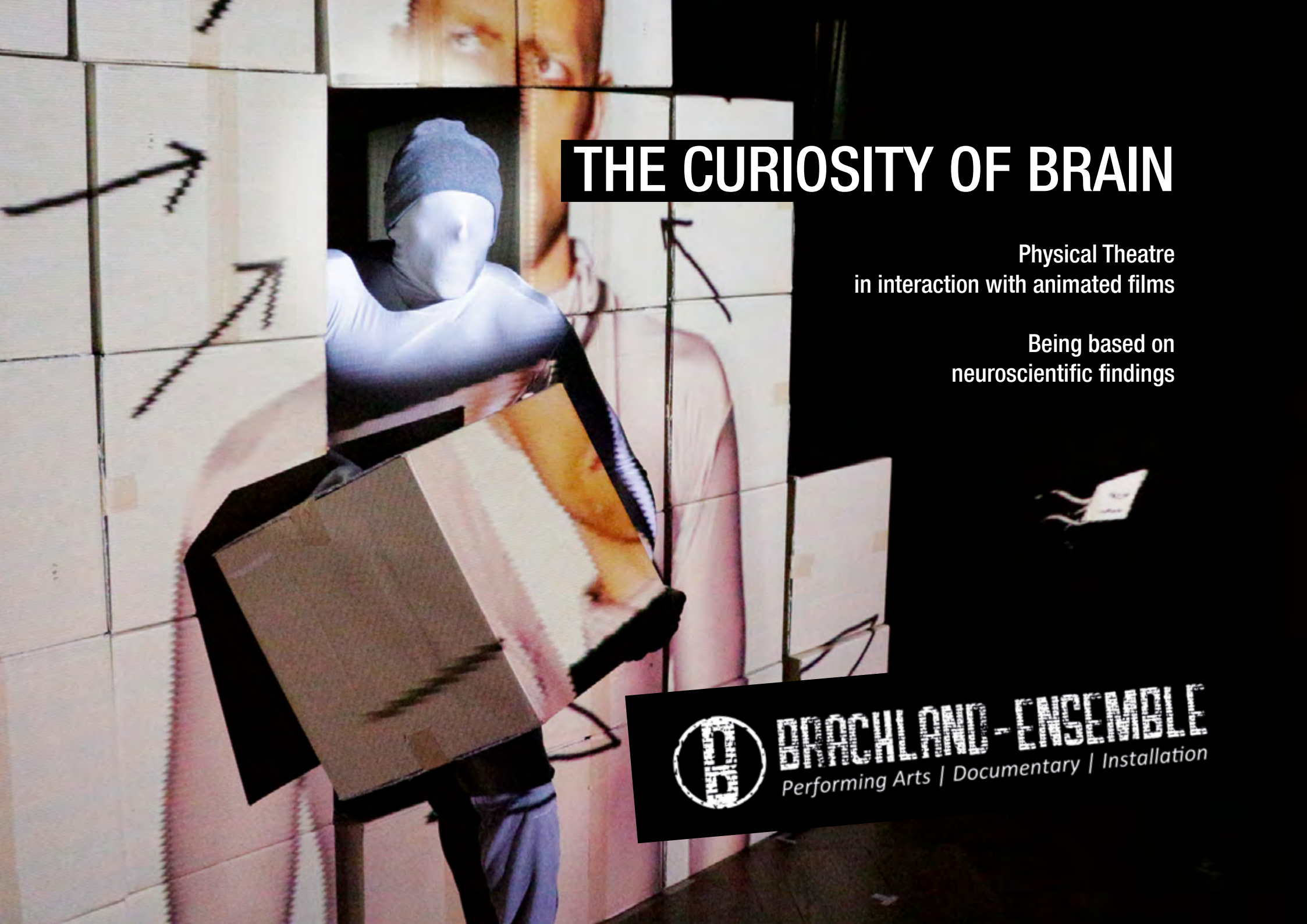

THE CURIOSITY OF BRAIN

Physical Theatre
in interaction with animated films

Being based on
neuroscientific findings

BRACHLAND-ENSEMBLE
Performing Arts | Documentary | Installation

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the curiosity of brain

OVERVIEW

"The Curiosity of Brain" is an imaginative brain research, a mixture of physical theatre and animated film. With this project, based on neuroscientific findings, the Brachland-Ensemble sets off on a journey to the inside of the protagonist's brain.

