CRUNCH TIME ☑

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Crunch Time is a hi-tech 'performance' dinner party that plays with the idea of democracy. Audience members use interactive tools to control a projector-mapped dining table. Over the course of the evening, they are challenged to vote on which ingredients will be used in an elaborate five-course meal.

The food is prepared by a guest chef and the audience views the chef and preparation via a live-feed-video from the kitchen. As the chef responds to audience demand, the chef's 'performance' is projected live onto the dinner table, where our audience watch the consequences of their decisions unfold.

But our kitchen is no place for MasterChef's – instead, each performance will co-opt individuals from public positions of leadership. Local politicians, artistic directors and CEOs will take their turn to cook up requests from the dining room.

Maple syrup in the pasta? Chocolate on the bacon? At the end of each course, the dish is divided up and served to the dinner guests. Here, the people face the repercussions in close-up. If willing, they eat the product of their combined choices of ingredients.

Crunch Time was co-commissioned by Next Wave Festival and Metro Arts.

WINNER**: LORD MAYORS' AWARD FOR BEST NEW AUSTRALIAN WORK** MATILDA AWARDS 2018

"★★★★"

"...an inventive bit of live art that aspires to give you the dinner you deserve."

"The digital tech and projections behind *Crunch Time* are superb. You feel like you've been sucked into a game show…"

"Taste-wise it was a hung parliament, but Nathan Sibthorpe's concept and design are **obviously brilliant**."

Cameron Woodhead, The Age

PRODUCTION INFORMATION

Duration: 2.5 hours including interval and 5 course meal.
Capacity: Up to 12 patrons (limited)

Private functions / performances available.

Conceived & Directed by:	Nathan Sibthorpe
Technical Design by:	Christine Felmingham
Sound Design by:	Mike Willmett
Software Design by:	Clinton Freeman
Graphic Design by:	Sean Dowling
Animations by:	Craig Wilkinson
AV Programming by:	Jeremy Gordon
Contraptions by:	John Felmingham
Voice Performance by:	Lauren Jackson
Project Collaborators:	Cam Clark, Toby Martin, Jennifer Bismire
Dramaturgy by:	Benjamin Knapton

COUNTERPILOT

Crunch Time is created by Counterpilot, a collective of interdisciplinary artists directed by Nathan Sibthorpe and including Mike Willmett (sound designer), Clinton Freeman (software designer), Christine Felmingham (technical designer), and Toby Martin (writer & performer).

Together, we create interactive performance works, activating audiences with new technology, rich design, and transmedia storytelling. Counterpilot seeks to transform the familiar, juxtaposing rich fictional worlds against a backdrop of the everyday.

Our works boldly experiment with new applications of technology. With interactive tools like geo-locative audio, SMS distribution networks, RFID voting systems and biometric sensors, Counterpilot seeks to put the audience at the centre of every performance experience – whether it be for physical journeys, experiential narrative, or heightened gameplay.

Other works include *TRUTHMACHINE* (Adelaide Fringe 2019), *Spectate* (Metro Arts, 2017), *This is Capital City* (Brisbane Powerhouse, 2015) and *Clarity in Transit* (La Boite & Brisbane Airport Corporation, 2014).

More at **www.counterpilot.com.au**

TOURING INFO

Touring Party 3-4
- Stage Manager
- Technical Manager
- Assistant Stage Manager / Sous Chef
- Camera Operator (negotiable)

Loading
Bump In: Next Day Open. 18 hours (can be reduced with pre-rig).
Bump Out: 4 hours.

VENUE REQUIREMENTS
Crunch Time requires two nearby but separate spaces:

1. Dining Room
- Minimum 4 x 8m flat floor room with minimum 4m overheard clearance to accommodate truss.
- Requires ability for incomplete blackout during performance.
- Existing dining rooms in restaurants/café's are suitable, as well as galleries, community halls, function spaces, rehearsal rooms, etc as well as traditional theatre spaces.

2. Kitchen
- A functioning commercial kitchen equipped with appliances and utensils
- Access to refrigeration and food storage throughout season.

Technical set-up will include a truss arch, a large custom dining table, cabled cameras and microphones, LED lighting, projectors, and control desk. All equipment supplied by the production team and Metro Arts.

The production will require exclusive use of venue from bump in to bump out.

IMAGES & VIDEO

Production images and video previews available at **www.counterpilot.com.au/presenters**

Image: Dave D'Arcy

"It is all ingenious, intricate and just about flawlessly realised…"

"The metaphor – or analogy, if you will – is clear and we get it. By the end, we're discussing the flaws and merits of democracy."

"*Crunch Time* is a good way to spend a couple of hours. Go with friends and hope there's a foodie on the table."

Michael Brindley, Stage Whispers

CONTACT

For further information and detailed tech specs, please contact:

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