



Between open borders and Isolation | **BOB&I**\_Storyboard\_performance\_2020



## About Bob & I

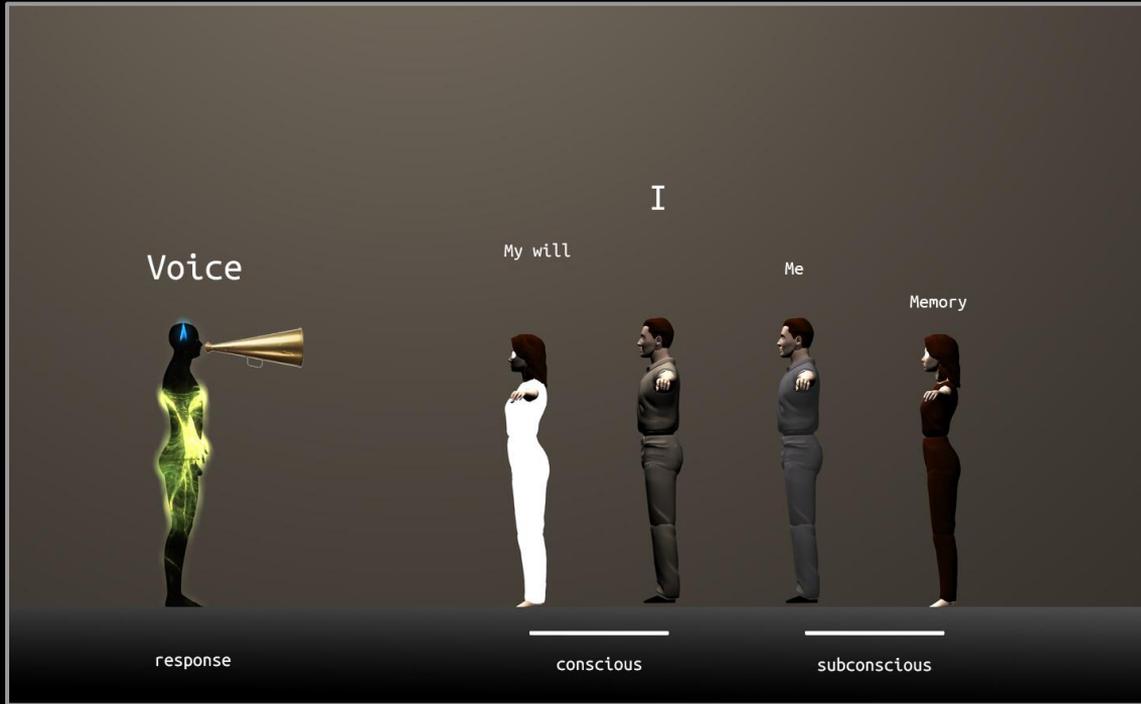
Between open borders and Isolation (Bob & I) is an art collective founded in 2017 by designer and artist Lawrence Kwakye and dancer-choreographer Fernando Dominguez (FDR Dance Company) During the period between February 2019 and February 2020 some performances were developed by FDR Dance Company based on the glow in the dark installation designed by Lawrence Kwakye.

This document contains a concept for a performance of  $\pm$  30 minutes presented in a storyboard explaining all the characters and objects.

## Dealing with the BOB & I subject

Between open borders and Isolation is a position where anything can be possible because we are looking at our lives as if we are not part of it. The story of Bob & I show our journey to new reality settings The escaping process Leaving the reality we live in and the attempt to enter a different reality than we are currently living in. By connecting with our subconscious we can experience our deepest longings that can guide us to alternative realities.

# The Introduction of the characters in the world of **BOB & I**



## **Character Voice**

This character represents the bridge between the audience and the performers. She lives in the conscious world and reframes the stage setting and activates the audience.

## **Character My Will**

She represents the will power of character I and operates in the conscious world inspiring and activating character I.

## **Character I**

This is the main character who lives in the conscious world together with character Voice.

