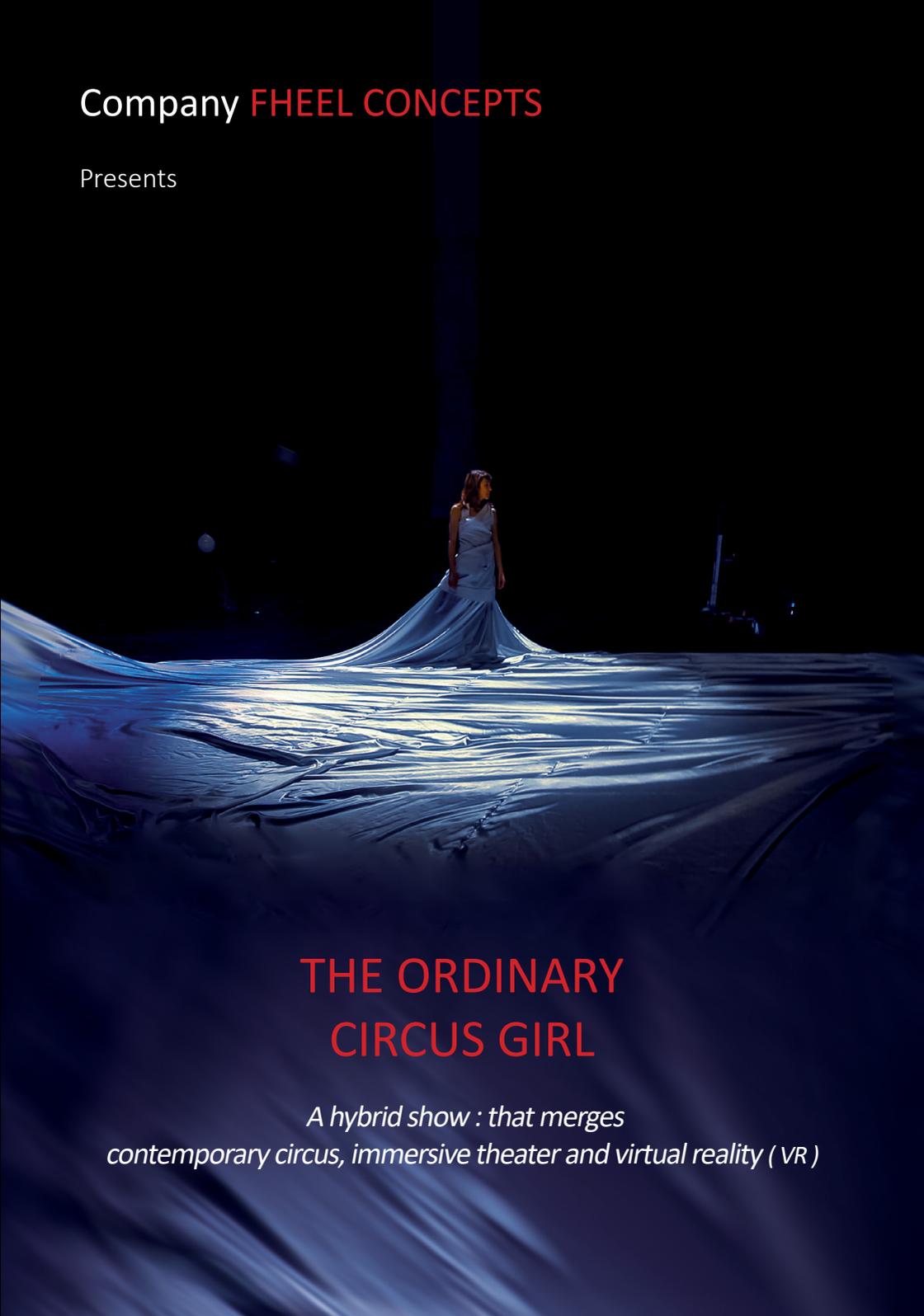


Company **FHEEL CONCEPTS**

Presents



**THE ORDINARY  
CIRCUS GIRL**

*A hybrid show : that merges  
contemporary circus, immersive theater and virtual reality ( VR )*

## SYNOPSIS

The Ordinary Circus Girl will awaken your senses through a collective and participatory experience that merges virtual reality with contemporary circus. And blurs the boundaries between reality and fiction, the physical and the virtual.

