



AN EPIC TALE OF TRASHY PROPORTIONS

By Ben Anderson & Jhess Knight  
with Amy Moule and Jacob Williams

# TOURING TECHNICAL INFORMATION AND REQUIREMENTS

## CONTENTS

1. CONTACT INFORMATION
2. SHOW OVERVIEW
3. GENERAL & TECHNICAL SPECIFICATIONS
4. PRODUCTION SCHEDULE
5. LX PLOT SYNOPSIS
6. STAGE PLAN
7. PRODUCTION IMAGES
8. MARKETING INFORMATION (INCL IMAGES AND PROMO VIDEO LINK)

### 1. CONTACT INFORMATION

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Touring Performer Contacts:	Jhess Knight   Performer +61 (0)404 273 407  Amy Moule   Performer +61 (0)449 768 831

### 2. SHOW OVERVIEW

Created by Ben Anderson, Jhess Knight, Amy Moule and Jacob Williams.  
Using puppetry and rubbish they deliver an epic tale of trashy proportions.

*Escape From Trash Mountain* is a poignant look at how good relationships and fervent optimism are the key to saving our planet. The show's central set piece is a large mountain of trash that transforms into a cave and becomes the epic playground for our heroes to fight trash bats, navigate treacherous ravines, and outwit hideous trash monsters!

Two performers operate 17 different puppets and facilitate all set transformations to bring the show to life. It runs approximately **40 minutes** in length and can be immediately followed by a **Trash Puppets workshop** where the audience has the opportunity to make their very own Trash Puppet, guided by our expert puppet-maker performers.

**Promo Video:** <https://www.youtube.com/watch?v=o5jZxGa93rg&t=5s>

### 3. GENERAL & TECHNICAL SPECIFICATIONS

All technical and venue requirements are negotiable, i.e. the show can be altered to suit the venue within reason. Listed below are the ideal conditions for best audience experience of the show.

#### COMPANY:

- Total company of 3, based in Melbourne, Australia:
- 2 x Performers
- 1 x Tour Manager

#### SPACE:

- Ideal playing space is 8m wide x 6m deep.
- Minimum 4m between floor and rig.
- Black floor and black draped walls preferred.
- Raked seating or slightly raised stage ideal so audience can see stage floor

#### LX:

The work is such that it can be performed in a variety of lighting conditions from open white work light in school halls or similar, or more theatrically lit.

In a theatrical setting the show works well with a 3 colour wash divided into 6 zones:

- - USL USC USR
- - DSL DSC DCR

If specials are available, they should be applied in the following order

- 1. An open white spot focused DSC for the map reading moment
- 2. A cold blue special for the moment Bright Eyes is covered in snow
- 2. A cool white spot focussed on the top of the mountain for when the characters summit.

Where available colour should be used as as a simple delineator of the worlds the show visits.

- 1. Trash Home - generally open white wash
- 2. The Mountain - a slightly colder white
- 3. The cave - deep blues
- 4. The Monsters Lair - red and orange tones

Venue to pre-rig

Venue to provide operator

#### SX:

- Venues with capacity of 200+ will require performers to be mic'd - lapers ideal.
- Otherwise, PA for house music playback only

#### SET / PROPS / PUPPETS:

All props and puppets travel with company in 2 suitcases. Most of the set travels with the company with local venue to supply a few items. Set is a trash mountain constructed out of a stake of milk-crates with a net covering.

Company tours 2 x 23kg standard luggage cases containing:

- Bright Eyes Puppet
- Spare eyes for Bright Eyes Puppet
- "Clouds" x 2
- "Toothbrush"
- "Mouthwash"
- "Toothpaste"
- Newspaper
- Big Newspaper
- Map
- Lollipop
- Mama bat Puppet
- Trash Amy Puppet
- Spotty Puppet
- Einstein Puppet
- Torch
- Paradise image
- Recycle signs x 2
- Yoohoo Puppet
- Medium Bright Eyes Puppet
- Medium Yoohoo Puppet
- Mini Bright Eyes Puppet
- Mini Yoohoo Puppet
- Bat Puppets x 2
- "Bird" puppets x 2 (black plastic bag)
- Noise-makers x 2
- Snow (paper confetti)
- Monster Puppet (Yummyum)
- Medium Yummyum Puppet
- Flower in pot
- Mountain netting
- Cave poles
- Mountain base
- Cable ties

Presenter to supply:

- 10 x milkcrates (or similar stackable crates which can be cable tied together)
- 6 x rubbish sacks with clean, safe trash which is tipped over performer from a small height - **absolutely no glass, metal, other heavy objects etc.** *Please get in touch if you need ideas for collecting this!*
- 6 x heavy sandbags (2kg each is good)
- 1 x roll of black gaffer tape

Company will preset and reset as required without any additional assistance.

