



## INVIVO les aveugles\_\_\_\_

45 min | 12 spectators, 15+ years old | 5 shows per day | language : French with English subtitles  
Les aveugles (The Blind) is a virtual reality immersive play for twelve spectators based on Maurice Maeterlinck's original play.

artistic direction : Julien Dubuc

sound design : Grégoire Durrande and Samuel Sérandour

virtual reality development - 3D design : Antoine Vanel - Blindsp0t

3D printing : David Udovtsch

technology advisor : Samuel Sérandour

with : Sumaya Al-Attia / Jean-Rémy Chaize / Jeanne David / Grégory Fernandes / Alexandre Le Nours /  
Maxime Mikolajczak

production : INVIVO - collectif d'exploration scénique

co-production : Théâtre Nouvelle Génération - CDN de Lyon | Les Gémeaux – scène nationale de Sceaux  
| Némo, Biennale des Arts Numériques de la Région Île-de-France, Le CENTQUATRE-PARIS | Lux –  
scène nationale de Valence

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Alpes | Région Auvergne-Rhône-Alpes | Fonds SCAN –DRAC et Région Auvergne-Rhône-Alpes |  
Théâtre des Îlets – CDN de Montluçon

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## SYNOPSIS\_\_

Twelve blind people - six women and six men - are waiting in a very ancient northern forest; eternal of aspect, beneath a sky profoundly starred, for the return of their guide, a priest. While they wait, they attempt to work out where they are in both time and space. Through the words they utter, they fill the silence and learn more about each other, noticing that they have been complete strangers for quite some time. The crisis breaks out when the group discovers the priest's corpse lying amongst them, from the very beginning. This is the setting Maeterlinck draws for us in his nineteenth century play.

## IMPULSE\_\_

We are transposing this context to our present time. The blind (as in the characters) represent the whole of humanity; hesitant, ignorant of its condition, waiting for some sort of guidance whether it be religion, superstition, philosophy or science. What both guides us as humans and loses us at the same time?

The audience capacity is set for twelve spectators, all equipped with VR headsets and headphones. They will be seated in a twelve-sided stage designed to resemble an artificial or even abstract forest. The forest, in itself, is one of the main characters of the play, therefore its representation will play an integral part in the graphic work as well as in the set design.

This project is a virtual reality play as it combines both theatre tools, set design and VR technology. Our aim is to stage Maeterlinck's theatre; a theatre of silence and stillness in which the characters / spectators are immobile, in order to bring out the sensory landscape composed by the author. It's an experience that is both individual and collective. Individual through our immediate perception and collective through the way the experience resonates with the twelve spectators at the end of the play.

## TECHNICAL REQUIREMENTS\_\_

**Minimum floor area** : 8m x 10m

**Minimum grid height** : 3,5m

**Arrival** : 2 days before opening

**Stage set up** : 1 day before opening

We arrive with our equipment except for subwoofers and cables.

Stage set is approximatively 12m<sup>3</sup> and 500 kg

**Team on tour** : 4 people

## FINANCIAL TERMS\_\_

Show can play 5 times per day

**2 days (10 shows)** : 2 800€ /per day

**3+ days** : 2200€ /day

**5+ days** : 1900€ /day

**+ additional costs**

(travel, accomodation, catering)

## INVIVO, collectif d'exploration scénique, Lyon (FR)

Founded in 2011, INVIVO is a collective of artists who come together through their vision and stage experiences. In order to create unique stage forms on the front-lines of immersive arts, digital arts and theatre. INVIVO produces shows placing the audience's perception and immersion at the heart of their work focusing on how the viewer's perceptions and sensations contribute to new stage-writing forms. They develop their own productions in a unique writing process, and collaborate with other artists and stage directors. They create showw on the frontiers of theatre, immersive and digital arts. They use new technologies as tools for writing fiction and explore themes ranging from sleep, dreams, the boundaries between reality and virtuality, the fourth dimension, deep-sea diving etc.

After Parfois je rêve que je vois (Sometimes I Dream That I See) and Blackout, INVIVO explored the future of sleep, dreams and technology on 24/7, an immersive show with VR headsets created in 2018. In 2019, the collective creates Céto, an immersive play for 18 years old children in which we follow a diver into a strange journey, turning into different intriguing creatures on underwater fund. Tesseract (0.00/0.00) create in 2020, is a visual and sound experience embodying the desire to represent the fourth dimension. Both shows and installation are currently on tour.

INVIVO is an associate artist at Les Gémeaux, National Scene of Sceaux (headed by Severine Bouisset) and hosted for artistic residencies throughout at Théâtre Nouvelle Génération – Les Ateliers - CDN de Lyon (headed by Joris Mathieu).

### LINKS AND PREVIEW\_\_\_\_

> **Teaser** : <https://youtu.be/KOWDsJdNZjc>

> Teaser excerpt in English (full text in english [>here<](#) )

« He was tired, having walked so long. I think he sat down a moment in our midst. He has been very sad and very weak for some days. He has been uneasy since the doctor died. He is lonely. He hardly ever speaks. I don't know what could have happened. He insisted on going out today. He said he wanted to see the Island one last time, in the sun, before winter came. It appears that the winter will be very cold and very long, and the icy weather is already coming down from the north. He was anxious too; they say that the great storms of these last days have swelled the stream, and that all the dykes are giving way. He said too that the sea frightened him; it appears to be agitated for no reason, and the cliffs of the Island are not high enough. He wanted to see for himself; but he did not tell us what he saw. – I think he has gone now to fetch some bread and water for the mad woman. He said that he would perhaps have to go very far. We shall have to wait. »

website : [www.collectifinvivo.com](http://www.collectifinvivo.com)

instagram : <https://www.instagram.com/collectifinvivo/>

facebook : <https://fr-fr.facebook.com/collectifINVIVOofficiel/>

PREVIEW OF THE SET DESIGN\_\_

A prototype for 4 spectators – currently in creation