The piece is inspired by an experience from Corinne's life: a fall that forced her to rethink her career as a circus artist, the performance explores the subject of risk in the world of contemporary circus.

Seen through a VR headset, you will become a member in a troupe of circus performers. Nico (the technical director) guides you through an emotional adventure from backstage to the performance itself. You'll find yourself right in the middle of the action, in the surreal and poetic environment of contemporary circus.

As you ascend to the highest point of view of an aerial artist - will you manage to face your fears?



Click on image to visualize the teaser:  
The Ordinary Circus Girl

**Genre : contemporary circus & mixed reality**  
**Length: 75 min (45 min VR and 30 min live performance)**  
**Audience capacity : 70 persons per day (14 person per session up to 5 sessions per day)**  
**Age : From 13 years old and up**

**Not recommended for people suffering from epilepsy or reduced mobility (wheel chair)**

## AN IMMERSIVE SHOW

Virtual reality (VR) is a technology that transports and immerses the viewer into the middle of the action: right in the heart of a 360° world.

By creating *The Ordinary Circus Girl*, we wanted to create a direct link between the virtual world and the real world, by combining the immersive power of virtual reality with the warmth and intimacy of live performance.

*The Ordinary Circus Girl* is built around two virtual reality films and three live performance sequences.



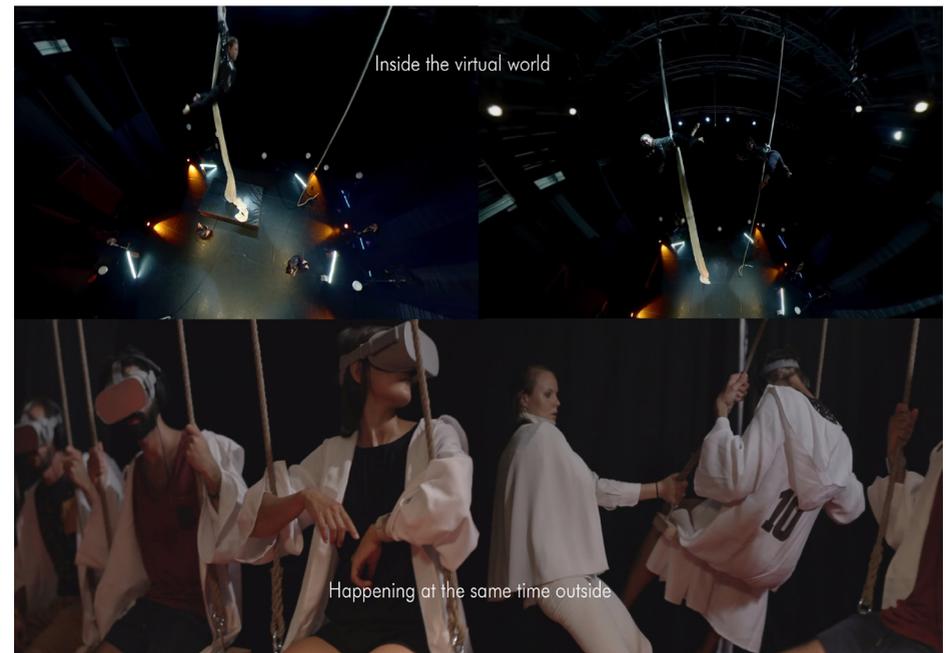
## BETWEEN REAL & VIRTUAL [ mixed reality ]

Mixed reality : Equipped with virtual reality (VR) headsets, the spectators themselves become actors and embody a circus artist.

While in headset ( VR) they are simultaneously physically guided and sensorially stimulated by the artists, who are also the real (live) and virtual (filmed) characters in the story.

The senses of the spectators are awakened not only by sight and hearing, but also by smell and touch, which strengthens the immersion and overall coherence of the work.

Physical experience of being an aerialist



# DÉROULÉ DE L'EXPÉRIENCE



**C & M :**  
Virtual audition specialists for circus companies



**Céleste :**  
Acrobat



**Nico :**  
Technical director and clown



**The mystical woman in white :**  
aerial artist

## Act 1. INTRODUCTION / audition [immersive theater] :

You are welcomed to the front of the VR Micro theater by C&M, with 13 other audience members. After a short and rather cold introduction, you enter the structure.

The scenography is reminiscent of a futuristic laboratory.

