



## STRANGERS IN THE DARK, ISOLATED BY HEADPHONES, FOLLOWING INSTRUCTIONS TO FIND ONE ANOTHER...

*Tonight, in this sea of bodies - you find yourself alone.  
Everyone hearing something different.  
Their own story unfolding without you.  
Of course there are plenty of fish in the sea.  
But with sea levels rising, they're becoming harder to find.  
More water, more murk, an oil spill,  
and the fish that are left - riddled with plastics...*

Set in an infinite ocean, our participants float in the unknowable spaces between each other. Following instructions in an immersive sound design, they are guided to find each other across tabletop miniatures.

Together they co-create detailed worlds by manipulating objects and filling in the blanks in each others' narratives. Tiny architecture reveals itself. Lights turn on, water emerges, and mechanical discoveries are made. Here, we share a series of fantastical true stories - of infatuated dolphins, lonely whales, and remote lighthouses.

ADRIFT explores feelings of isolation and our fraught relationship with nature in the face of a potential mass extinction event. Our real feelings of loneliness are evoked in the context of disconnected communities and the threat of irreparable change. We feel alone in a world that crumbles beneath us. Our relationship with nature is just as fraught as our relationships with each other.

*"There is an ocean of silence between us...  
and I am drowning in it." -Ranata Suzuki*

# ADRIFT

AN ANCHOR IN THE SEA  
OF LOST SOULS - OUR  
ELEGY FOR THE OCEAN  
BECOMES A PLAYGROUND  
FOR STRANGERS

### SNAPSHOT DETAILS

- Shape** An ambitious work of scale. Ticketed interactive headphone performance with hands-on design.
- Space** Blackbox theatre. Elaborate space design including practical lighting, haze effects, and bespoke tables
- Capacity** 24pax minimum (potential to upscale depending on space and costs)
- Duration** Approx 60-80min
- Tricky Tech** Immersive binaural audio design; mechanical miniature models using digital fabrication techniques; pixel-mapped lighting effects
- Feels** Wistful but whimsical; using the sublime power of story to conjure intimacy between strangers. The social magic of theatre, fuelled by morbid curiosity and peculiar wonder.
- Themes** Loneliness and isolation; climate change; grief and loss; the redemptive qualities of play and imagination; caring for strangers.
- Looks** Surreal nautical purgatory. Reflective surfaces with fog. A ceiling of pixelated lights that mimic water. Tactile wooden miniatures.
- Audience** 15+, theatre-going audiences, adventurous experience audiences.
- Progress** Intensive first stage development conducted via Bundanon Residency in November 2020.