

THE GARDEN OF EARTHLY DELIGHTS

A nocturnal art installation by Hortzmuga Teatroa



Synopsis:

THE GARDEN OF EARHTLY DELIGHTS art installation is a spectacle that sharpens the senses and gives new meaning to the venue where the intervention takes place. Light, sound and the venue are the dramaturgical elements harnessed to stimulate perception and enhance the audience's emotions.

The experience is a nocturnal intervention device in a public space, preferably a garden. The characters that appear in this installation are made from recycled materials and designed to surprise. Light and wireless headphones transport the audience into the immersive, unique and original spectacle The Garden of Delights with sound and vision.

The source of inspiration for the creation of this proposal is Bosch's painting "The Garden of Earthly Delights", a complex, enigmatic work that, like the space to travel, forces the audience to look further and discover what is not seen or heard at first glance.

Each installation, each intervention is a new journey, brimming with delights and sin.

"Art is a particular form under which the spirit manifests."
Hegel



The installation:

The installation varies from space to space. Elements are arranged ad hoc after studying the venue and considering the characteristics of each place, giving the visual design the same enigmatic meaning as the work that inspired the experience.

The experience is available for a limited audience, to be determined according to the venue, but fluid, with unrestricted entry and departure for each participant to allow the largest possible number of visitors. The project is designed for moving groups of visitors, whose routes are different and unique for each spectator. In other words, although the sound piece lasts 12 minutes, they can continue to listen; each participant chooses when their experience begins and when it ends, and can repeat the experience as many times as desired. The installation can be active for several hours at night from dusk.

The experience begins when the participant puts on the headphones, which are handed out in a well-organised way at the entrance. The idea is to immerse the audience in an intimate experience of indeterminate duration, inviting them to rediscover the piece again and again.



Dramatic elements

The characters

The characters and props are created from recycled materials removed from the sea. This aspect is based on the concept of Recycled Art, a concept that aims to give waste a second chance. This type of art transforms waste such as paper, cardboard, wood, glass, plastics, etc. metals or rubber into works of art, whether or not exhibited. Therefore, the concept goes beyond the conventional recycling of materials and carries an intrinsic critical message about excessive consumption and environmental pollution, failure to appreciate the environment and the consequences of our activities.



The lighting

The lighting for the installation is by Astera, which will provide the spotlights and sources. This avant-garde brand pioneers new technologies, supplying fully customisable and wireless light sources.

On this occasion, light flows into previously inaccessible corners and transforms them into magically inhabited spaces.



The sound

The dynamics are developed by means of a silent system of headphones or silent system to offer the audience a total immersive experience.

Ambient music and sound is generated at a natural, exclusively internal volume, perceived solely by the participating audience, creating an attractive visual device for visitors which is entirely intimate and isolated for the participants.

The purpose of this installation is to avoid the amplification and expansion of sound and to ensure a high quality sound show while respecting noise levels and avoiding noise pollution, in line with the Sustainable Development Goals.



The space

This artistic installation is conceived and designed to inspire an appreciation of the spaces. It is a walk through the familiar and symbolic or unknown and alternative spaces in our environment; a place that may or may not be mysterious but that, in any case and with the help of this proposal, invites us to travel, through light and sounds for a personal look at the Garden of Delights.

The proposal seeks to recreate an enigmatic world through an original experience where visitors can travel from any mundane space to a peculiar triptych loaded with symbolism.

Art sheet

Voice and singing:

Saioa Bañales.

Creation and construction of characters and props:

Iñaki Aguinaga, @landakotxo.

Scene direction:

Ena Fernández.

Sound:

Ibon Aguirre.

Light:

Banesa Santos.

Idea and creation:

Raúl Canelo.

Production:

Nerea Lorente.

Graphic Design:

Vudumedia.

Data Sheet

Discipline:

light and sound art installation;
recreation of the “Garden of Earthly
Delights” of El Bosco.

Duration:

Continuous 12-minute audio piece,
from 20.00/21.00 to 01.00 (according
to season, from dusk).

Audience:

all audiences.

Language:

no text, contains ambient music.

Characteristics of the venue:

- +/-100 m²; outdoor, indoor or unconventional, must contain some nature; parks, garden areas or wooded spaces.
- A space is required to install a 3m x 3m tent, to install technical equipment.

Power socket: standard schuko-type socket, no more than 5 metres from the tent area.

Vehicle entry permit to the loading and unloading space, assembly-disassembly: Iveco 3801 CWW (7 metres long; 3.20 metres high).

The company will carry all the technical equipment.

Fences.

Dressing room with mirror and bathroom.



THE GARDEN OF EARTHLY DELIGHTS is an intimate journey, a voyage through a dreamlike landscape, combining play and a delicate humour. It is a project that crosses the line between dreams and reality through a game of symbols where time and space are altered.

The aim is to explore the symbolic potential of El Bosco's painting, walking through its gardens and feeling a connection with its subtle beauty, giving meaning to the spaces and drawing out its mysteries.

We propose a journey with sound and vision, an experience to inspire curiosity and wonder. A performance with light, sound and sensations.

[TEASER](#)

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