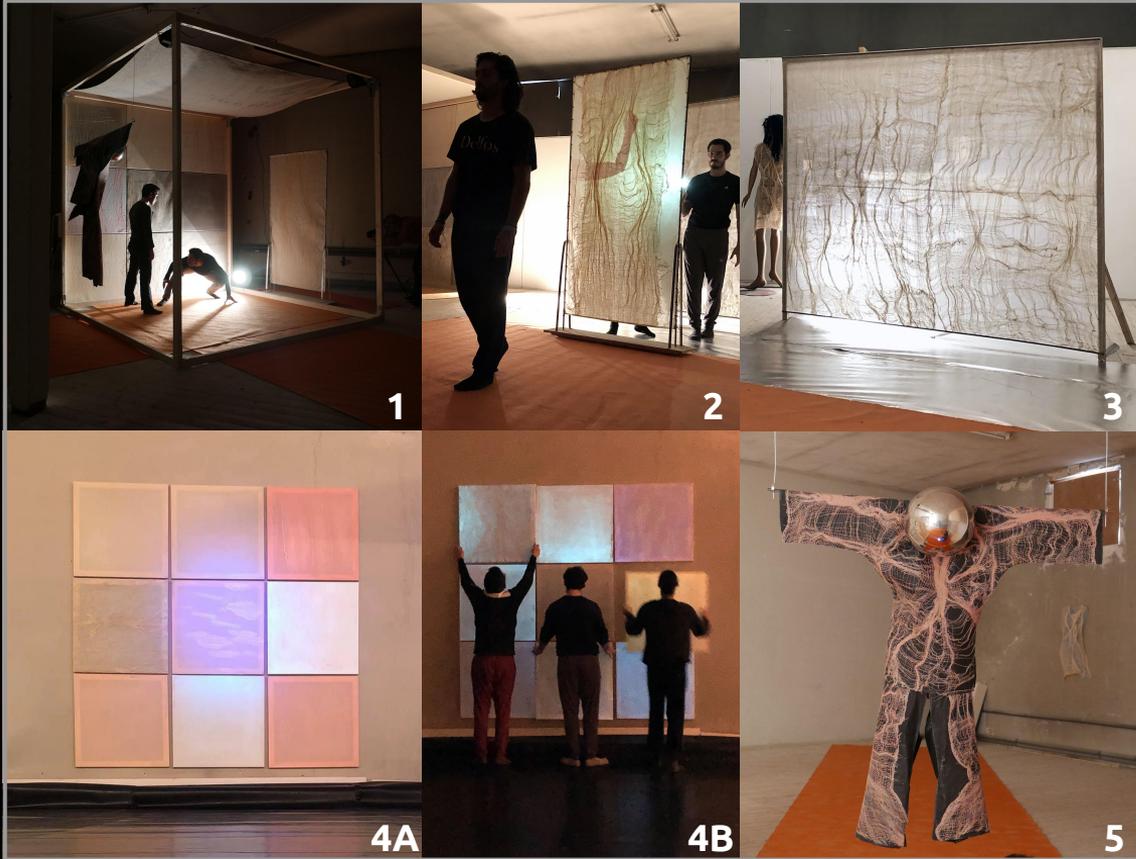
## **Character Me**

He represents character I in the subconscious world. Character Me is often in conflict with the character I. In this conflict the battle of the conscious with the subconscious is symbolized.

## **Character Memory**

She represents shadow and darkness and the memory of character I. She mainly lives in the unconscious world and sometimes interacts or fights with the character called My Will in the conscious world.

# The Introduction of the objects in the world of **BOB & I**



## 1. Object: The Frame

### Symbols: Re\_framing

It is reframing reality and a symbol of the Inbetween world. This is the core object and essence of Between Open Borders and Isolation.

### Utilize: Inside-Outside

Inside the frame, you will find the subconscious state of the main character who is called I. This is where [ I ] keeps his memories by creating shadows and absorbing the shadows in the back wall.

## 2.Object: Mobile Portal

### Symbols: Relativity

A passage between different worlds and a separation between two people defining their relationship.

### Utilize: Shadow & Light

Playing with shadows and movement is the main use of this object. This portal can appear anywhere because it is movable.

## 3.Object: The Escape Room

### Symbols: Exploration

This photo screen symbolizes our limitations and how we work our way around it so we can still get where ever we want to be.

### Utilize: Shadow & Light

In this small space behind two screens, the dancer applies movement within limitations of the space using the silhouette of the whole body and face expressively.

## 4.Object: Portable Stories

### Symbolises: Communication

Different silhouettes tell a story in this modular glow in the dark wall. Reordering the canvases charged with shadows invokes estrangement "Mixed Messages".

### Utilize: Shadow & Light

By re-organising the square canvases taking them from the wall while they still glow and laying them on the floor in a pattern you get a sense of space.

## 5. Object: Mirror man

### Symbols: Interdependency

This hanging puppet represents the human being interdependent. Interdependency can also be seen as quality if people work together to achieve a common goal.

### Utilize: Reflexion & Light

The way to express the position of the human is by ignorance. Showing by not showing. In an indirect way the dancers are reflected in the mirror sphere and a shadow of the puppet is created on the wall behind.

## Scene 1.1 | THE MEMORY OF LIGHT



### Scene description

Character [I] is sitting in front of the audience. An alternative setting is also possible where the character is sitting among the audience.

### Symbols used

Positioning the character [I] among the audience suggest that anyone from the audience could be character [I].

## Scene 1.2 | THE MEMORY OF LIGHT



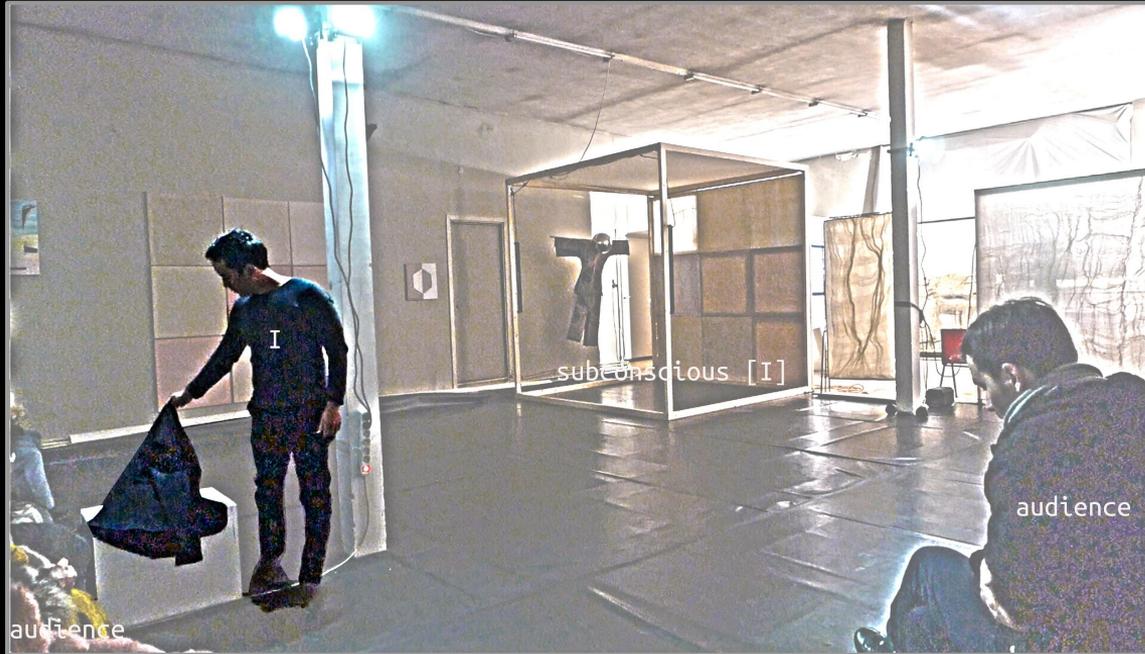
### Scene description

Character [ I ] steps slowly to the dance area exploring the space and gaining more attention from the audience.

