

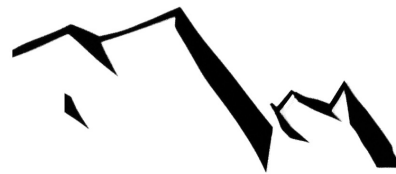
**LE
STANZE
SEGRETE
DI S.**

a production
Marche Teatro

Le Stanze Segrete di S. is a sensory experience, a story told through lights, sounds and images that wants to lead the viewer (here defined Guest) to create his own mental path, while figures and characters are revealed before his eyes.

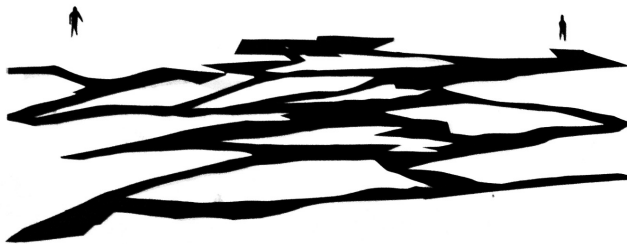
Inspired by medieval frescoes and tapestries, the project was born as a meeting point between illustrated books, shadow theater, sonorizations and performance, aiming to explore the possibilities of these expressive media as well as to overcome the limits between techniques.

Each performance is a site-specific work, designed and appropriately modeled for the space in which it is installed and is therefore to be considered unique and unrepeatable in that given form. However, it is possible to replicate a work already built for different spaces, by adapting and modifying the installation accordingly.



Before attending the show, the public is not informed about the content of what they are about to see. This absence of clues is an important element to ensure that certain psychological mechanisms are triggered in the Guests. If it's true that at the base of the show there is a well-defined story, the ultimate goal of the work is to push the viewer to create his own personal story, his connections and his own reflections.

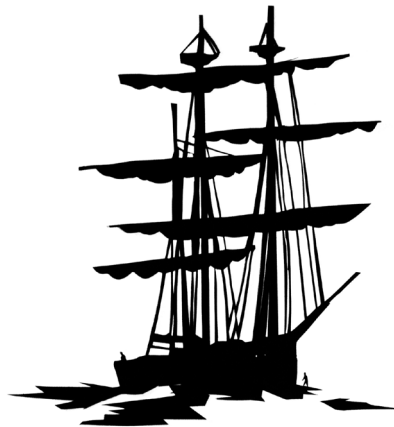
The Guests, in small groups, are guided through a darkened space, which is at the same time a great pop up book, a labyrinth, a theatrical play. Up against the walls are exhibited large illustrations that tell the story just as in a silent picture book. The Guide plays the role of narrator, leading the Guests through the development of the story with the help of the light of a flashlight, while a soundtrack complements the visual part.



The sensorial deprivation given by the darkness and the lack of reference points, together with the absence of a proper text that accurately describes the succession of events, suspends the Guest in a dreamlike condition, awakening in him the sense of wonder and leaving room for thoughts.

The very same illustrations are never fully descriptive but, just as shadows, they leave room for doubts. It therefore might happen that a group of Guests get to the same interpretation of the story or that each of them would develop their own idea on what they have just seen.

Are we still able to get excited in absence of special effects?





ROOM NUMBER 1 - "Mircalla"

2012

Duration: 15 minutes

No language barriers

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"Dreams pass through the stone walls, illuminate the darkest rooms and cast darkness into the illuminated ones, and their characters enter and leave everywhere they like, laughing at all the padlocks."

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ideation and installation: Le Stanze Segrete di S.
freely adapted from Carmilla by Sheridan Le Fanu

drawings: Daniele Catalli

lighting director: Eleonora Diana

original sound creation: Eleonora Diana

singer: Ginevra Giachetti

in collaboration with: ExhibitiOff

with the support of: Villani Foundation.

photo: Andrea Macchia

thanks to: Lucio Villani, Augusto Creni, Marco Maturo,
Giuseppe Tassone, Anna Martinelli



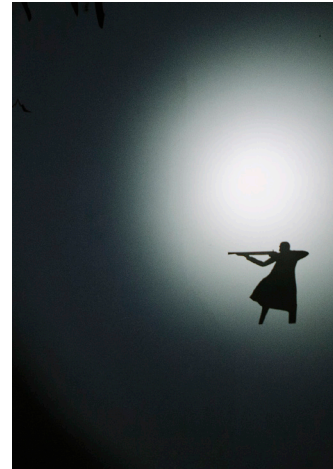
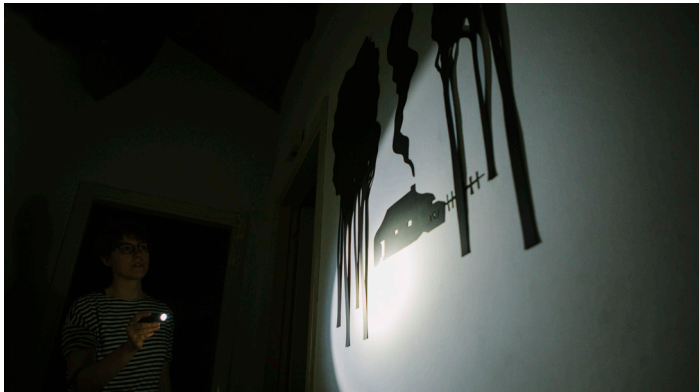
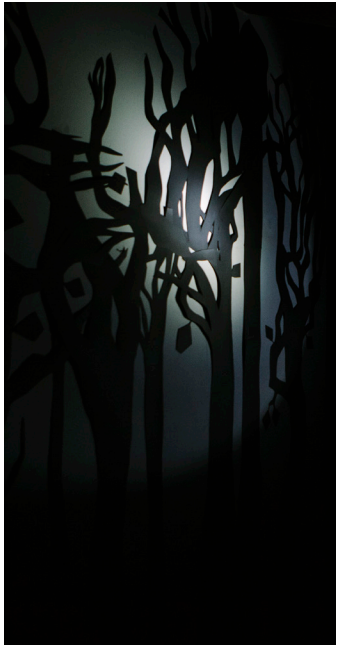
2012 Turin