Little by little, you understand that you will audition to join the circus company Fheel Concepts, as an aerial artist. And that you are already being tested.



## Act 2. FIRST VIRTUAL REALITY FILM // THE FALL OF THE WOMAN IN WHITE - [mixed reality experience]:

You are invited to change space. The scenography in the space is softer and more theatrical.

The lights are dimmed, just enough that you can find your way to a chair to sit. You are then equipped with a virtual reality (VR) headset. In the VR headset, the space is the same as the one you just left in the real world; The Jury appears in front of you.

You are pre-selected, and invited to attend the rehearsals of the circus company. You meet the Jury : Céleste, acrobat, Nico, stage manager and clown, a mysterious woman dressed in white, and the rest of the troupe.

The characters, real and virtual, interact with you through physical contact, engage your olfactory memory by diffusing scents, and alternate your position between sitting and standing.

The rehearsal you are attending is interrupted by the fall of the woman in white, who turns out to be an aerial artist.



### Act 3. Immersive live performance:

You are invited to remove your VR headset - to return to the “real” world. The scenography has changed. You are sitting in front of a mirror in a room that seems to be backstage.



Through this mirror, you observe a live performance which features Céleste and Nico, which serves to bring the narration of the two virtual reality films together.

They talk about the risks associated with the circus world, and come back to the accident of the woman in white.

Slowly you understand that you have been chosen to replace the aerial artist who was the victim of the accident. You are expected on stage in five minutes for the final aerial acrobatic act.

### Act 4. SECOND FILM IN VIRTUAL REALITY [experience of incarnation] :

You are invited one last time to put on your VR headset and to discover the second part of the film that allows you to step into the shoes of an aerial artist.

From backstage to the stage itself, you perform your aerial act. During the act you are seated on a trapeze in the real world to heighten the physical sensation of being in air. This allows you to fully embody the sensations of an aerial artist.

At the end of the film, there is a switch to a dreamlike atmosphere. The woman in white reappears and hands you a red envelope.



### Act 5. RESOLUTION - RETURN TO THE REAL WORLD

You are asked to remove your VR headset. The feeling of suspension of time lingers as the trapezes continue to move, creating dancing shadows around the audience.

You leave the VR Micro Theater with the red envelope in your hand. It contains a photo of you taken during the show, and a letter addressed to you by the woman in white.

**END**

# DISTRIBUTION FORMAT

The Ordinary Circus Girl experience is performed in a structure designed by the company VR Micro Theater.

The polygon is composed of an aluminum construction covered in fabric. It is specifically designed to be light and easy to set up and take down, and it can be transported by one van. The touring efficiency and the structure itself is a modern take on the classic circus tent.

In order to increase the audience's immersion, curtains divide the space to accommodate the different changes in scenography that take place when the spectators are wearing the virtual reality headset.

These spaces allow the actors to perform in a more intimate space, blurring the line between real and unreal.



## Relative information concerning distribution :

The performance is ongoing and performed multiple times per day .The length of the show is 75 min - performed up to 5 times per day - for an audience of 14 people in each session with an audience reach of 70 people per day.The show can be performed every 2 hours. One break of 1.30 min is necessary once a day (Lunch)

## An example of a typical day

The audience is asked to arrive 10 minutes before the start of the performance.

Session n°1 : 10.00-11.15

Session n°2 : 12.00-13.15

Lunch break : 13.15-15.00

Session n°3 : 15.00 -16.15

Session n°4 : 17.00 - 18.15

Session n°5 : 19.00 - 20.15



## ORIGIN OF THE PROJECT

I first discovered Virtual Reality at the Tribeca Film Festival in May 2016.

It was the physical sensations and immersive possibilities that Virtual Reality is able to provide that made me want to combine New Technologies with contemporary circus language.

I realized through this experience that one could give a central place to the public, the public that I have performed for all my life in a frontal way, at 10m of height. To make him feel what I felt on stage: the height, the movement, the breath, the stage fright, and the joy of being in front of an audience. It's from this realisation that the idea to create The Ordinary Circus Girl was born.



## NOTES OF INTENTION

With The Ordinary Circus Girl, I want to bring audiences a new way of discovering contemporary circus: by changing their point of view from audience to performer.

My main goal is to push the experience of a live show forward, by allowing the audience to become a circus artist, to let them feel physical sensations. By abandoning the frontal point of view and the traditional stage space, I invite each spectator into the action, into a space that is inaccessible in the real world.