### Symbols used

Playing with awareness.

## Scene 1.3 | THE MEMORY OF LIGHT



### Scene description

Character [ I ] takes off his jacket. (In an alternative version the character removes all his clothes until he is in his underpants).

### Symbols used

Removing his clothes means the character is isolating from reality.

## Scene 1.4 | THE MEMORY OF LIGHT



### Scene description

Character [ I ] performs a solo in which he reaches stretch positions as if he just awakens.

### Symbols used

Stretching means exploring the conscious world where character [ I ] is living in?

## Scene 1.5 | THE MEMORY OF LIGHT



### Scene description

Introduction of character [ Me ]. Dark overcomes the solo, character [Me] turns on a light which is behind the mobile portal, making shadows with his body focusing on hands and head.

### Symbols used

Dark makes the character [ I ] fall into a coma, his dreams. (unconscious)

## Scene 1.6 | THE MEMORY OF LIGHT



### Scene description

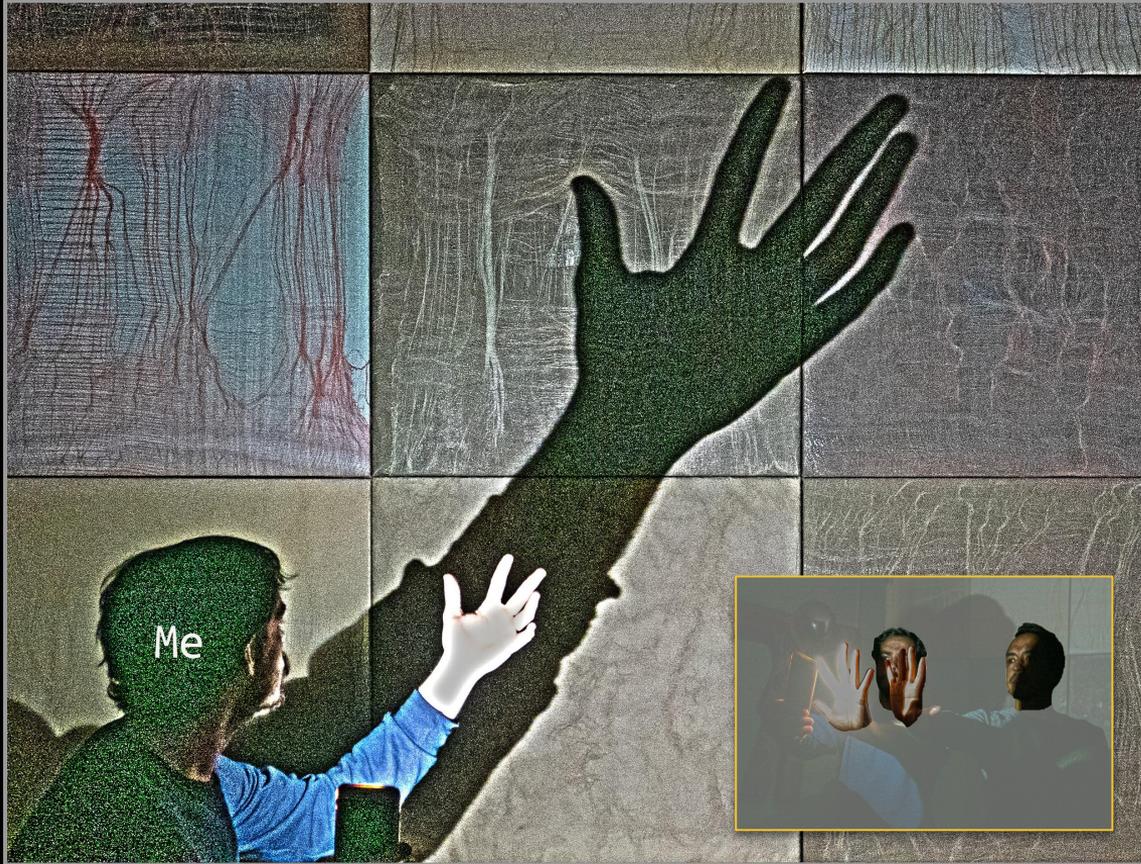
Character [I] gets attracted by the light and has interaction with the screen.

### Symbols used

Light represents a path, a transition to another world.

Also, can be viewed as loneliness, a single light in a dark space.

## Scene 1.7 | THE MEMORY OF LIGHT



### Scene description

Character [Me] guides the character [I] to a new space (The frame). Once guided in, character [Me] starts to execute movements with the light in his hands, showing the space and lighting the wall, body parts and face. When he lights off the lamp, the Frame gets lighted.

### Symbols used

The Frame is a new space that is shown from one to another one. The Frame represents the subconscious state of character [I].

