

Albatross

Environment: Feather in Greeting Room. Floor covered with layers of clear/blue/green stretch wrap. Rolls attached to walls to pull out. Skeleton prow of ship, sails, ocean drums and tambours. Albatross flying puppet. Moving cloud projections, white quilt area, white chimes, metallophone. Strange light sculptures.

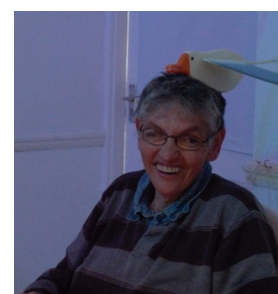


Stretch wrap sea 'Walk on water', roll crawl, wheel chairs over - see sparkling colours, hear sounds as you move, roll, crawl, pull wrap from rolls and ripple like waves, wrap round each other, take weight and pull, enjoy throwing in air and making 'splashes'.



Fly away Ship arrives through the air, climb aboard and launch, playing ocean drums and tambours and singing as you go, rocking motion as the ship moves - all aboard. Wind gets up, so hoist the mainsail - heave away! Spread sails and feel air moving all around you as sails flap in the breeze. Wind gets stronger and ship lurches and rocks as it flies along.... you are lost.

Albatross A bird cries in the distance, then approaches high in the sky. He circles round and lands near each one to say hello then rises in the air to show you the way - up into the clouds.



Clouds Moving cloud projections appear in the distance and you move closer, stepping on soft quilts and making shadows against the cloud backdrop, catching clouds with moonhoops and singing softly with chimes and metallophone.

Chill Strange lights appear as you're covered with white gauze and voile clouds. Rest and watch the sky changing around you.

Observations Stretch wrap provided an interesting new resource to explore and play with - visually arresting with sound and tactile qualities of its own. Having the prow of the ship only enabled any sized group to climb aboard. White piping light and manoeuvrable. Albatross puppet inspired some intimate reactions from all clients and looked amazing as it flew across the projections. The cloud area enabled a very relaxing chill with some sensitive chime bar music - lots of listening and spacious note playing.