#### DRESSING ROOMS:

- Dressing room with toilet and shower facilities required for 2 x female performers.
- 2 x towels
- Tea & coffee making facilities appreciated
- Wifi access
- Access to laundry facilities required for seasons

#### 4. SAMPLE PRODUCTION SCHEDULE

Schedule and timings can be negotiated. Below based on LX pre-rigged, bump-in same day as first performance. Maximum 2 shows with workshops, or 3 shows with no workshops. Bump out can happen same day if entire work day does not exceed 8.5 hours

Start	Finish	Activity	Company	Venue
08:00	08:15	Safety briefing	Performers, TM	VT, Op
08:15	09:00	Set assembled	Performers, TM	
09:00	09:30	Re-focus lights	TM	VT, Op
09:30	10:30	Rehearsal	Performers, TM	Op
10:30	10:55	Break	All	
10:45	11:00	House Open		FOH
11:00	11:45	Performance	Performers	Op
11:50	13:00	Workshop	Performers	FOH
13:00	13:30	Reset	Performers, TM	
13:30	14:15	Break	All	
14:15	14:30	House Open		FOH
14:30	15:15	Performance	Performers	Op
15:20	16:30	Workshop	Performers	FOH

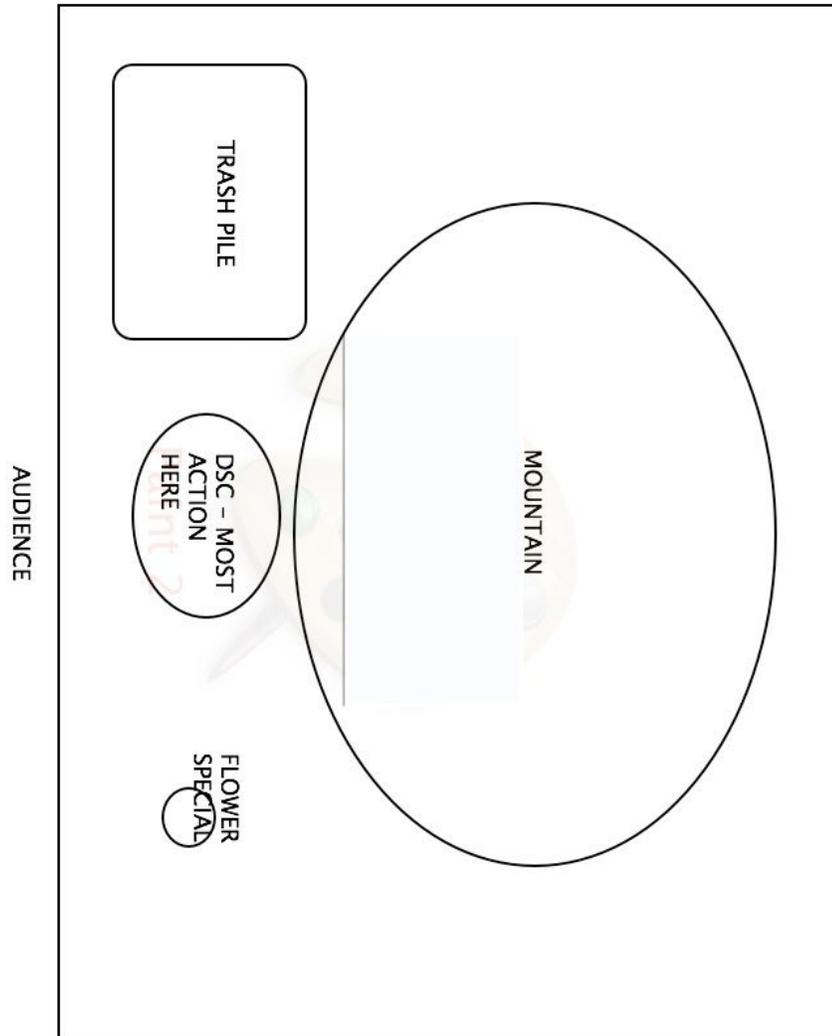
**5. LIGHTING PLOT SYNOPSIS**

Designer: Peter Nielson

Date: 01.10.2017

Q No.	Name	Notes	Time	Q Point
LX01	Preshow			
LX01	Girls enter	House Lights and General Wash	Snap	Before doors
LX02	Show start	House Lights to 50% and focus on Trash Pile (SR)	00:15	As Puppeteers start to rummage through trash
LX03	Morning 1	House lights to 15%, back light to blue	00:10	As Jhess puppet starts to be revealed
LX04	Morning 2	Morning light spreads to centre stage	00:08	As Jhess heads to Centre
LX05	Day	Lights up to general wash - day time	01:30	Follow on
LX06	Yoo Hoo enter	Lights up on Trash Pile	00:04	As Yoo Hoo Enters
LX07	Yoo Hoo Move to Centre	Lights out on Trash Pile	00:04	As Yoo Hoo moves to centre
LX08	Map Reading	DS Centre only	00:01	As Map is unrolled
LX09	Day 2	Return to Daylight (copy LX05)	00:04	As larger puppets re-emerge
LX10	House Lights Up	House lights up	00:10	As puppets make their way into audience
LX11	House Lights Down	House Lights down	00:10	As Puppets make their way back to stage
LX12	Mountain Focus	Focus Lighting on Mountain	00:10	As puppeteers head behind mountain
LX13	The Cave	Stage dark blue - mountain / DSC cold blue	00:06	As cave starts to be established - possibly flicker into transition
LX14	Mountain Focus	Copy LX10 focal area but slightly cooler look	00:06	As puppeteers move behind mountain
LX15	Angry Mountain	Flash red backlight at 40%	Flash	As monster vocalisations can be heard and trash is emptied
LX16	Winter 1	Cool wintry look across stage	00:15	As monster enters
LX17	Winter 2	Cold focus on Mountain only	00:15	As Jhess stirs
LX18	Winter 3	Isolate for snowing moment as much as possible	00:10	As snow starts
LX19	Winter 4	Bring cold wash up on and around mountain	00:08	As monster returns
LX20	Winter 5	Focus down on Mountain for small puppets	00:10	As Jhess exits
