

project under
the artistic direction of
sara marasso and
stefano risso_il cantiere

what's beyond the wall?

miriam tello_graphic storytelling

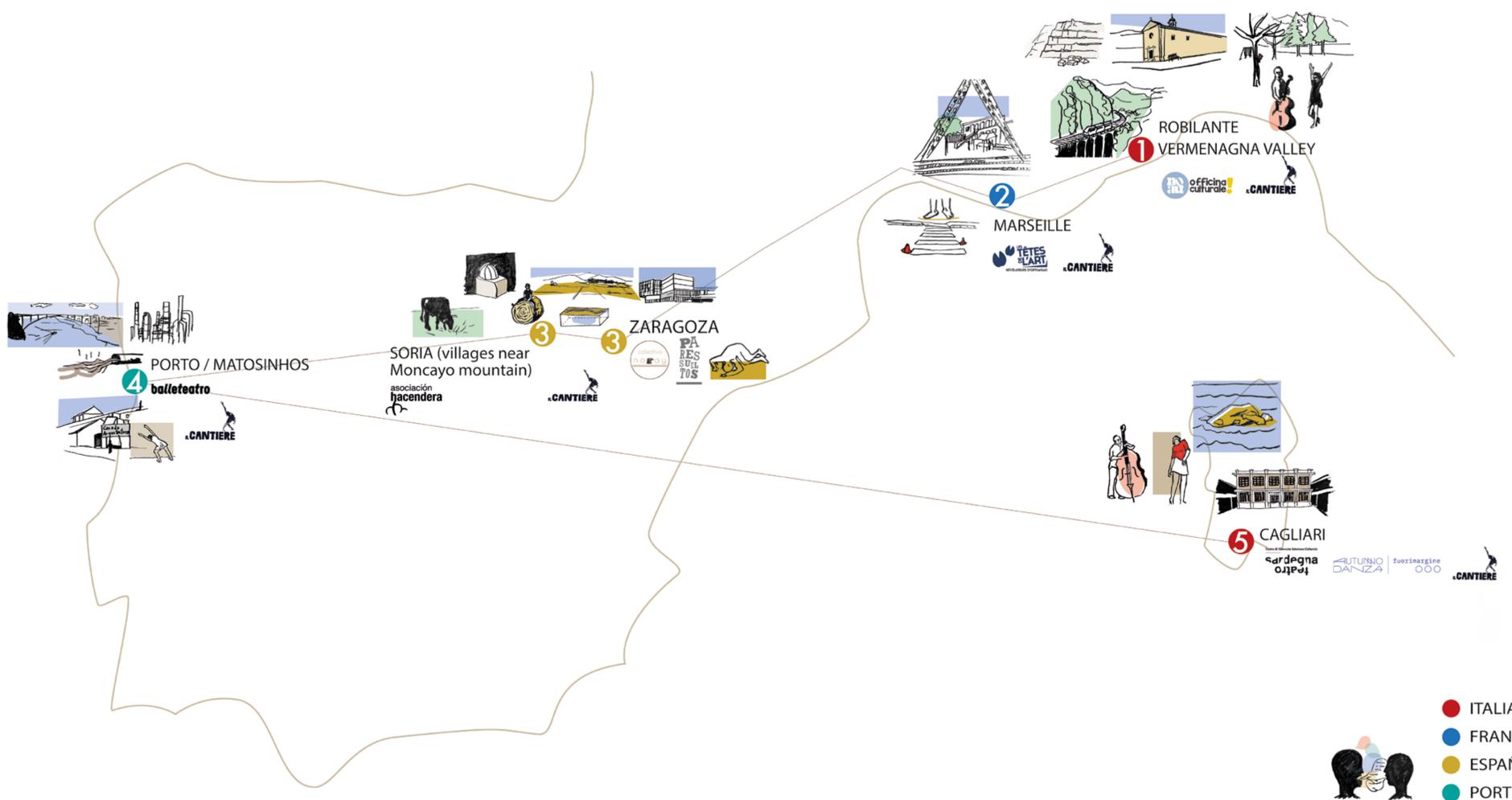
the journey

22-08_30-09
2022

WALL DIALOGUE RESISTANCE

2022-23

residency by_
sara marasso
director, choreographer and dancer
stefano risso
composer, musician and videomaker
in collaboration with_
nicolas lange
writer, theatre director and performer
stefano odoardi
director, screenwriter and producer
miriam tello
interdisciplinary artist, designer and activist
+
simone sims longo
sound and visual designer
julie yousef and cyril limousine
dancers and videomakers of wrong time collective
pares sueltos
inclusive dance
carlos silva
dancer and dance teacher
rossana fonseca
photographer



concept

The project uses the image of the wall, both a physical and mental limit, as a practical and symbolic guide to an open creative process with the aim to develop a participatory and interdisciplinary performance-format that can creatively elaborate the encounter with a territory and its inhabitants.

At the basis of the project there is a question that connects it to the present: what's beyond the wall? What's beyond a limit? Limit as a state of interruption of everyday time and space, which we all had experienced during the pandemic as separation and isolation.

Like a vision or an act of imagination needed, in order to go beyond something, the wall could also be interpreted as an opportunity: a condition not sufficient but necessary to let a different perspective emerge supporting a real change. And the project aims to explore this perspective through an artistic research that involves our moving-sensing bodies. That's why the participatory character of the project is realized through serious-ludic actions during a residence time: 1_ a movement-sound workshop revealing that the strongest limitation are the invisibles and embodied ones: space position, postures, ways of speaking and gestures where pre-judges and values are hidden (stay right as a self-made man!). 2_ an open-air appointment to play a game in a public space (1,2,3 Stella). 3_ a final performance.

All these activities are followed by different audio-visual project outputs to let a resonance of the occurred encounters appears and to reinforce an ongoing connection between different territories and people beyond any kind of walls and limits. **sara marasso**



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