## Scene 1.8A | THE MEMORY OF LIGHT



### Scene description

The characters [ I ] and [Me] interact with each other; pulling and thrusting each other to find the balance.

### Symbols used

Recognition between them, makes them understand they are equal.

## Scene 1.8B | THE MEMORY OF LIGHT



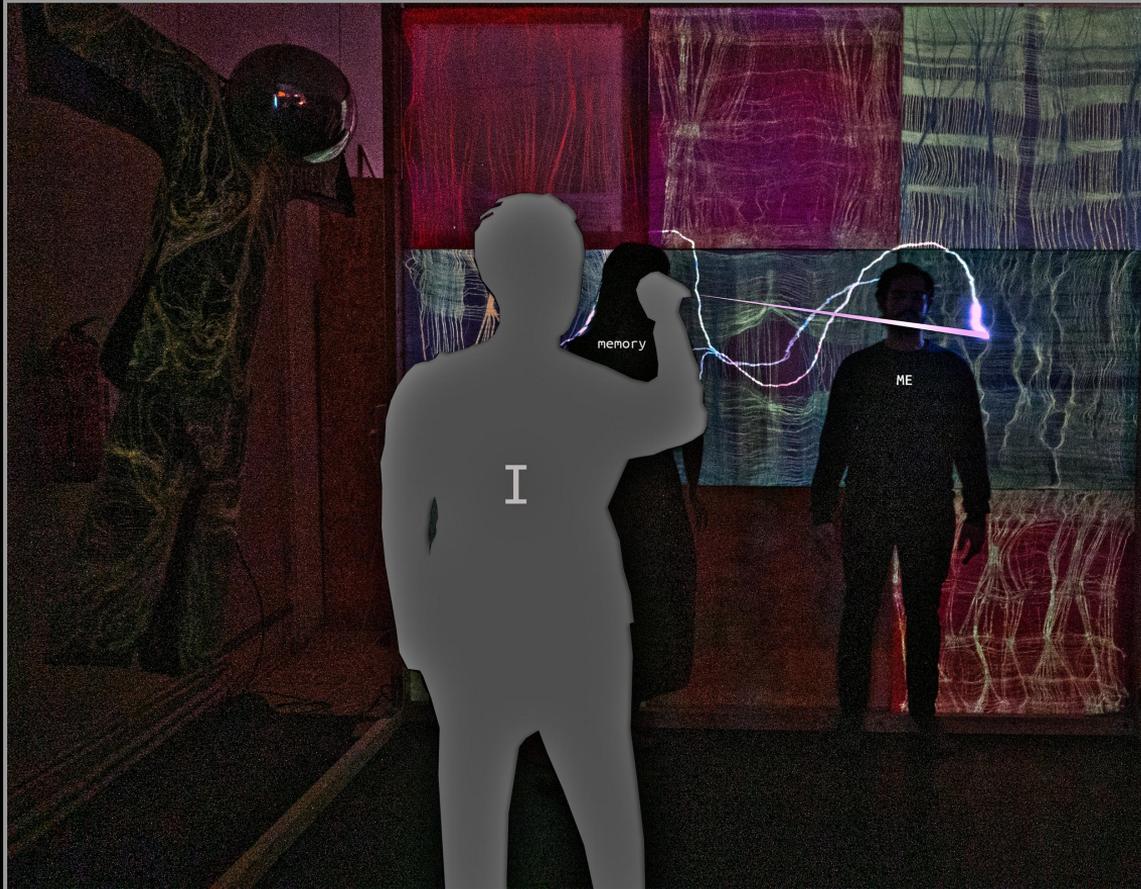
### Scene description

The characters [ I ] and [Me] interact with each other; pulling and thrusting each other to find the balance.

### Symbols used

Recognition between them, makes them understand they are equal.

## Scene 1.9A | THE MEMORY OF LIGHT



### Scene description

Dark comes back again, this time inside the frame. Character [ I ]. Uses a UV lamp to light the wall, discovering that the wall reflects on the light making a trace. With that, he lights character [memory] which was standing in one of the corners. The body shape is connected with lines in the wall to the character [Me]. While this happens, there is a voice in off (TEXT) explaining how people can feel lonely. Once the two performer's silhouettes are drawn, character [ I ] pushes them outside the frame.

### Symbols used

UV light represents a thought, and how memories are drawn in our subconscious  
Character [Memory] represents a memory of the character [ I ].

