

MEDIA RELEASE – for immediate release

MALTHOUSE THEATRE

Playbox Theatre Company
trading as
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MALTHOUSE THEATRE AND CHUNKY MOVE PRESENT
CHUNKY MOVE'S

MORTAL ENGINE

MERLYN THEATRE
MARCH 3 – MARCH 13 2010

DIRECTOR & CHOREOGRAPHER **GIDEON OBARZANEK**
INTERACTIVE SYSTEM DESIGNER **FRIEDER WEISS**
LASER AND SOUND ARTIST **ROBIN FOX**
COMPOSER **BEN FROST**
COSTUME DESIGNER **PAULA LEVIS**
LIGHTING DESIGNER **DAMIEN COOPER**
SET DESIGNER **RICHARD DINNEN & GIDEON OBARZANEK**

CAST **KRISTY AYRE, SARA BLACK, AMBER HAINES, LEE SERLE, JAMES SHANNON, JORIJN VRIESENDORP**



WINNER 2008 Helpmann Award for Best Visual or Physical Theatre production
HONOURABLE MENTION 2009 *Prix Ars Electronica* for Hybrid Art

Following acclaimed seasons for the Sydney Festival and Edinburgh International Arts Festival, *Mortal Engine* caused nothing less than a sensation when it was presented in Melbourne in March 2009, selling out before opening night leaving audiences clamouring for tickets. Chunky Move's astonishing creation has since toured to Mexico City, Dusseldorf, Salamanca and Philadelphia, and now returns to Malthouse Theatre for a strictly limited season in 2010.

In this critically acclaimed work, choreographer **Gideon Obarzarnek** and his collaborators have pushed the boundaries between dance, technology, psychology, emotion and philosophy to an extent not seen before in live performance. Sensory illusionary worlds, shape shift from recognisable figures to Rorschach blots underpinned by a sound score turning passions into devouring monsters.

Mortal Engine is unique in the dance world with its interactive fusion of live performance and digital technology. Essentially it's an exploration of relationships, in which the blurred demarcations between the live body and a dramatically unstable environment of modern technology strikes at the chords of communication and human connection. Here is a flux between sleep and waking, following and initiating, growing and dying. Kinetic energy fluidly metamorphoses from the human figure into light image, into sound and back again.

Mortal Engine is also truly 'live' each night; it has no pre-rendered video, light or laser images. Similarly the music mix is open allowing various sounds to be completely generated from movement data. Pre-composed phrases are triggered by the dancers' motion or by the operator in relation to where the performers are in any given sequence. There are no fixed timelines and the production flexes according to the rhythm of the performers as they create a shimmering illusory world where light and shade represent the most perfect or the most sinister of souls.

"THE EFFECT IS TERRIFYING, BEAUTIFUL, UNIQUE AND ABSOLUTELY UNFORGETTABLE...FROM THE SECOND THE WHIRLPOOL OF LIGHT HITS THE SURFACE OF THE UNFEASIBLY STEEP SET, THE AUDIENCE IS AT MORTAL ENGINE'S MERCY." – THE METRO, LONDON

"IF THE TECHNOLOGY WAS IMPRESSIVE, THE FLESH AND BLOOD DANCERS WERE OUTSTANDING." – THE HERALD, EDINBURGH

"THERE ARE MANY WORDS YOU COULD USE TO DESCRIBE MORTAL ENGINE, BUT PERHAPS THE MOST FITTING IS A SIMPLE "WOW"." – THE SCOTSMAN, EDINBURGH

Season info: MELBOURNE

Merlyn Theatre, The CUB Malthouse

March 3 – March 13, 2010

Opening night: Thursday 4 March at 8.00pm

Season: Wednesday 3 March – Friday 5 March 8pm, Saturday 6 March 2pm & 8pm, Sunday 7 March 5.30pm, Tuesday 9 March 6.30pm, Wednesday 10 March 8pm, Thursday 11 March 6pm & 9pm, Friday 12 March 8pm, Saturday 13 at 6pm & 9pm.

Booking info: www.malthousetheatre.com.au / 03 9685 5111

Ticket Prices: \$16.50 – \$37 + min booking fee \$1.50

MALTHOUSE THEATRE

**CHUNKY
MOVE**

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