

OBFUSCATION

A dynamic play of visual projections, eight channel immersive sound and live musical performance

A growing awareness of challenging global issues and a realisation that the process of negotiation between humans and nature has gone awry have created a new reality - the consciousness of the world as a single place and the need to re-assess our relationship with the planet.

In the deluge of confusing and bizarre news information directed at us by multiple media sources, we are told what to think, feel and hear. Skim-reading from terrifying news items reporting extreme weather events to lifestyle tips, sport, health and fashion. How much can we comprehend, control, understand, or believe?

Throughout time, humanity has turned to mythology and religion, invoking supernatural beings to take responsibility and to explain the mysteries and confusion of the world around us. Ancient myths, for example from Greek and Celtic mythology, resonate in the strangeness of the world today and humankind's inability to fully understand it.

Gill Russell (visual artist), Pete Stollery (sound artist) and Fraser Fifield (multi-instrumentalist /composer) have created *Obfuscation*, a 45-minute intermedia experience encouraging reflection on the world in which we find ourselves.

We would like to thank friends for lending their voices: David Currie, Paul Johnson, Sophie Painter, Cath Currie, Gillian Needham, Alan Carr, Nicole Carr, Steve Cameron, Chris Tauber

Credits: The Listeners, Walter de la Mare

This is the world premiere performance of *Obfuscation*, and we are grateful to **Creative Scotland** for funding, to soundfestival for the performance opportunity and to Aberdeen Arts Centre for providing the venue.

Please make yourself comfortable in the performance space, and allow time for dark adjustment. There are chairs, stools, cushions or bean bags and we advise you get as close as you can be to the centre of the room, to gain the best experience of the work. We would be grateful if you stayed for the whole performance as leaving the space will compromise the experience for others.

PLEASE COMPLETELY SWITCH OFF
MOBILE DEVICES DURING THE
PERFORMANCE TO AVOID
DISTRACTIONS FROM EXTRANEOUS
LIGHT OR SOUND





