OF THE RESIDENCY

Team building / team understanding. The residency gave us the insight on how to collaborate in the artistic process, here are principles that we've learnt:

- **Creative - space:** since all of us from the artistic team are artists, we have learnt that we can collaborate on the project by dividing the performance on creative layers (sound, costume, script).
- **Complexity of narrative writing:** we got ourselves misled by writing the script in collaboration, we found out of the complexity of script - writing.
- **Dividing responsibility / production / artistic work:** we found out an issue in having one person in the role of organisation and artistic work at same time.
- **Having object of dialogue:** the piece of a sound or a place to
- **Rest / being together:** the host accommodation of OFFCITY gave us good quality of the accommodation that let us be rested and feel good during the residency.
- **Space to fail:** failing in the sense of ideas that don't work in practice. We have learnt that letting us fail and solving the issues let the project grow and strengthen the team.

We gained the following artistic outcomes:

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Site-specific know-how on walking performance: we have learnt on what are the following steps to structure the walk performances, the steps that we followed: scouting - measuring - mapping. It's an artistic tool on how to structure the walking performance. Know-how that develops the artistic craft of walking performances.

Association narrative method - the other residency know-how method of concept and tool of walking-script. This outcome of the residency brings the insight on how the fictional narrative can be associated with public space. It's an artistic tool to guide an audience by the narrative and public space.

Costumes - set of costumes that will be presented in the next showings of dreamy walking.

City lightscape - the dramaturgical concept of working with darkness and city lights, that is the benefit of "dreamy walking" residency in Pardubice.

Public try-out - at the last weekend of the residency we presented the "work-in-progress" walking performances to the audience from Pardubice and curator of OFFCITY Šárka Zahálková. From the feedback we have gained a useful tip on the technical solution of the voice-guidance and a tip about "city light pollution", that we found interesting as a potential context of the performance.

FUTURE VISION

Developing the narrative of dreamers. In the coming future we will be developing the content of new characters of "dreamy walking".

Audio-voice system. As we've gained the feedback from the public try-out, for the next "dreamy walking" we are planning to adjust the audio-voice system with live-voice guidance.

In the ongoing year we are going to have at least two more "dreamy walks". The showings of the project "dreamy walking" are going to be during **Prague Quadriennale** in the section of Stage Studio in June 2023. During the showing we will try-out the ideas of the city light landscape and costumes that we developed during the residency. Later in the autumn, the project will have a **showing in Pardubice**.

CONCLUSION

The residency conditions with the grant ART-IN-RES provides exceptional conditions for the international collective to develop ideas and research on walking performances. The host organisation OFFCITY with the producer Šárka Zahálková provided a comfortable accommodation, where the artistic team found the conditions to focus on the artistic work.

The residency let the artistic team develop the walking performances in the city Pardubice, and gain the experience that taught them on how to collaborate in the team and develop artistic tools.

The link to an article on the web page of the host organisation OFFCITY in Pardubice:

<https://www.offcity.cz/cs/air-2023-michal-salwinski>

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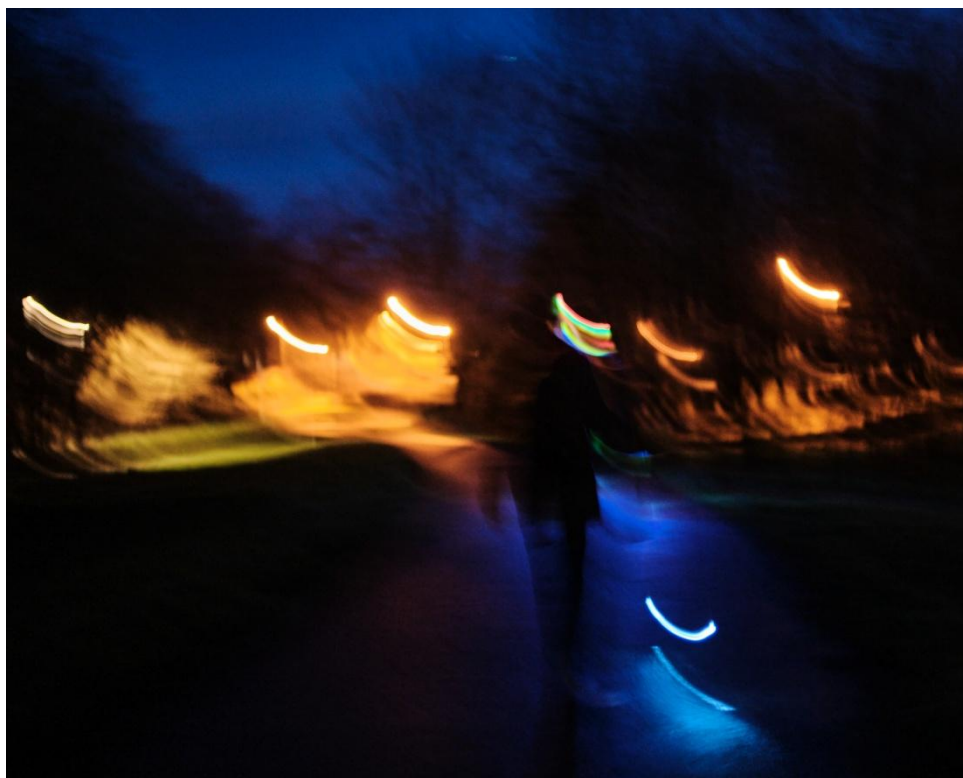