LX21	Monster's Lair	Reddish backlight - playing area orangey-red	00:06	As lair is revealed - possibly flicker into transition
LX22	Monster Wakes	Slightly brighten existing stage	00:04	As monster wakes
LX23	House Lights Up	House Lights Up	00:04	As Puppets make their way into audience
LX24	House Lights Down	House Lights Down	00:04	As Puppets make their way back to stage
LX25	Winter 6	Return to LX18	00:06	As Lair becomes mountain again
LX26	Monster Crash Bumps	Dip general state as mini monster impacts	Visual	As monster tumbles and falls
LX27	Hip Hip Hooray	Return to LX23 - brighten a little if possible	00:03	As mini puppets celebrate
LX28	Blackout	Lights out - keep house at 15%	00:08	Fade as puppets disappear
LX29	Morning 3	Morning dawn to daylight	00:30	When 'Paradise' singing stops
LX30	Day	Return to LX05	00:45	Follow on
LX31	Home / paradise	Focus lighting down on centre stage	00:08	As both characters centre back on suitcases
LX32	The End	Stage out / DSC brighten	00:06	As 'The End' is held up
LX33	Bows	Wash	00:05	As puppeteers take bows
LX34	Blackout	Lights out	00:05	At end of bows
LX35	Post Show	Return to LX01	00:05	Follow on

## 6. STAGE PLAN



## 7. PRODUCTION IMAGES





## 8. BASIC MARKETING INFORMATION

### KEY AUDIENCE AND MARKETING NOTES:

Puppetry & Visual Theatre for **kids aged 4-10 and their families**. Those as young as 4 are captivated by beautiful imagery and engaged by exciting puppetry creations, and those as old as 12 are transported to a new world in which a beautiful and enriching narrative plays out. Adults are delighted to watch morally enriching narratives play out in front of their kids.

**School groups and holiday program groups** find an accessible and enriching show and workshop package for all ages, that fits in well with sustainability and creative aspects of the curriculum.

### MARKETING SELLING POINTS:

The show is accessible to culturally and linguistically diverse audiences - virtually **no understanding of the English language is required** to enjoy the show to its fullest extent.

**Sustainability is packaged in a fun a creative form** meaning a trite and didactic kids theatre can be a thing of the past!

The show is ideally accompanied by meaningful and engaging **Trash Puppets workshops** which add value and tactility to an already enjoyable experience. Kids make their own puppet guided by experience puppet-making experts.

The show is **one of few puppetry offerings created by professional Victorian puppeteers** and in fact was the only offering in 2017's Melbourne Fringe Festival!

### MARKETING IMAGES AND PROMO VIDEO:

Promo Video: <https://www.youtube.com/watch?v=o5jZxGa93rg&t=5s>

Images: <https://www.dropbox.com/sh/eo4iz45m22644sx/AADXTiJn-o6sbqShrTJmgbDpa?dl=0>

### MARKETING & PUBLICITY CONTACT:

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