Virtual Reality has allowed me to branch out from traditional performance venues and formats, by proposing a nomadic configuration. This configuration is as accessible to theaters as it is to circus festivals, digital art festivals, or spaces that do not usually host performance—such as gymnasiums, museums, exposition halls and classrooms.

*“Virtual reality (VR) gives us experiences that are almost as authentic as real life.*

*People remember VR not as something they have seen, but rather as something they have experienced” Corinne LINDER*

## Team : Live Performance

Live performance : *The Ordinary Circus Girl*

Directed and written by : Corinne Linder & Nicolas Quetelard

Performers: Corinne Linder, Julia Masson, Nicolas Quetelard & Marjolaine Grenier

Scenography: Jérémie Chevalier

General technician : Marjolaine Grenier

External eyes : Sylvain Monzant & Sylvain Cousin

Music : Katja Andersen (film et performance)

## Distribution Films in Virtual Reality

Actors and actresses | Circus artists

Masson Julia (actress: Céleste)

Gibeaux Antoine (actor : The director)

Andersen Katja (aerial and singer)

Behrendt Max (hand to hand)

Bouissou Noémie (actress and acrobat)

Couhet-guichot Jean (acrobat and actor)

Deumié Noémie (enigmatic woman in white)

Fouchereau Loric (hand to hand)

Freeman Peter (hand to hand)

Gaiser Ricardo (acrobat)

Gilbert Clémence (hand to hand)

Guetta Amir & Ben Zvi Hemda (duet acrobats) Hays Cali (acrobat)

Linder Corinne (aerial)

Oleinik Natalie (aerial)

Quetelard Nicolas (actor : Nico | clown)

Sanchirico Silvana (aerial)

Tibery Rende Alice (contortion and handstands)

Production

Wion Charlotte and Corinne Linder – Fheel Concepts



### Technical team

General Technician - Grenier Marjolaine

Administration

Itier Audrey – Fheel Concepts

Director and choreographer

Linder Corinne – Fheel Concepts

Production assistant- Martin Baptiste

Director of photography- Louahem Fouzi

Sound engineer - Comte Charlotte

Camera movements - Jadaud Jean Company R-motions

Musical creation - Andersen Katja

Costumes - Masson Julia

Assistant stage designer - Bergès Elise

Set photographer - Jonasz Florian

Lighting

Bateau Marylou Honoré

& Jordi Munro Sarah

Technicians ( Rigging)

Malka Julie & Rillh Jeansens

**Post-production (vfx & sound) Audiogaming / Novelab**

Couchard Thomas- (Sound Design)

Sourzac Dimitri - Visual co-creation and artistic direction of the VFX

# TOUR CONDITIONS

Arrival of the team D-2 early afternoon  
Departure D+1.

Must be proved by the organizer;

- Please verify that you have a good connexion to 4G WIFI
- A person in charge of welcoming the public the entire day
- A secure lodge (minimum 20m<sup>2</sup>), with a temperature (around 25 ° / 27 ° C maximum). Minimum one electrical 16A socket. The lodge will be used to store and recharge the virtual reality headsets.
- Small catering ( fresh fruits, water, fruit juice, coffee, tea ...) available to the artistic and technical team throughout the day of presentations.

## TEAM on TOUR

- Artistic Director (Corinne Linder)
- 2 artists
- 1-2 technician

## Costs to be paid by the organizer:

- Round-trip with one van and one place communal means ( train, car ) from Toulouse ( FR) (kilometer costs added as ibn 0.54 € / km)
- Accommodation on site (4-5 single rooms)
- Warm Meals and breakfast (on the travel days and on site)

## Minimum Technical specifications\* :

Experience to be installed Indoor or outdoor protected from rain  
Space with low light

## Minimum stage space:

13 m x 10m  
4 m height

**\* For more information, the technical sheet available on request by email:  
([technique.fheelconcepts@gmail.com](mailto:technique.fheelconcepts@gmail.com))**



Want to know about our upcoming dates?

Check out our website

[www.fheelconcepts.com](http://www.fheelconcepts.com)

Don't hesitate to contact us about pricing or any additional questions you may have!

[diff.fheelconcepts@gmail.com](mailto:diff.fheelconcepts@gmail.com)