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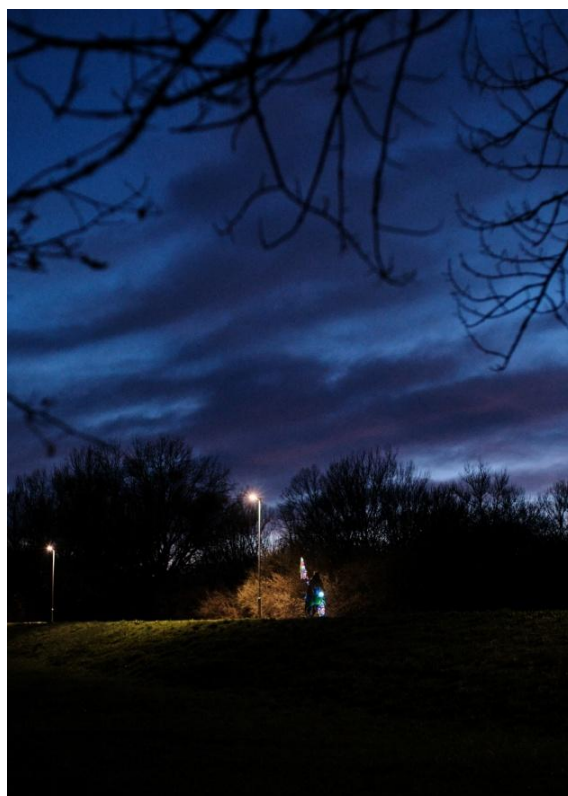
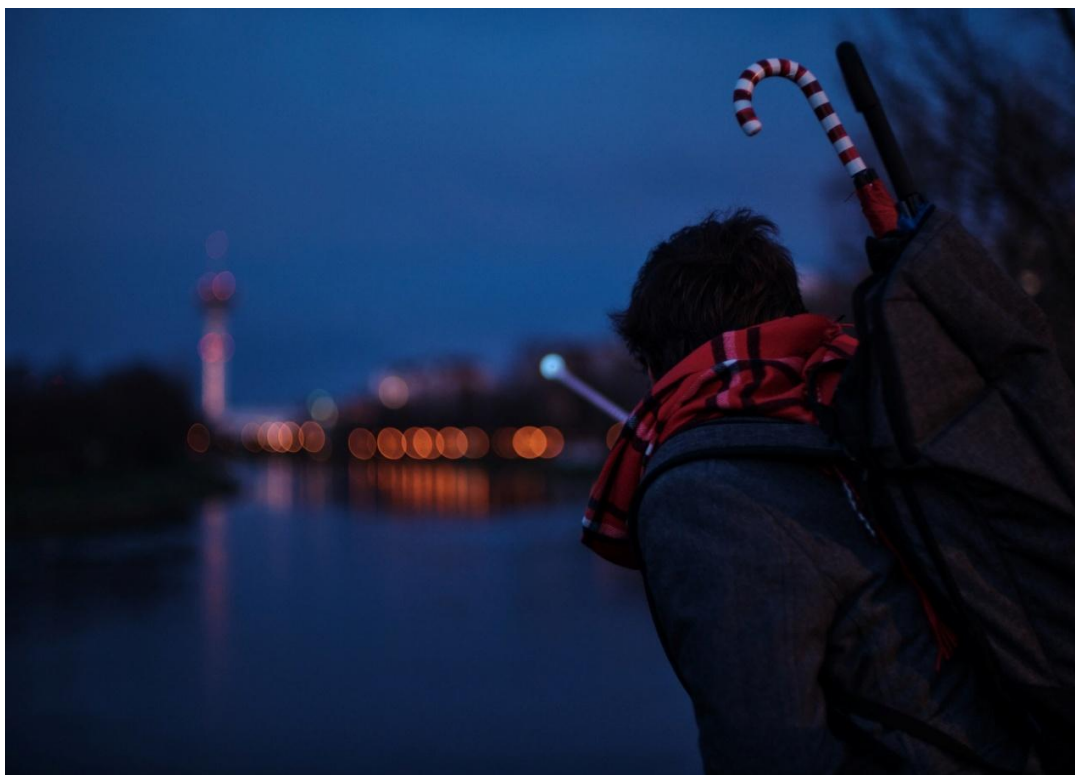


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4. 5. 2023
Michal Salwinski

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