## Scene 1.9B | THE MEMORY OF LIGHT



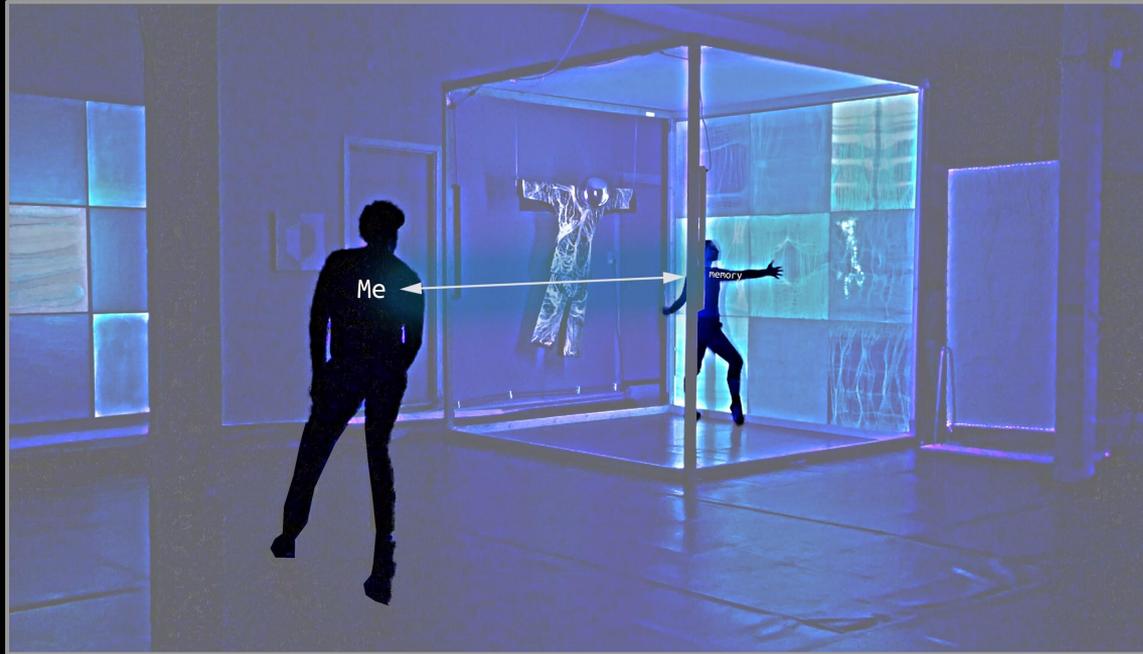
### Scene description

Character [Memory] dances with character [Me]. They interact with beautiful and subtle dance moves emulating the reliving of different memories.

### Symbols used

undefined yet

## Scene 1.9C | THE MEMORY OF LIGHT



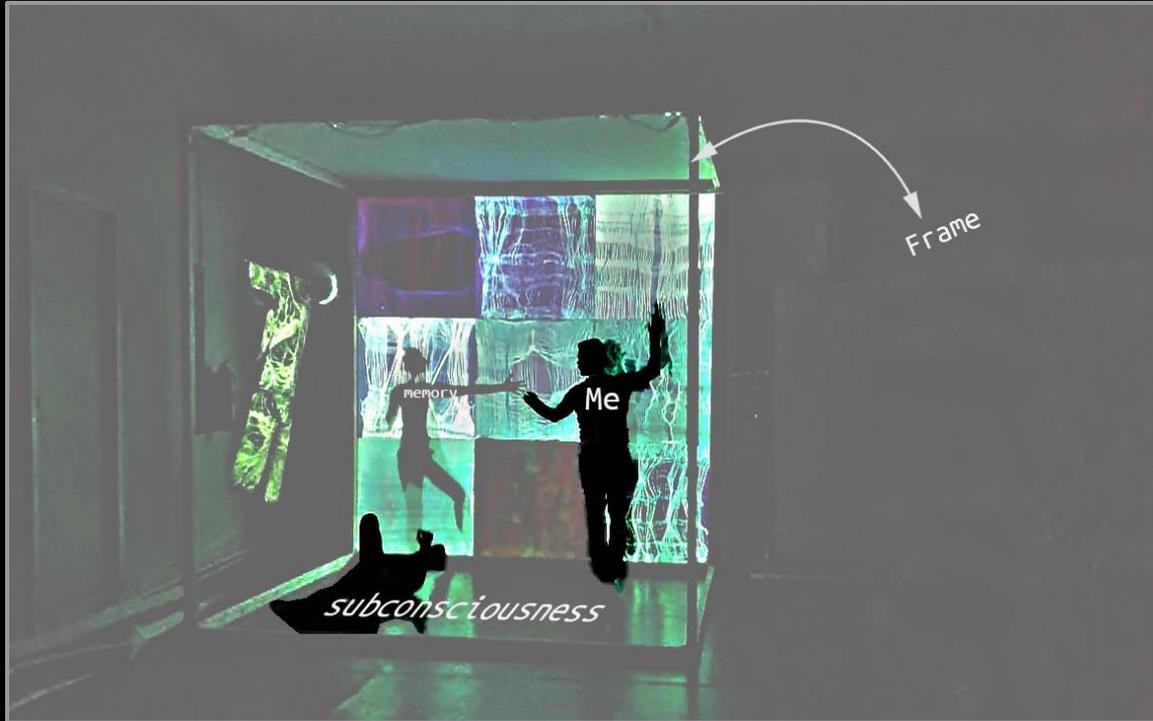
### Scene description

Character [Memory] decides to step back in the box to the same previous standing position. The UV light turns on in the wall.

### Symbols used

undefined yet

## Scene 1.9D | THE MEMORY OF LIGHT



### Scene description

Character [Me] steps inside the frame and tries to reach character [Memory]. Before character [Me] reaches character [Memory] she falls on the floor, leaving her silhouette marked on the wall.

### Symbols used

The silhouette left on the wall represents a deeper thought and a memory of the character [Memory].