duration
Version 1: 60 minutes
Version 2: 75 minutes

premiere
May 28, 2015 in Kassel

participants
1 actor
1 video-operator
1 technician

versions
version 1: from the age of 8 up
version 2: frm the age of 16 up

guest performances (german or english)
We are looking forward to requests regarding guest performances. We offer preparation and follow-up, especially for schools. Material can be provided.

video trailer
www.brachland-ensemble.de/projekte

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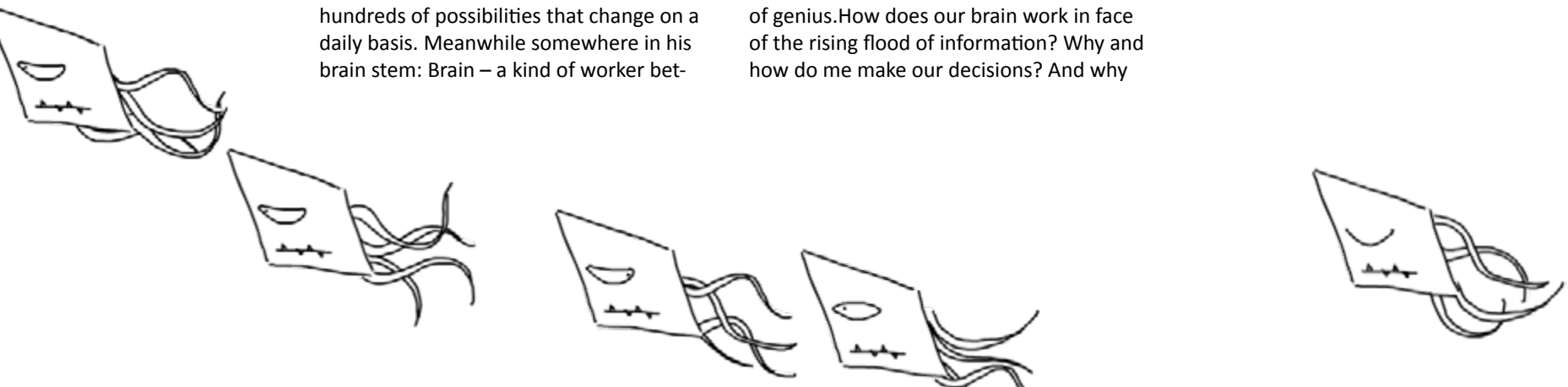
Our consciousness is only a measly torch in the great realm of the mind.

