

Tbilisi Biennale of Stage Design

International Symposium

Temporality - Pandemic, War, Theatre

12/10/22

Gunpowder depot - space of inspiration

Katarina Dajč and Miljena Vučković SCENATORIA ASSOCIATION

SCENATORIA

Scenatoria Association creates cultural and artistic programs that point out values of built heritage

Our vision is “built heritage as stage”

Scenatoria works through different activities and program areas and this presentation deals with specific niche:

Production of cultural “*site-specific*” events on locations of formally protected but neglected cultural monuments - INVISIBLE HERITAGE - as we call it

Approaches and examples of good practice - what can micro-organizations/micro-budgets offer - how to really make a difference and gain some effect with activities? How much creativity is needed to get some results?

> solution A: *Tom Sawyer rule* - catch others’ interest for your idea, let them join and continue working on it

> solution B: international cooperation

METHODOLOGY

Empirically created, by testing and improving; cyclical

NOTICING the space / the problem >

RESEARCH of history / circumstances / possibilities >

PUBLISHING paper + digital publication (circulation / no limit) >

PRESENTING / **INTRODUCING** the SPACE in publication and ideas in media and in digital realm >

GETTING FAMILIAR expert led walk through heritage > audience in direct contact with space >

REVIVING built heritage as stage - creation and realisation of site-specific event >

DOCUMENTING photo / video of event >

DIGITAL PRESENTATION OF THE PROJECT AND SPACE project video announcement and release

METHODOLOGY in the Times of the Pandemics - ADJUSTMENT

Original methodology:

Modification of methodology of previous and ongoing projects, and future plans:

NOTICING >

NOTICING > the space / the problem >

RESEARCH >

RESEARCH > of history / circumstances / possibilities >

PUBLISHING >

PUBLISHING > paper + digital publication (circulation / no limit) >

PRESENTING >

PRESENTING / INTRODUCING the SPACE in publications and ideas in media and in digital realm >

~~GETTING FAMILIAR~~ (walk) >

~~STORYTELLING~~ (digital experience, directed, indirect) >

REVIVING >

REVIVING > built heritage as stage - creation and realisation of site-specific event, now without audience >

DOCUMENTING >

DOCUMENTING > photo / video of event >

DIGITAL PRESENTATION

DIGITAL PRESENTATION OF THE PROJECT AND SPACE project video announcement and release

Case study Gunpowder depot Joseph

Ambience in “Wasserstadt” (meaning Water City) -
Suburbium of Petrovaradin Fortress

Military purposes dictated the shape - architectural
and constructive characteristics

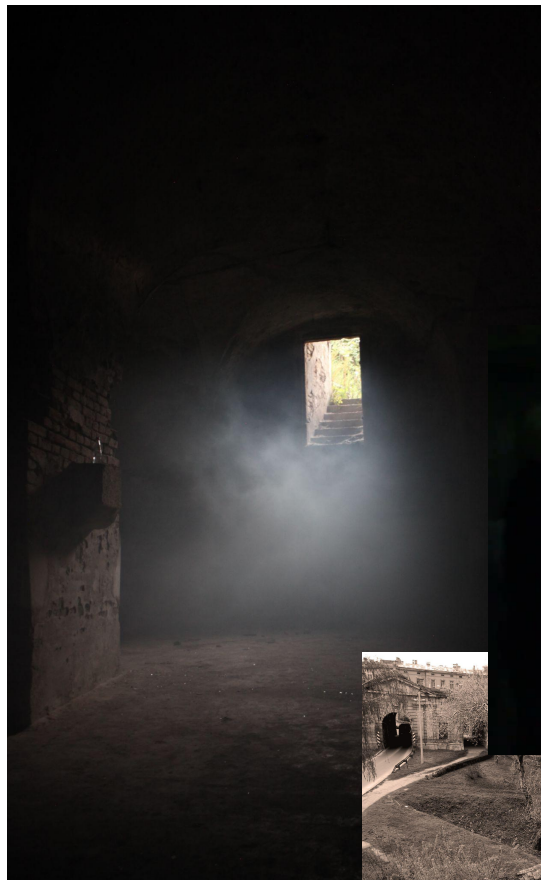
First shown on Fortress maps from 1761

Due to road construction in 1927, part of side canon
is demolished

End of military use of object in 1990s was the
beginning of an end - dilapidating undefended space,
abandoned, peeled off - everything but walls;
vegetations, garbage

Potential - center of local community, touristic
centre, space for culture





#Gunpowder_depot_space_of_inspiration

2020

How to adjust projects - whose focus is space itself and its characteristics - to the “online” form?

