A ThickSkin Production, supported by November Productions





Supported using public funding by ARTS COUNCIL ENGLAND

LOTTERY FUNDED



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ABOUT

AN IMMERSIVE THEATRICAL EXPERIENCE FILMED FOR 360° VIRTUAL REALITY.

ThickSkin is programming a virtual tour of a new play, PETRICHOR. The work will be made available to venues for online distribution and can be viewed on smart-devices or laptops, with or without VR headsets. We are also offering a socially distanced VR experience on-site at theatre venues, community centres and schools. Booking is available now for November 2020 onwards.

PETRICHOR is a story set in a parallel universe, exploring escape and connection. It features two performers, an original soundtrack and projected animation. The story is told through movement, animation and film with very little spoken word, and is 30 - 40 minutes long.

This is the first in a series of MATCHBOX plays by ThickSkin – bringing high quality digital theatre to new audiences, with a focus on engaging young people with the arts.

CLICK TO VIEW MATCHBOX ON YOUTUBE



GENERAL INFO

ONLINE

PETRICHOR is available for venues to book for one week each from 2 November 2020. Audiences book through Ticket Tailor, via a link from your website. On the first day of the event at your venue, ThickSkin will share a link to the show with ticket holders, which remains live for one week. Audiences can watch the work from their own home, on a laptop or smart device, with or without a VR headset.

ON-SITE

At your venue, ThickSkin will provide VR headsets for up to 20 audience members at a time, as a rolling event throughout the day. This is an immersive and sociallydistanced audience experience. The event can take place anywhere in your building as long as the audience is seated. Between use, we clean every headset using a Clean Box - a medical grade cleaning device that kills 99% of bacteria in 90 seconds allowing for quick and safe turn around.

CREATIVE TEAM

PETRICHOR - conceived & created by Jonnie Riordan, Jess Williams & Ben Walden

Directors & Choreo - Jonnie Riordan & Jess Williams Animator - Ben Walden Composer - Neil Bettles VR Film Maker - Jim Dawson for Tripledot Makers Producer - Steph Connell Production Manager - Hannah Blamire Photography - Ray Chan

FOR THICKSKIN

Artistic Director - Neil Bettles Executive Director - Laura Mallows Associate Artistic Director - Jonnie Riordan Producer - Steph Connell



ONLINE

For all ages. Unlmited capacity. Tickets are £5 per household, booked through Ticket Tailor via a link from your website. Includes 30 free tickets and access support for reach young hard to people.

ON-SITE

For ages 13+. Max 20 audience members at any time. Event can run on rolling basis through the day. Audience must Booked seated. be through your box office.

PETRICHOR is a digital theatre experience for everyone aged 13+. The content is family friendly but anyone wearing a headset should be 13+.

We are particularly interested in engaging young people as well as crossover audiences from dance, film, gaming, mixed-media and visual arts.

The aesthetic of the show is inspired by video games and designed to appeal to young people. We're especially interested in working with venues to engage hard to reach groups that not might regularly attend the theatre, using PETRICHOR as a starting point for their journey with the arts and your venue.

We will provide up to **30 FREE tickets** for the online experience, plus data top ups through our Digital Access Fund to help remove barriers for young people from socially disadvantaged backgrounds.

AUDIENCES

PLAYS FOR YOUNG PEOPLE AND THE DIGITALLY CURIOUS

ENGAGEMENT

Engage schools through an attractive package, designed to support learning and access.



DISCOVER PETRICHOR FOR SCHOOLS & COLLEGES

DISCOVER BUNDLE:

PETRICHOR VR film, accessed online for 6 months

A behind-the-scenes documentary, including interviews with the creative team and insight into the creation process

Additional teaching resources, including creative tasks led by ThickSkin's Artistic Director

ADDITIONAL RESOURCES:

On-site VR experience in schools/colleges

Live Zoom Q&As with members of the company

PRACTICAL INFO

THICKSKIN PROVIDES

- One stage manager / company representative to manage on-site activity
- 20 x VR headsets & headphones, with a medical grade cleaning system for on-site event
- Promotional banner to be positioned FOH
- Management of Ticket Tailor and settlement for online sales
- Marketing assets for all activities
- Dedicated team to co-ordinate and deliver engagement and audience development
- Optional add-on activities for schools and colleges
- Up to 30 x free tickets for hard to reach young people with data top-ups to support access needs.