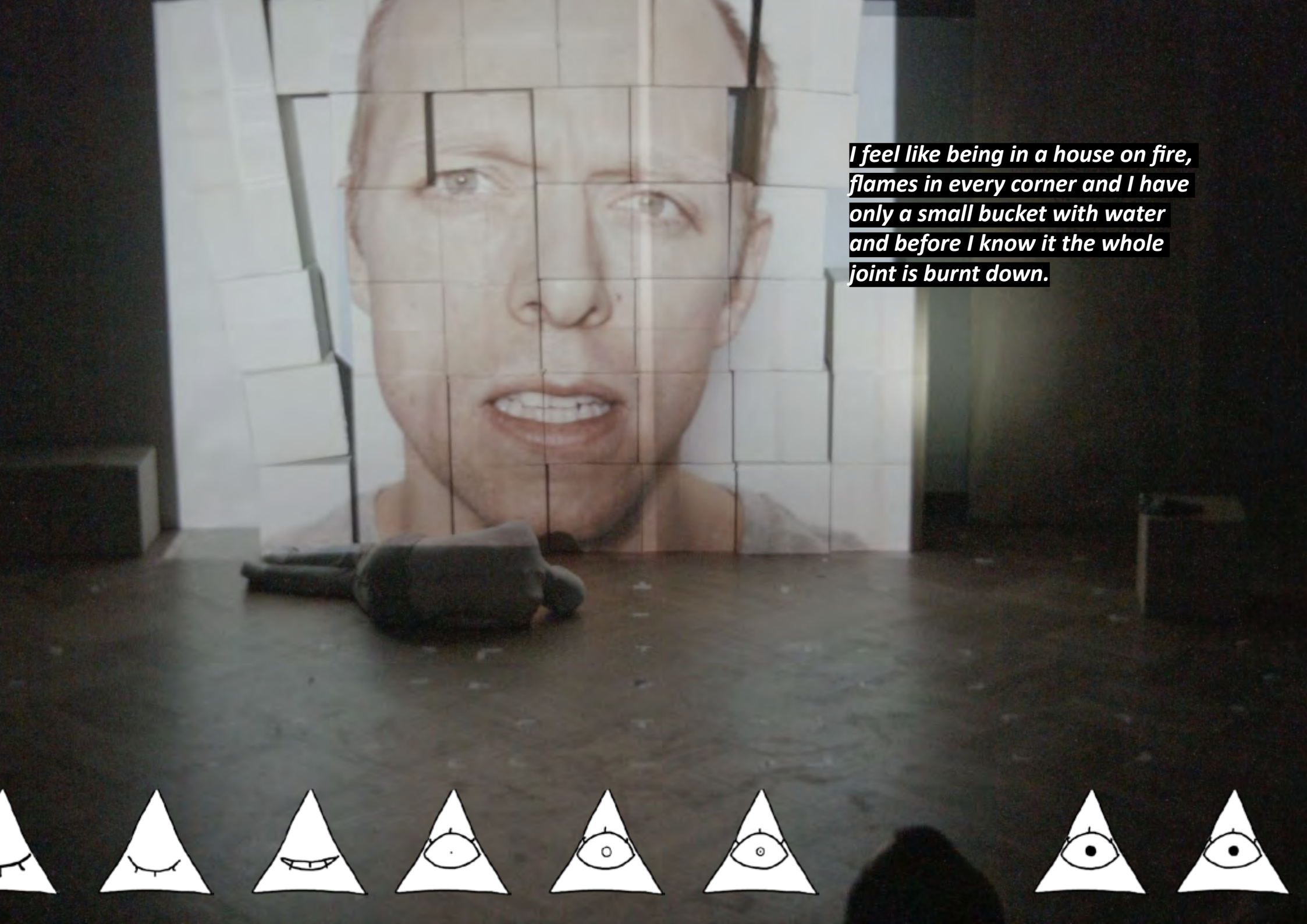
CONTENT

the human being thinks. Some say too much.

Brian naturally disagrees, for he is seeking answers. He is looking for the one answer. Driven by the daily world affairs, conveyed through media. For he is sure of one small feeling …

… the information just has to be evaluated correctly, to be able to change something, to take active steps, free from the lethargy of a whole generation, free from the helplessness against a commercialized world, free from the feeling of overload facing hundreds of possibilities that change on a daily basis. Meanwhile somewhere in his brain stem: Brain – a kind of worker between the synapses – meets an indefinable impulse. Curiosity brings him on a chase into the uncharted areas of a dreamlike and foreign world. And while Brain moves on to the depths of the subconscious, Brian is hoping desperately for the needed flash of genius.How does our brain work in face of the rising flood of information? Why and how do me make our decisions? And why do we let go of some great idea? For the time of a brain second we take the audience on a journey into ourselves and put our senses to the test.




I feel like being in a house on fire,
flames in every corner and I have
only a small bucket with water
and before I know it the whole
joint is burnt down.

What if we told you, that the world you think you know is not reality?