## Scene 2.1 | Lightness of Being



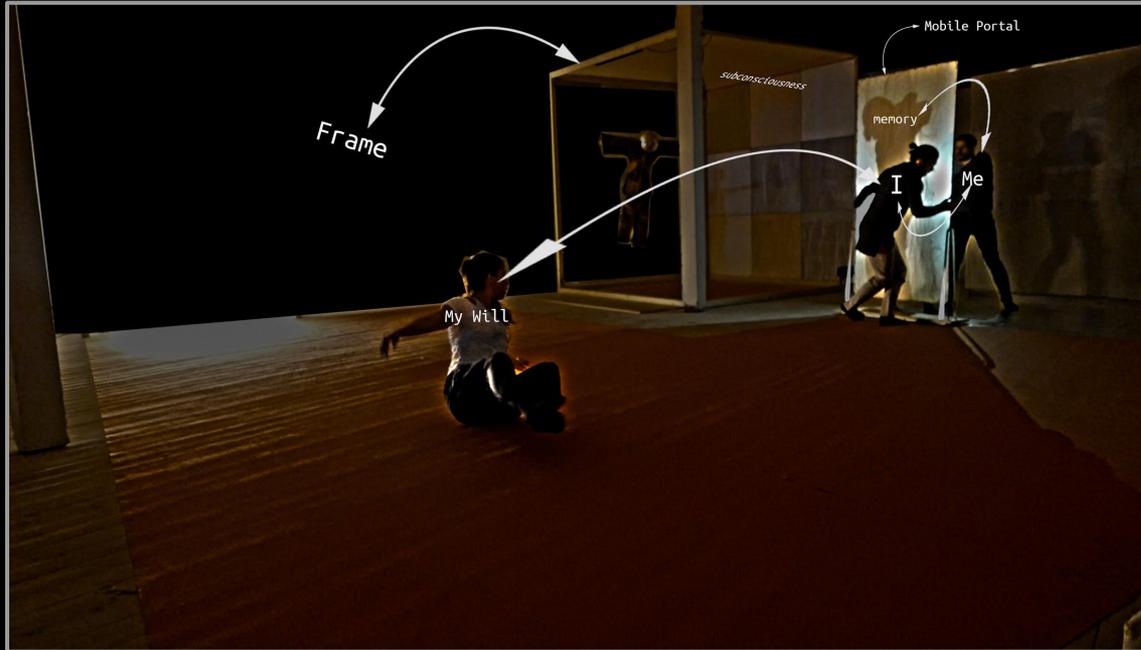
### Scene description

Character [My Will] stands from the audience. She is dressed as character [ I ] in scene no.1. She plays back the voice in off. She collects the clothes lying on the floor to give to the character [ I ] She stands in the silhouette still visible in the wall. Smoothly she steps out of the frame and starts a solo.

### Symbols used

Character [The Will] explores the concept of the open border giving expression to actions that are taken during life circumstances. Bringing clothes means caring.

## Scene 2.2 | Lightness of Being



### Scene description

Character [Me] guides characters [ I ] and [Memory] to the mobile portal in which they make shapes together as a single body  
The solo is very light and pleasant to watch, the moves are soft and delicate.

### Symbols used

How Performer [the Will] reflects circumstances and reality in the present.

## Scene 2.3 | Lightness of Being



### Scene description

Characters [ I ], [Me] & [Memory] approach character [The Will].

They start following the character [The Will] right behind her in a row. They seemed to be her shadows with precise count movements that emulate the music tempo, always a count behind.

### Symbols used

Character [The Will] guides the others into a present form, constant changing of situations and facts. Brings them into an immediate reality.

## Scene 2.4 | Lightness of Being



### Scene description

Characters [ I ], [Me], [Memory] & [The Will] stretch the row as an accordion until they get separated.

### Symbols used

Characters [The Will] guides the others into a present form, constant changing of situations and facts. Brings them into an immediate reality.

## Scene 2.5 | Lightness of Being



### Scene description

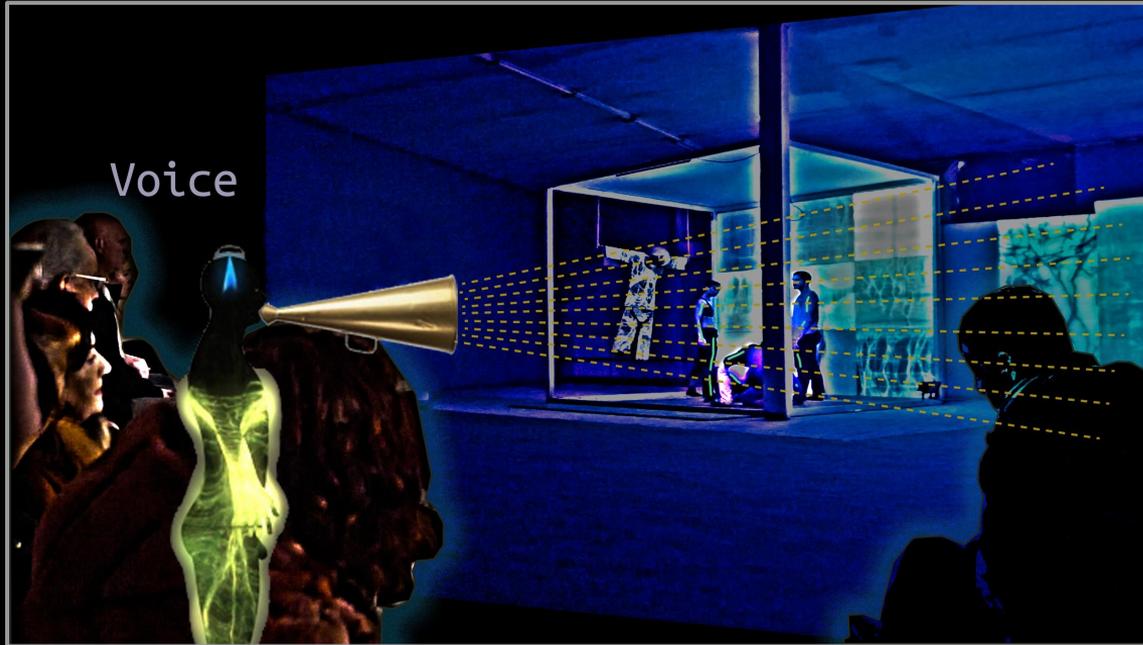
Character [ I ] & [Me] dance outside the box, a physical duet that turns into a fight.

