

Questions for Phoenix Test Flight

- **How to create an experience that makes every audience/traveller go through his or her personal fear (meet his/her shadow)?**
- **How to create an experience that makes them feel their dreams (their feeling of what to give while being alive)?**

These are the main questions. If we can do this, we have the key for the performance.

- How can we make the travellers feel that they put aside their personal life, how do they become vulnerable? How do they get the feeling of "loosing everything"?
- Can we create strong shift in consciousness with minimal means, using what is already there + a few additions?
- How can video and technical effects lead the travellers to look inside themselves and enter the journey even more instead of looking out for spectacular events?
- How can we create an experience of the beauty of destruction/transformation?

Structure

- Is it possible to make a structure where the travellers for instance start in groups of 5-7, then go by themselves and join the group later without loosing depth of the experience?
- Could the confrontation with fear be in separate places, where try to be exactly that category of fear for THAT person? Or a big indoor black landscape filled with different fear provoking experiences? Or...?

The essence for me is the change of consciousness during the journey, the heightened awareness.

I would like to use all the senses, to "speak on as many channels as possible", as we are all different open on each channel :^)

It is important to me to give a direction, but allow everything open to each traveller's own interpretation.

Why at the sea/harbour? Because water allocates us to a fluent state of mind, dissolving, widening, surrendering, melting... because water heals what fire burned. Because water cleans us. Because it brings us into our unconscious.

The sea - because of the longing for the bigger view – something bigger in life.

The Harbour - because it is the beginning or a part of a journey, a movement in our life.

The ship – because of the openness, the possibilities of going anywhere in life.

The site

The site/route is going to be at the harbour, where there are fish stores, sheds, empty houses and wooden boats.

I hope to have one or more sheds, a ship, an empty store/house and a car to work in.