

# The shadow from the hand

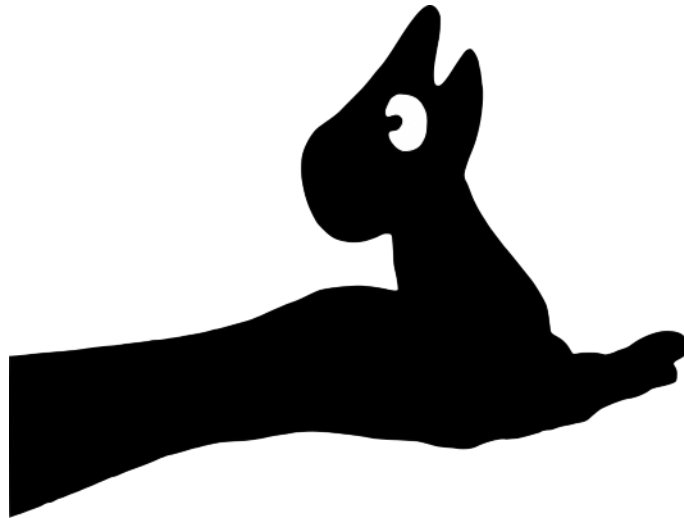
Shadow show, video, movement

from 18 months

Created in march 2020, this show has been performed 266 times

Compagnie 1-0-1

Arts Plastiques Vivants



*Multimedia creation and interpretation: Christoph GUILLERMET*

*Music and sound design :*

*Gaspard GUILBERT*

*Choregraphic gaze :*

*Laurence SALVADORI*

*Decor and lutherie :*

*Philippe BLANC*

*Additional developments :*

*Jacques BOÛAULT*

*Japanese voice :*

*Ryo ORIKASA*

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(L'Echalière)

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animation

FAIENCERIE  
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ESPACE MALRAUX



Adami SPEDIDAM

Centre-Val de Loire  
www.regioncentre-valde Loire.fr

Direction régionale  
des affaires culturelles  
Centre-Val de Loire

# A digital writing for kids

*« The shadow from the hand » is a show at the frontiers of puppetry, visual arts and digital arts.*

*It comes in the form of a series of visual and sound Haikus, without text.*

*The narration is done in touches, gently.*

*In this project the part of nature is important. The elements, plants, animals are the presence of the world.*

*Once the shadow is recognized by the child, it transforms, becomes different, leads elsewhere. This digital shadow surprises, sinks, fades, escapes.*

*The entry key, the hook for the little ones, is through the shadow characters: eyes, a simple shape, a presence.*

*An identifiable anchor that allows to take the visual journey in abstraction, contemplation, and to punctuate the poetry of this journey with humor, surprise, and a touch of madness.*

*The shadow is no longer scary. It is wealth, territory of exploration and imagination.*

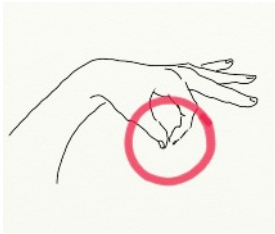




## Sensors and new storytelling technologies

*The entire narration device is interactive: images, sounds, animations are interpreted live using a multimedia instrument developed for this project: the Koto.*

*The Koto is equipped with distance sensors, allowing gestural expression. They create a "magical" relationship between the movement of hands and the manipulation of images. They connect bodies and visual and sound environments. The sensors also make it possible to trigger musical notes (sounds of the real Koto, the Japanese 13-string zither), and therefore to play music.*



- *A Leap Motion sensor is used for hand recognition, and puppet manipulation of some shadow characters.*
- *In the workshops, in addition to the Koto, connected objects allow children to manipulate the images and sounds of the scene of The Painter's Studio.*



*Calligraphie en direct*



*The forest's Haiku*

*Hokusai's big wave*



*Bird's Haiku*



*Fire Kami's Haiku*

*Some Haikus from the show*

# Graphics



*Le chat - mont Fuji*

The shadows are created with pen and Indian ink.

These drawings are scanned, vectorized, then recomposed and animated in real time.

The visual composition is interactive. The sensors make it possible to make each element of the composition appear separately (cloud, mountain, tree), to influence them, to transform them.

The landscapes are born on the white of the papers and disappear.



# Haikus

The writing of the Haikus comes from the drawing, and from its resonance once digitized and animated. This visual research is inspired by the classic themes of Japanese prints.

The dramaturgical thread starts from the plastic and the bringing together of the elements, then from their impact with the gestures and the manipulation.

The topics covered are:

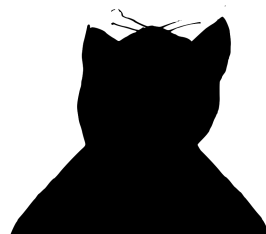
- Nature - contemplation
- Animal life - richness and abundance
- The journey - immensities and migration
- Wild Elements (Hokusai's Great Wave)
- Martial arts (self-mockery)
- Calligraphy

# The after-show

The after-show is intended as a time for exchanges and manipulations for the public. A time "to be together", allowing them to monopolize the gestures, and to re-visit the poetic journey they have witnessed: triggering sounds, holding a shadow in their hand, blowing into a snail, making a hedgehog sneeze ...

This post-show time allows an introduction to digital arts. The older ones will be able to come to Koto to play music, or manipulate the images, replay certain scenes, understand the physical relationship of manipulation with the sensors.

An educational file, made up of 16 sheets to draw from, allows you to continue the journey in class: [click here to download it \(french version\)](#).



# Gauges and Operation



Exploitation is planned in two forms:

- on set, audience on stage
- in nurseries, schools, media libraries, in technical autonomy

It is an intimate, close relationship.

Gauges according to age group:

- nurseries 18 months to 3 years old: gauge 25-30 adults included
- in school: from 3 years old to 4 years old 1 class 30 children maximum

from 4 to 11 years old: 2 classes 60 children maximum

- family audience : 50 adults included maximum

Duration of the show:

- For toddlers (18 months to 4 years old): 30 mins
- For 5-7 year olds, in school: 30 mins + 20 mins interactivity
- From 7 years old and as a family: 30 min show + discussion time of 15-20 min with interactivity



# Compagnie 1-0-1

6 rue Honoré de Balzac

41 100 VENDÔME

FRANCE

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<http://1-0-1.fr>

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Production and distribution manager

Déborah Boëno

[diffusion@1-0-1.fr](mailto:diffusion@1-0-1.fr)

Tel: 06 46 19 75 35

Art direction and technical contact

Christoph Guillermet

[christoph@1-0-1.fr](mailto:christoph@1-0-1.fr)

Tel: 06 07 03 21 33

*Co-production: Compagnie 1-0-1, L'Hectare, scène conventionnée d'intérêt national (41), Théâtre de Chartres (28), Le Théâtre pour 2 mains, Pascal Vergnault (44), compagnie conventionnée, L'Estran – Scène de la ville de Guidel (56)  
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