Character [Memory] & [The Will] are inside the box. Character [Memory] is holding positions against the wall while character [The Will] is undressing and dressing character [Memory].

### Symbols used

Performer [The Will] guides the others into a present form, constant changing of situations and facts. Brings them into an immediate reality.

## Scene 2.6 | Lightness of Being



### Scene description

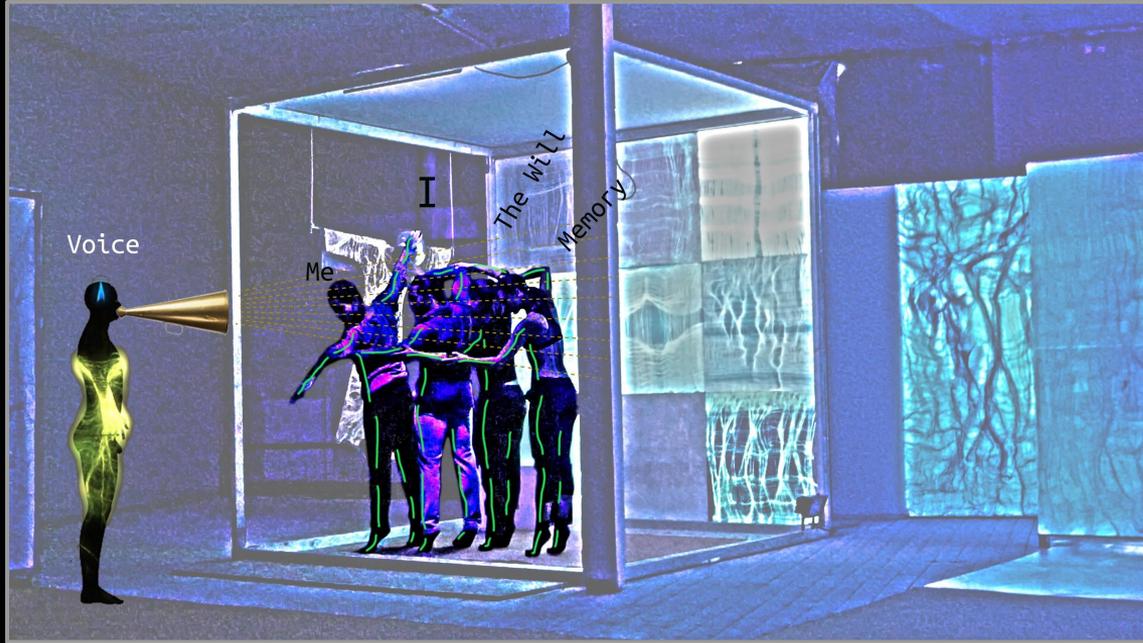
The character [Voice] starts a speech sitting in the audience, she is really out of place, making people feel uncomfortable, all the performers stand still looking (as if a crazy person is disturbing the performance) they start to react on the text, bringing them back to the frame.

They start undressing to reveal a new costume which glows in the dark and to accentuate the body (kinesiographical tape or glowing lines).

### Symbols used

The appearance and the speech of the "Voice performer" make the audience feel uncomfortable. The character of Voice makes the audience participate in the performance without being aware of it.

## Scene 2.7 | Lightness of Being



### Scene description

Character [Voice] comes on stage and confronts the audience, while dancers reflect on her text (literally with actions).

When the text finishes, the dancers are very close to each other in a line, touching their elbows to perform movements as one entity.

### Symbols used

The Voice character represents society confronts and connects every single person among the audience at the same time.

## Scene 2.8 | Lightness of Being



### Scene description

Character [Voice] starts to sing. They come out of the frame and start interacting with each other.

### Symbols used

The Voice character represents society confronts and connects every single person among the audience at the same time.