VENUE PROVIDES

- One dedicated member of FOH staff / volunteer to assist with on-site event
- 20 x chairs (socially distanced, if required) inside your venue (i.e. foyer, cafe, bar, studio)
- 2 x 13 amp plug sockets in close proximity to event space
- Management of box office and settlement for on-site event
- Co-ordination of promotional activity, including schools/colleges
- A point of contact for audience development and distribution of free tickets.

EXAMPLE SCHEDULE FOR **ON-SITE**

9:00 Fit up 10:30 Event 1 11.:30 Event 2 12:30 Event 3 14:30 Event 4 15:30 Event 5 17:00 Event 6

18:00 Event 7

18:45 Strike

SYNPOSIS

Two inhabitants of a great industrial city wake up to relive the same day they have for... well, that's a mystery really. How long have they been here? Eat, sleep, work, repeat. An endless loop. Work consists of button pushing and lever-pulling. It doesn't require any thought at all. That's how they ended up here in first place. They chose a muted, managed and regulated life. To avoid the hurt from their past, but also sacrificing the highs and excitement of the real world. As the days draw on and nothing changes, their past selves have faded away and now... they function, they get by.

The people that work here don't speak. They're not allowed to. They keep their eyes down and focus on their work. "Your work gives you purpose" is shouted from speakers at them daily. And reminders of "no eye contact," "remain 2 metres apart at all times". No one ever meets anyone, even though they share work stations and canteen tables. That is, until Amba meets Zack.

A friendship forms. The connection sparks clarity and one question begins to emerge. Is there a way out? Will they be allowed to leave, what's stopping them, what's out there? As they sprint through a labyrinth of twisting roads and endless doors, the world around them soon begins to dissolve. What's behind the next door?... An exit?

MORE ABOUT THICKSKIN

ThickSkin is an award-winning touring theatre company with international acclaim. We create bold and ambitious theatre; reaching and inspiring young, new and representative audiences across the world through our distinctive physicality and cinematic style. We nurture talent across all areas of theatremaking, providing a springboard for artists who are ready to take a leap.

A NEW WAVE OF ARTISTS AND AUDIENCES INSPIRED BY EPIC THEATRE EXPERIENCES

MATCHBOX is an innovative new programme by ThickSkin, using digital theatre to spark enthusiasm for the arts. MATCHBOX projects are curated and produced by ThickSkin to celebrate experimentation and work by early career artists.

PRESS

'truly stunning To Drown

'all the ingredients to inspire a new generation in theatre' The Good Review

'one of the most reliably innovative companies around' High50

'*sets the stage* Chalk Farm

'technically daring and breathlessly orchestrated' ★★★★ Metro on The Static

'*high octane, physically driven winner.*' ★★★★★ EdinburghGuide on The Static

'Captivating, emotional and brilliant' ★★★★ ThreeWeeks on Blackout

'truly stunning' $\star \star \star \star \star \star$ The Scotsman on How Not

'sets the stage alight' ★★★★ Broadway Baby on

REASONS TO BOOK

ONLINE

- Be pioneers of storytelling this is a completely new and original offer
- Engage audiences who are not yet ready to return to the theatre
- Connect with new audiences who experience barriers to attending the theatre
- Reach audiences beyond your usual catchment area
- Generate revenue through a low-risk model, requiring minimal resource
- Promote your other events and grow your following.

ON-SITE

- Offer audiences a safe and socially distanced experience
- Invite audiences back into your building, whether or not you are programming work on stage
- Take advantage of the flexible format to suit your venue and audience needs
- Attract a curious audiences, looking for something different
- Generate revenue from tickets and ancillary sales.

IN SCHOOLS • Support your local schools & colleges to access innovative work and resources

- Maintain your relationship with schools through a new offer, even if they are unable to bring groups to the theatre just yet
- Benefit from a percentage of the revenue generated through these activities, while ThickSkin looks after the admin!

BOOK

FOR MORE INFO AND TO **PROGRAMME THIS EVENT**, **PLEASE GET IN TOUCH:**

steph@thickskintheatre.co.uk +44 (0)7850 870 119

PRICES

Detailed pricing available on request for:

ONLINE

ON-SITE

SCHOOLS/COLLEGES

thickskintheatre.co.uk @ThickSkinTweets ③ThickSkinTheatre Off ► J













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