REALIZATION

neuroscience / physical theatre / video mapping

The production subdivides into three levels: 1.) Brian, hoping for an idea. 2.) Brain, chasing after the flash of genius within Brian's head. 3.) The professor, who teaches neuroscientific findings in a 50's-style broadcast and involves the audience in live experiments.

Neuroscience

Often the capacity of the human brain is compared to a computer. Since the brain is recognised as centre of cognitive performance it has been compared in literature with the most complex technical devices (steam engine, telegraph). So it was tried to extrapolate from the functioning of a computer to a brain's functioning. Today there is the effort in computational neuroscience and ionic neuroinformatics to replicate the functioning of the brain on a computer or rather use it as inspiration for new ideas of "intelligent" information processing.

Physical theatre

physical theatre is a very bodily way to act, that has its roots in classical acting, modern dance as well as in acrobatics and pantomime, but doesn't exclude language as a means.

Video mapping

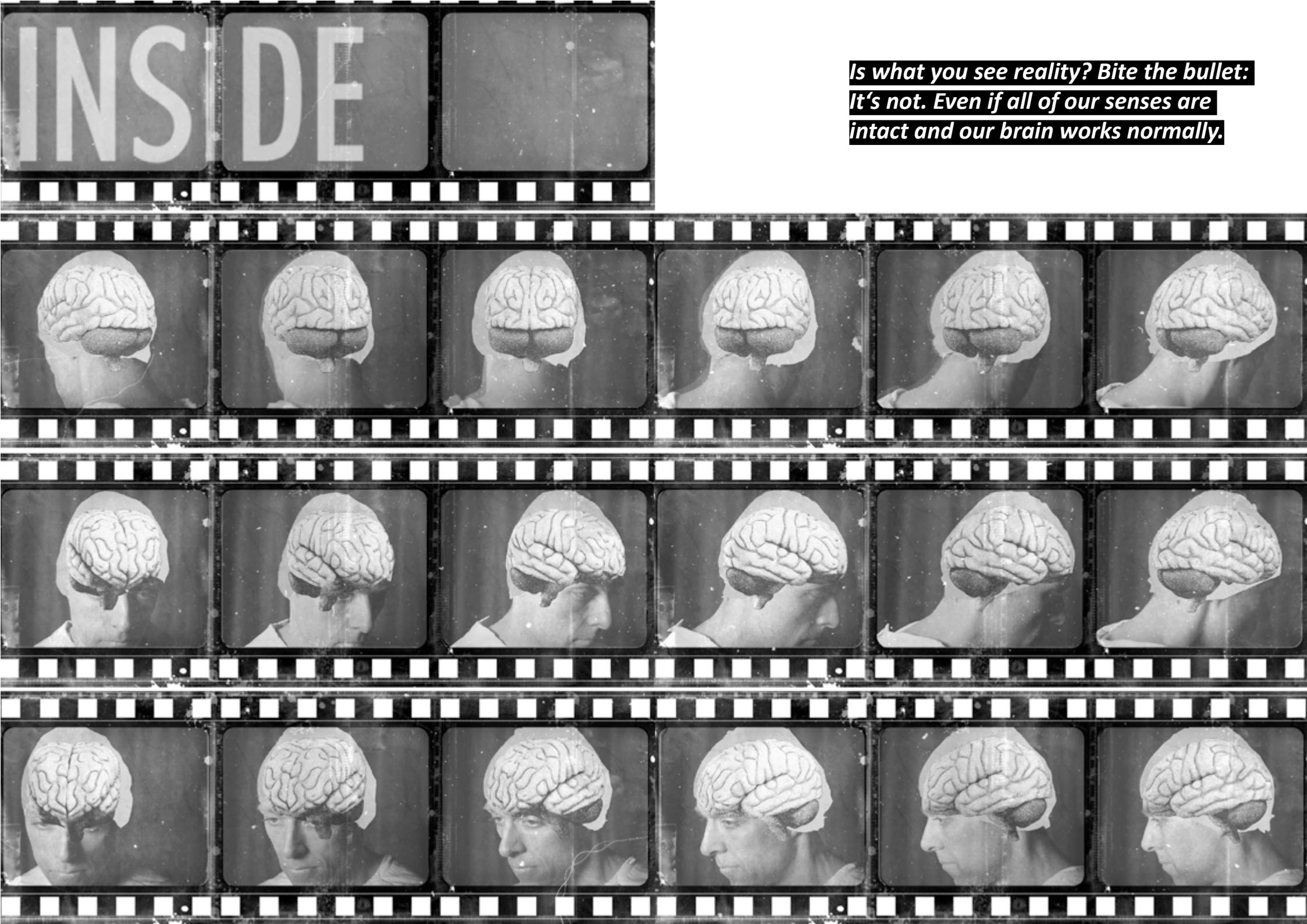
Video mapping is a way to adapt videos to the background (the lit surface) via beamer. So videos are not necessarily projected in the known formats (e.g. 16:9) rather than every imaginable form. Videos can be moved and rotated through the space, faded in or out and much more. Interaction between actor and video becomes possible.