2013 Danza al Museo, Ex Fornace - Moie

2016 Turin, Perempruner Theater

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The work is inspired by Carmilla by Sheridan Le Fanu (1872), the first literary example in which the figure of a female vampire appears. The story tells of a young woman named Laura, who lives with her father in a small castle in Austria. All of a sudden in her life of Laura enters a girl called Carmilla. Room#1 focuses precisely on this link between two different creatures united by a strong empathy. The gothic tale gives way to a reflection on the social obligations to which we are subject and to the eternal struggle between man and nature.



ROOM NUMBER 2 - "Awakening"

2013

Duration: 20 minutes

No language barriers

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ideation and installation: Le Stanze Segrete di S.

freely inspired by the work of Mary Shelley

drawings: Daniele Catalli

lighting director: Eleonora Diana

original sound creation: Eleonora Diana

a Marche Teatro production

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Freely adapted from Frankenstein by Mary Shelley (1819). Room # 2 presents the story from the point of view of the Creature, its fear of being alone and hunted like an animal, the loneliness of feeling different.

The work was carried out for the INTEATRO 2013 festival in Polverigi.



ROOM NUMBER 3 (study)

2015

Duration: 20 minutes

No language barriers

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ideation and installation: Le Stanze Segrete di S.

loosely based on the work of Jules Verne

drawings: Daniele Catalli

lighting direction and original sound creation: Eleonora Diana

Marche theater production

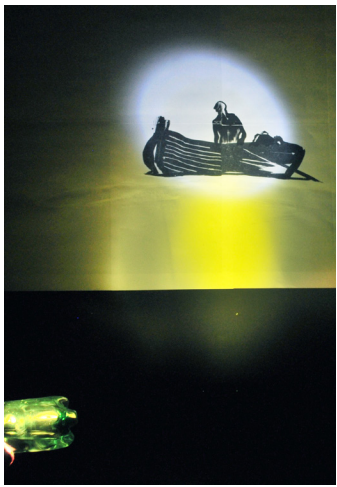
2015 Landscape Festival, Serra San Quirico

2015 Theater of Places, Koreja Lecce

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The work is inspired by the book *Journey to the Center of the Earth* by Jules Verne. In this case, central part of the work is based on the particular geomorphic structure of Iceland, in which the book is set. The text, original written at a time when great explorations revealed the wonders of nature to the world, thus becomes a pretext, a common thread that embodies the themes of the need for knowledge and the conflicting relationship between man and nature.

Stanza # 3 started in May 2015 as a study within the Ecomuseo del Paesaggio project in the Marche region and formed the basis for the development of Room number 4.



ROOM NUMBER 4 - "Descent"

2016

Duration: 22 minutes

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"Under our feet - says Vidar - runs an infinite series of galleries and caves leading no one knows where. "

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ideation and installation: Le Stanze Segrete di S.
freely inspired by the work of Jules Verne

drawings: Daniele Catalli

lighting director: Eleonora Diana

original sound creation: Guglielmo Sado Diana

A Marche Teatro production

in collaboration with: Freezer Residency Program, Rif.

with the support of: Movin'UP II session 2015

by Ministero dei Beni Culturali e Ambientali Directorate
General for Contemporary Art and Architecture and
Urban Suburbs General Directorate of Entertainment
and GAI - Association for the Circuit of Young Italian
Artists.

2016 Freezer Hostel, Ref

2016 Inteatro Festival, Ancona

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Stanza 4 was developed during a period of residence in
Iceland at the Freezer Residency Program, Ref. Born
as a drafting project of Stanza 3, Stanza 4 has evolved
in other directions, assimilating the atmospheres and
stories heard in the Sneffelnes region, at the foot of the
Sneffeljokkul volcano.

The story tells the story of a lost hiker who accidentally
falls into a cave during an exit. In a desperate attempt
to find an exit, the traveler begins a journey into the
depths of the Volcano. Room 4 imagines a possible
journey through what Verne described in his works and
becomes a metaphor for an adventure in our imaginary
of children.

DETAILS

paper, ink
lights
portable sound speakers
variable dimensions

TECHNICAL NEEDS

dark space



CONTACTS

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