

Melinda Hetzel & Co.

# FLY BY NIGHT

Let a custom-built mobile app be your guide on this site-specific journey.

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Fly By Night is a site-specific, immersive adventure that takes participants on a fascinating journey, led by a mobile phone app. Guided by a series of visual clues on a mobile device, Fly By Night fuses real-time and screen-based elements into a virtual theatre of images.

As they travel through 'real' space, participants take in dance, physical theatre, an original sound score, sublime cinematography and interactive digital design via the screen of an iPod Touch. The custom-built app, with its ground-breaking experimental software, stitches video files side-by-side, creating theatre in-the-round, surrounding the participant in a seemingly endless vortex of image and sound. For example, as the participant stands in front of a painting in a venue foyer, a scene emerges from the painting on the iPod Touch, then, alerted by a visual clue, they turn towards the stairs to see footage set there. This is virtual physical theatre that invites you in.

Fly By Night's original technology has been designed for tourability, capturing new footage to expose the inner life of each venue in which it occurs. It is a site-specific concept, reinvented afresh for each new location in both form and content, designed to be tailored to venues and their audiences. Material is drawn from the site's history and architecture; characters grow from its inhabitants, both past and present.

Fly By Night comprises performance footage from the location filmed, edited and uploaded onto devices prior to presentation. Experiences can range from a series of virtual performative installations in secret locations throughout a venue, to a highly interactive experience designed for tech-savvy people from a digital age.

A key benefit of the Fly By Night model is that, once the work has been created especially for a venue, and it has been uploaded onto the iPod Touch devices, it can run there for an extended period of time, without additional costs (aside from Front of House).



### Melinda Hetzel & Co.

Melinda Hetzel & Co. is a new collective of multi-disciplinary artists who collaborate with director Melinda Hetzel to create extraordinary site-responsive live art and performance. Melinda Hetzel has directed and devised a wide range of original, image-based performance works nationally, as well as in Singapore and Germany.

Her extensive body of work features visually stunning, site-specific works and dynamic, ensemble-based theatre. The work of Melinda Hetzel & Co. builds on this experience and in particular Hetzel's decade of work as artistic director of award-winning visual theatre company Peepshow Inc.



### The Process:

Fly By Night can be tailored to fit each venue. The working model currently requires an initial site reconnaissance visit and a total of 2-3 weeks on-site rehearsal, filming and testing.

### Venue to Supply:

- A secure dressing room during rehearsal, filming and software testing
- Basic lighting equipment and a supporting venue technician during filming
- Assistance connecting with local props/costume stores and service providers
- Support with local casting

# **Requirements for Presentation:**

10–20 iPod Touch devices with closed-ear headphones (these may be hired or purchased by presenters for audience members to use, with participants' own mobile given as deposit)

Alternatively, with a small amount of additional development, an App can be prepared for release on the App Store for download by individuals to their personal devices. Personal ear-bud headphones may be used in this instance.

# Creative Team:

Touring Party: (on location for 2-3 weeks in total)

- Director
- Filmmaker
- Production Designer / Manager
- Software Designer

# Melbourne-Based Artists:

- Sound Designer
- Producer

### **Local Artists:**

- Cast
- Venue Technician
- Production Assistant
- Front of House manager

# Contact:

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Photography by Nassiem Valamanesh.

Fly By Night was originally developed and premiered with the assistance of Arts Centre Melbourne.