Storytelling instead of heritage walk >

Involving local community in decision making processes

2 activities - music events in Gunpowder Depot Joseph, with limited number of / without audience

Jazz trio jam session and concert of impro music

Planned / changed → replanned / implemented

Gunpowder Depot interior / exterior

Problems of this specific location and impossible application of available technical solutions



Assumptions and reality about Project reach

From collective to individual experience

From personal to directed perception

Assumptions:

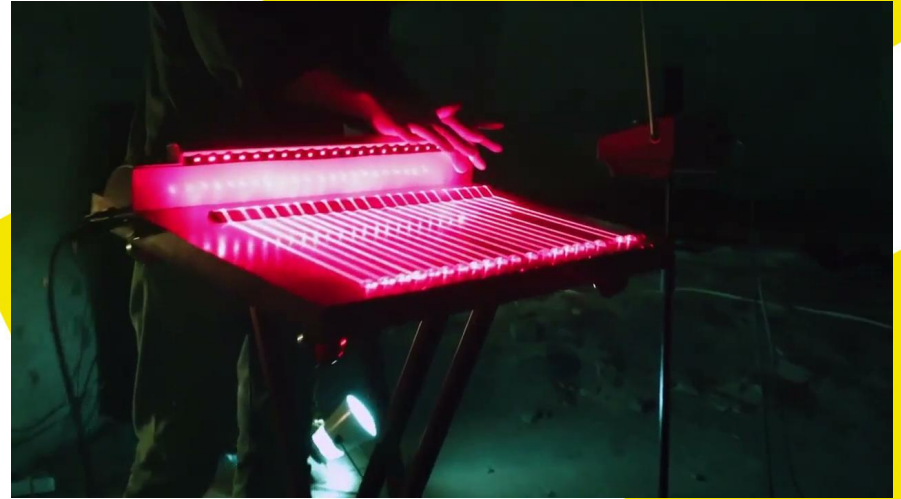
1. Larger number of audience will (use the opportunity and) see performances than there would be visitors in vivo
2. Audience will get the opportunity to see space from another angle (through camera lens / from above)
3. Media interest will be same or larger
4. Local community will be engaged

Reality: Yes, but



Events

- 1) without audience, and
 - 2) with limited number of 15 visitors
- realisation and digital presentation**



Instead of a conclusion

Positive:

- Wider reach with good promotion - everybody interested could see it, not just local community
- Availability on the web - repeated watching (at the same time this is risk, as it can also become negative feature and just another bookmark for a later = never)
- Making of attractive material -> stronger message, wider reach, potentially better and faster results
- Leaving theatre buildings for ambience - potential of open spaces and ambiental theatre, and other ambiental performative practices comes to the focus within pandemics context, opportunity to popularise this forms
- Discovery of new spaces for ambiental performing practices, as a necessity during pandemics, and their online promotion - both places and practices
- Availability of online cultural contents that would otherwise be unavailable - getting the idea about others' - artists and organisations - practices and projects, opportunity for more intensive connection for potential future cooperations and productions
- Future brings intensive digitalisation (3D scanning and modeling) of cultural monuments, which is hypothetical opportunity for online events in online surrounding that is created and modeled after built heritage objects

Instead of a conclusion

Negative:

- Planned as a live event, every change brings technical difficulties and goes over budget
- Problem of a Fortress location: bad or non-existent mobile and internet signal inside - decision to record and emit later, instead of live broadcasting
- “Bad” light, insufficient for shooting, but perfect for in vivo experience of the space - in fact, part of its magic
- Edited version of event (concert of impro music) because duration has to be adjusted to the media - it can't go as integral version
- Beside all technical possibilities, number of interested online audience for this art form is significantly smaller than number of people that would come to experience it in person
- Event is reduced to a video
- Impossible to perceive all of the spatial qualities with all senses

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Thank you

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