

Oroimena

*A stroll through
memories of open spaces.*

OROIMENA. THE INSPIRATION.

SPACES CHANGE.
PEOPLE CHANGE.
SOUNDS CHANGE.
AND CITIES CHANGE

OROIMENA. A stroll through memories of open spaces.
A sound-filled, image-filled, experience-filled voyage into our past.

OROIMENA as a metaphor for the resilience of human-kind and the spaces we inhabit.
The individual - the person as a reflection of social change.

OROIMENA plays with the spaces it inhabits and uncovers their legends.

OROIMENA speaks to people and rediscovers their stories.

OROIMENA. THE CONCEPT.

OROIMENA is an intimate journey into space, where this tale unfolds - a voyage through a dream-like landscape of emotional realism, told through its stories and fables.

The proposal takes its name from the spaces where the action is going to take place - from the spaces and their relation to the people who inhabit them, their past and their industry.

The idea is to evoke the most universal of themes - the passing of time, the weight of being, the sarcasm behind Nature or our insistence in discovering common ground between our individual and collective psychoses. On the one hand, using the collective memories of the space where our action takes place, we draw together strong symbolic archive footage which reflects the history behind the place we find ourselves in; simultaneously using images recorded live, in situ, as the show unfolds. Meanwhile, irony is key as we speak of the triviality of time as created by human beings in relation to our surroundings, crossing the borders between dreams and reality, and always playing the game of symbols and manipulating time and space.

OROIMENA is a sound-filled, image-filled, experience-filled voyage towards an awakening of the memory of those who have lived in that space, and of the curiosity of those who fill the space now. A performance of light, sound and sensations.



OROIMENA. THE MECHANISM.

In order to make our project a reality, we have created a wonderfully versatile, theatrical mobile stage, combining various levels for the actors to appear and exuding a powerful visual and aesthetic attraction.

The scenery consists of four fully mobile structures, one of which is self-propelling and serves as the technical and artistic platform, while the other three are wheeled contraptions which can be pushed into place and carry projection screens and podiums for high-level scenes.

The structures are conceived so that, used organically as part of the installation, they bring meaning to the performance by creating an original arena within each space and representing, by means of the collection of images, what is happening as the performance evolves. In order to do this, the structures are equipped with the technical software necessary to capture and process images of the people watching the performance, and capable of constantly modifying the result as events develop. In this way we can create a live work of sounds and images, always made up of different images and memories projected, using a wireless system, from the main structure onto the three auxiliary platforms

OROIMENA. THE RESULT.

Our final aim is to create a piece combining live and unique contents which is adaptable to the needs of each and every space and to the framework provided by the surroundings of each performance. To do this, we need a scenery design capable of mutating and adapting to the scenery offered by each place we visit.

OROIMENA is something more than your average drama, it is a living, experimental theatrical artifice, constructed in every different space in a unique and original way.

With this project we want to explore new paths and forms of drama and its relationship with the cities where the work will be performed, proposing a process of creation taking place in situ, linked to the space itself and the host city. We long to go just that bit further, ever intent on creating a living artifice, an experience which will not be simply artistic, but which will leave its imprint on the different spaces and peoples we journey with.



OROIMENA. THE MORAL.

What is art if its creators take no risks and are swayed only by the dictates of market forces... this project aims to construct a different gaming “DEVICE”, capable of mutating according to place, always different, and always offering a performance which, though repeated once and again, is totally new for both the artists and the audience taking part.

Because to create is to be free...and creation, like freedom, has no limits.

OROIMENA. THE FIRST JOURNEY.

OROIMENA's first journey took place on the 17th June, 2017, entitled OROIMENA EUSKALDUNA.

Euskalduna: yesterday the shipyard which forged the industrial identity of Bilbao and her people, today the point of reference for a new industry - tourism.

Euskalduna: as a metaphor for the changes society is undergoing and how the loss of spaces conditions our memory and that of the inhabitants who adapt to these changes and turn into something else...not better or worse, but simply something different...

As we come to the end of our first journey, OROIMENA is ship-shape and ready to set sail once again.

OROIMENA, or "memory" in Basque, is the name we have chosen for this new theatrical adventure; a sound-filled, image-filled, experience-filled voyage into our past.



Oroimena

Euskalduna



TEASER OROIMENA EUSKALDUNA

The crew who made our first voyage possible was made up of:

Cast: Juanjo Otero (Actor), Natxo Montero and Pilar Andrés (Dance).

Sound engineer: Ibon Aguirre.

Live music: Aitor Aguiriano.

Video-creation: Óscar de Paz.

Lighting: Javier García.

Technician: Iñaki Aguinaga.

Stage design and creation: Gerard Tubau, Óscar de Paz.

Costume design and creation: Iban López.

Production: Nagore Navarro.

Playwrights: Javier Liñera, Raúl Cancelo.

Stage Management: Raúl Cancelo.

A creation by Hortzmuga Teatroa

Format: Street theatre.

Audience: All ages.

Length: +/-35 mins per performance.

An aerial photograph of a city, likely Valparaíso, Chile, showing a mix of industrial and residential areas. A large river or canal runs through the center, with several large industrial buildings and shipyards along its banks. A prominent bridge crosses the water on the left. To the right, there are more residential buildings, including a large, multi-story building with a distinctive tower. The overall scene is a blend of urban development and industrial heritage.

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