ASSAIL (2017 - 2021)
for storyteller, soloist, electronics and video
Anne La Berge - music and text
Marcel Wiercks - video

Assail is a story that is told six different times from six different emotional perspectives with musical interludes as part of the storytelling.

Whereas the order of the different music and text sections are determined randomly by the computer, Assail has a set beginning and end.

The story is the rape of a 21 year old woman told from the perspective of Confusion, Disgust, Fear, Rage, Shame and Sorrow.

The abstract storytelling during the film clips followed by musical playing occurs six times in random order. Since the music is improvised, I decide what to play depending on when each one of the six vignettes occurs.

Trailer for the solo version:
https://www.youtube.com/watch?v=Kes1yA5vlKU

Assail was originally composed for the MAZE ensemble with a premiere in the Amsterdam Bimhuis as part of the 2017 MAZE Festival. Here is the trailer of that performance:
https://www.youtube.com/watch?v=U-P7V0WznwE

Length: 15' - 20'

Technical needs:
Quadrophonic PA
Mixer with 5 input and 4 output channels
Video screen
Projector with onstage HDMI access

CARGO OF CLOUDS (2021)
Isabelle Vigier - video
Anne La Berge - spoken text, music and interactive tool
Alex Booy - sound design

In our new work entitled *Cargo of Clouds* Isabelle Vigier and I observe how human use of data impacts landscapes in our contemporary world.

Although data seems free flowing and innocuous it actually exists in the world physically. In *Cargo of Clouds*, we express the ways data is embedded in our physical world, and how the global networks supporting data circulation affects our natural space. Central to the story is the question of how we are involved as individuals in systems that we do not control, but that have a profound impact on the world.

Cargo of Clouds was filmed at the port of Venlo where the dancer Valentina Campora is placed in a context where she is not meant to be since access to the industrial zone is strictly forbidden. It is as if she had been transported from her personal screen, her interface with the world, into the high security apparatus that is hiding behind it. A contemporary *Alice in Wonderland*, she has landed into a world on a non-human scale, and that keeps drifting out of her grasp. In *Cargo of Clouds,* we address our ambivalent feelings and our responses to the landscape that is the product of a society high on data with an artistic aim to inspire our audience to reflect on the wonders and perils we associate with data. Our ambition is to shed a light on the blind spot in our contemporary culture where data and the physical world co-exist.

Cargo of Clouds is both an installation and a performance work. In the performance, the video is played as a triptych and serves as a context for a live performance with flute and text using the interactive tool that I developed in collaboration with Timo Hoogland.
Link to video.

Length: 15'

Technical needs:
Quadrophonic PA
Mixer with 4 seprate in put and output channels
Video screen
Projector with onstage HDMI access

ABOUT THE ARTISTS
www.annelaberge.com / www.isabellevigier.com /

Anne La Berge and Isabelle Vigier's creative collaborations focus on the exploration of telling stories through innovative forms of audiovisual performances. Their research addresses both the technical tools necessary to use the media they work with and the broader questions about how we respond to phenomena that impact us as personal and social beings.

With *Cargo of Clouds* (2021) they have embarked on a project on a scale bigger than any other of their earlier collaborative works. They have produced a complex work aimed at the visual art context, therefore pushing their boundaries both in terms of their artistic practices and in terms of exposure. *Cargo of Clouds* was made with a powerful team of their choice: sound designer Alex Booy, drone camera operator and technician Paul Beumer, dancer Valentina Campora and code developer Timo Hoogland. The project has received funding from the Creative Industries Fund NL, the Prins Bernhardfonds, the Performing Arts Fund NL and the NORMA Fonds. In addition, the artists have benefited from practical support from Intro In Situ who have supported their project from their bases in Maastricht and Heerlen.

Vigier and La Berge make interactive audiovisual performances where music and images can be 'composed' live in the performance. La Berge's endless enthusiasm and willingness to take on new sophisticated skills so she can continue to use the next generation of electro-acoustic audio tools onstage has become one of her international calling cards. For Vigier the challenge is to think in terms of interactivity and to cast her visual language in dialogue with the music where both are woven into a total composition. Their interactive piece *Utter* (2016) for one performer and 6 iPads, based on a poem by Anne La Berge has been performed around the world and is also published in the collection of online Stories by Unsounds :
https://unsounds.com/stories/utter/