press

"The Daily Temptation of Curiosity
Brachland-Ensemble's grandiose production

"The Curiosity of Brain" in the Kulturbahnhof (by Gesa Esterer, HNA Kassel)

Long since the global network became part of our lives, it is fascinating, exhausting, overstraining. Every curiostiy is tempting us, one click, one touch again and again. How our brain works in face of the rising flood of information is a question that the production "The Curiosity of Brain" is investigating. […] Wearing a silver-grey, face hilding, full body suit, Dominik Breuer acts in between cardboard boxes. He is rushing voiceless after the information that is projected on stage. Commands to click, to touch, here, there, fast, unstoppable, unbearable, there are Likes as flattering respect for his actions, like on facebook. The soundscape is a pain in the neck.
The actor Dominik Breuer gives an excellent performance, urgent, thereby easy, like in passing. Between the scenes there are videos of a Professor […] The intelligent, thoughtful staging […] with great video-installations of the student Felix Kramer from Kassel makes the production a little, grandiose theatre event."



Is what you see reality? Bite the bullet: It‘s not. Even if all of our senses are intact and our brain works normally.

stage requirements

STAGE

Based on video mapping, the size of the production's playing area and the hight of the projection are defined precisely and cannot be varied.

stage

- room depth (stage +auditorium): ≥ 16 m
- playing area: W 6.80 m x D 2.80 m (at ground level!)
- distance audience – edge of the stage: ≥ 2 m
- distance rear beamer – back wall: ≥ 3 m
- distance front beamer – edge of the stage: ≥ 7.50 m

semi-opaque foil

- Projection surface: 6.80 m x 2.40 m
- an option for attachment is assumed
- if not available, a semi-opaque foil can be brought (B1 certificate)