## Scene 3.1 | Mixed Messages



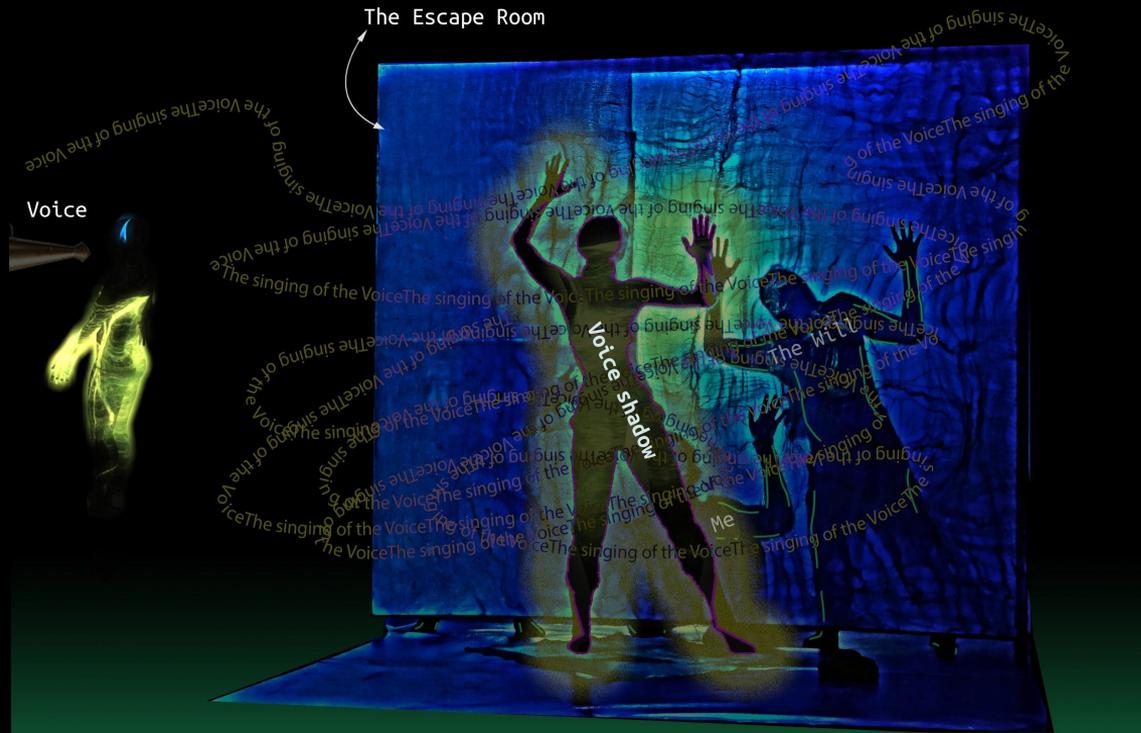
### Scene description

The interaction with the characters becomes higher while they merged in different shapes separate from each other and come together again. They constantly change of partners on an interactive “fourtet”.

### Symbols used

There is organized chaos on stage. The complete character of [ I ] (represented by the 4 characters (I, Me, Memory & the Will)) is confused to who he/she is.

## Scene 3.2 | Mixed Messages



### Scene description

Character [Voice] comes on stage singing and going behind the wall (object 'Escape Room'), where the performers try to come close and interact with her. But seems is impossible.

The shadow of Character [Voice] is absorbed in the wall, while she character [Voice] walks away leaving just the trace of her voice and her silhouette.

### Symbols used

Character [Voice] is an outsider, that suddenly becomes a memory as if it was left by the audience. This way the audience becomes part of the performance.

## Scene 4.1 | I am because we are



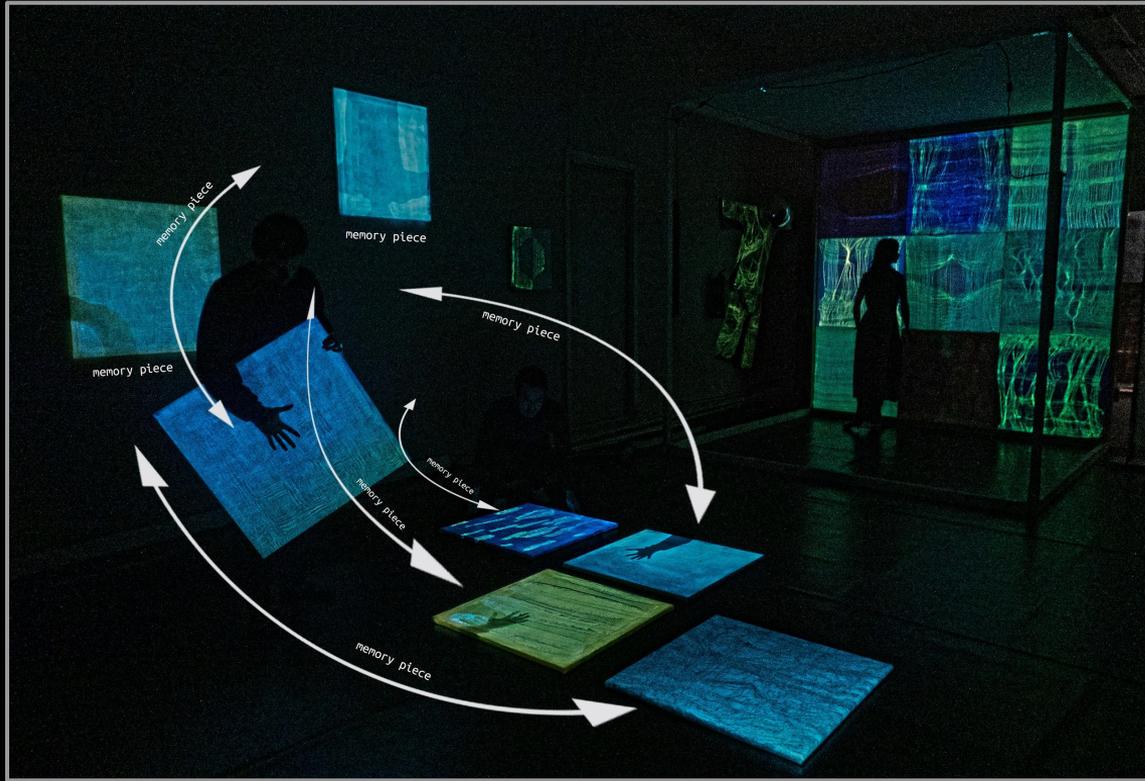
### Scene description

Character [Me] walks to the wall of portable stories and takes a position against the wall (1). After a while, he steps back from the wall and looks at the memory he just created that now is absorbed in the wall(2). Now character [I] and character [Me] look at the wall together until they decide to change the position of some wall canvases (3). This result is a broken image (silhouette) representing the neutralization of the memory.

### Symbols used

The contemplation and the neutralisation of the memory.

## Scene 4.2 | I am because we are



### Scene description

After some changes of position, they place the canvases on the floor. The shadows are slowly disappearing.

### Symbols used

The contemplation and the neutralisation of the memory.

## Scene 4.3 | I am because we are



### Scene description

The characters take the frames and go to the audience, they make some people put their hands on the canvases that are being charged with UV light.

Once this has taken place, the characters disappear slowly behind the wall taking the canvases with them while still making shadows the same as the character [voice] Music fades and we come to an end.

### Symbols used

I am because we are.