A private invitation!

Steve Dixon, Paul Sermon, Khalid Al Mkhlaafy and Charlotte Gould present:

Virtually No Exit

An immersive drama performed by Felipe Cervera, Sophie Dixon, Steve Dixon ... and you

Virtually No Exit is a one-person theatre experience lasting seven minutes. A work-in-progress experiment, it combines live actors and 360-degree video technology. Wearing a VR headset, you take a solo journey with three scientists from 'The Organisation'. They are prototyping their latest invention – a dramatic user experience unlike anything the world has ever seen before! ... But it has a few technical issues.

Personal performances are available this Thursday 19 July from 1pm to 6pm and Friday 20 July from 11am to 6pm Venue: H301 (film studio), LASALLE College of the Arts

Places are limited! Book a time for your unique personal experience now by calling or emailing Ela:

6496 5012 <u>elamathi.v@lasalle.edu.sg</u>

Please suggest your ideal one-hour window, e.g. 3pm till 4pm, and you'll receive a specific time. Please don't be late.

Note: This is a private view and a first, test version. The next iteration of the project is planned for December, for public audiences.



A communication from *The Organisation*

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IMPORTANT: User instructions

Before the performance

Leave your bag and any other objects with the person outside.

You will be taken into the space and will need to remove your shoes and any spectacles.

You will be fitted with a 3D headset - keep it on throughout the show.

During the performance

If a character asks you to speak, or to do anything, please do it.

You will need to turn and look around you at different times to see all the characters.

Turning around is fine – and necessary – but please don't walk around the space (it's dangerous), you need to stay in roughly the same place.

Please be light on your feet – the floor is photographic paper, please don't damage it.

After the performance

Your exclusive performance lasts approximately seven minutes.

Afterwards, please fill in a questionnaire to help us develop the project.

SCENE 1

Office opening - PRE-RECORDED

Characters introduce themselves. Ends with Sophie -

Sophie: Let's start the demo! [everyone gets physical]

SCENE 2 [PRE-RECORDED sequence on LASALLE frass]

Sophie: With this technology, you can go wherever your heart desires.

Felipe: Like this place – look around, it's amazing!

Steve: Yes, it seems like paradise, but it's actually just an arts college.

SCENE 3 [Steve and Felipe LIVE sequence in studio]

[Viking background

Steve: Let's all be Vikings! [they strike silly Viking poses] Let's not.

[Snowy background, they shiver etc]

Felipe: I'm getting cold, brrrr. Are you feeling cold?

Steve: Where would you like to go?

USER ANSWERS

Felipe: Oh we haven't got that.

Steve: We're working on that one.

Felipe: How about a small room, or a huge ballroom?

ELICIT & IMPRO IF BALLROOM, "We're having a very posh party!" etc., then

Steve [No Exit Room background + SOUND FX] ... and using this technology, we can perform plays like Jean-Paul Sartre's No Exit. It's about three selfish people who don't like each other, and are stuck in a hot room together. FOREVER.

Felipe: The twist is, they're actually in hell. It's my favourite play.

Steve: The three of *us* could perform it, if you'd like?

Felipe: [Jail cell] Sometimes I like to imagine I'm a criminal ... who's done terrible things and gone to jail. This is my cell. Look around ... grim isn't it?

Steve: But it isn't punishment enough for what *he's* done. He should have a worse cell. [*background changes to different jail cell*] How about this one?

Felipe: [looks around and laughs] That's genius, Hieronymous!

Steve: The fun you can have in here is immeasurable. Are you having fun ... [USER's NAME]?

USER – answers – impro

Felipe: Your name is [USER's NAME], isn't it. It's important we remember our names for when we get outside.

SCENE 4 [All, *PRE-RECORDED sequence in JUNGLE* (and combined with live Steve and Felipe doubles)]

Steve: When we go outside it gets very vivid. And we all get doubled.

LIVE STEVE: Look, he's talking about me.

Felipe: (pointing) And you.

LIVE FELIPE: And me

Felipe: And we start to lose our memories. I don't even remember who I am.

LIVE FELIPE: He's forgotten his own name again.

LIVE STEVE: Listen Jaron, don't forget your name.

LIVE FELIPE: (to filmed Felipe) Your name's Jaron, you idiot

Felipe: Oh, yeah thanks. You idiot.

Steve: Someone's missing. Who's missing?

LIVE STEVE [walks and stands next to double] I'm here, we're both here.

FELIPE [similarly joins his own double] You look terrible.

Felipe: Thanks, friend, you look pretty bad too.

Steve: Was it a woman? A woman in red is missing. Who was it?

Felipe: Let's go look for her. [*They leave*]

LIVE STEVE: We'd better go too, or the drama won't work. [Both also leave the LIVE studio]

Sophie [pre-recorded, enters]: Listen, I'm lost, but I want to be. Something's not right with all this. I can't be two bodies, like them. I need to be one body - so one

of me has got to disappear. This one. You'll be fine. Are you OK? (*shushing finger to lips*) Shhh, they're coming back. Sorry, I've got to go. [exits]

[all 4 men return]

Felipe: (to USER) She's nowhere to be seen.

Steve: I think she's gone forever. Let's go back inside.

SCENE 5 LIVE SCENE

[No Exit Room]

Steve: So this where it all ends. Jean-Paul Sartre's *No Exit* - 3 people trapped in a room that is actually hell.

Felipe: But one character is missing now. Ada isn't here to play her part. USER NAME, You'll have to play it. You'll have to play the third character.

Steve: Let's rehearse. In this scene you've just one line. "Hell is other people." Can you say that? Repeat after me, loudly: "Hell is other people." Good. I'll tell you when it's your cue. Let's start.

Felipe: It's so hot in here.

Steve: After death, I expected to meet old friends and relatives. But I don't even know you.

Felipe: It's so excruciatingly hot in here! [takes off jacket] Where are the instruments of torture?

Steve: Cue, you're line USER!

USER Hell is other people.

Steve: Great, say it again, even louder.

Felipe: Let's hold hands and say it together

ALL: Hell is other people! (x3)

[Felipe removes their VR headset]

Steve: Thank you for participating