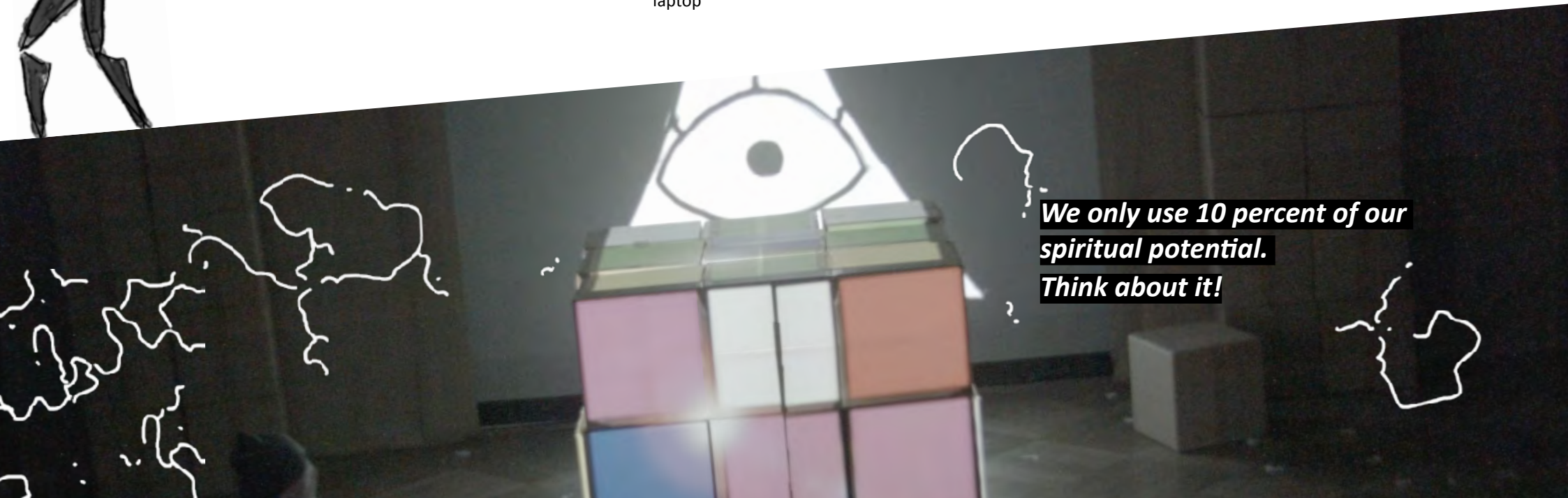
sound

- mixing desk / amplifier
- stereo speakers (behind semi-opaque foil)
- 3.5 mm jack plug to connect with laptop

light

- no headlights needed, the show is lighted completely with 3 beamers that are brought along.
- Light for bows, if possible
- power connection for 3 beamers and 1 laptop

A detailed technical rider can be provides on request.



Whatever we think, whatever we decide, whatever we do … it will leave its mark in us and in the world.
cerebrum
cortex
gyrus cinguli
corpus callosum
amygdala
pons

CONCEPT

performing arts | documentary | installation

The Brachland-Ensemble is a group of theatre professionals from the fields of acting, performance, directing, dance and film. It implements projects between the poles of performing arts, documentary and installation, analysing social constructions and questioning the resulting conventions.

The selection of topics reflects the ensemble's artistic diversity: current political events like the release of the CIA torture report, critical approaches to media and society as well as personal artistic issues are building the starting point to the project development. Partially based on research up to 18 months.

For instance, the ensemble conducted interviews in India, Ghana, Israel and Palestine, as well as in Sweden, Belgium and Germany and has built an international Network with artists and organisations (e.g. Amnesty International and the german UNICEF commission).

Since their foundation in 2011 a wide range of projects has emerged: from solo works and reduced performances, through complex video installations and site-specific video walks, up to acting productions with large cast and inner-city parlour games in public space with participation of a whole town (town jubilee, Fulda 2019).

As of January 2018 the artistic direction is in the hands of Dominik Breuer (Brussels), Maria Isabel Hagen (Hamburg) und Gunnar Seidel (Nuremberg). The ensemble's fundings are always project-related. There is no fix venue.

awards and nominations

2017 Audience Award for READY FOR BOARDING, Made Festival, Kassel
2017 Jury Award for READY FOR BOARDING, Hessian Theatre Days, Darmstadt
2016 Nominated for Innovation Award Social-Culture for LEBENSLÄUFER
2015 Cultural Promotion Award of the city of Kassel
2013 Nomination Kurt Hackenberg Award for Political Theatre for IM SCHWEISSE DEINES ANGESICHTS, Cologne
2013 Award "Young Experts" for IDOLE, Hessian Theatre Days, Gießen
2011 Jury Award for BLINDER, "AllesWasTanzt" Festival, Cologne

CONTACT

team & contact

artistic direction
Dominik Breuer

animations & video operating
Felix Kramer

sounddesign
Dominik Breuer

production & engineering
Gunnar Seidel

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Furhter information, videos about the play,
CV‘s at www.brachland-ensemble.de