

## Artist Statement Performing Arts

I am a theater artist who has developed a love for the marriage of technology and story-telling; and real stories, about real people, and their real courage, are the hallmarks of my work. Stories about people who, despite the terror in their own hearts, believed in asserting the fullness of their own humanity, and believed that they were a part of something bigger than themselves.

Examples of the kinds of stories I tell include the award-winning *The Westerbork Serenade*, which I directed and adapted for immersive theater as well as VR; *Subprime! Inside the Heart of the Mortgage Meltdown*, which I directed and which was based on the experiences of someone who worked inside the predatory subprime mortgage industry; and *Returning the Bones*, based on 10 years of interviews with my Aunt Bebe about her involvement in the Civil Rights Movement, and which will have a month-long run at Book-It Repertory Theater in Seattle in March 2019. All of these are multi-character solo shows -- a format which I believe exposes the potential we all have to be very different people from who we assume we are.

It is particularly important to me to create work which honors the uniqueness and intelligence of each individual. As the director of *Dump Site*, a macabre immersive theater piece staged in a 4,000 square foot warehouse, we used over 1,000 props. It was crucial that each prop support the story in some way, and that the requisite maximum audience of 14 had time to interact with the items they discovered, so they could come to their own conclusions about who the characters were and why they did what they did. The goal was for each audience member to experience the story on two levels: their own, and the one shared by the group.

In the midst of all this, I have also been expanding my skills in the world of voice-over and other more technical genres. Through video game work, (both performance and direction), I developed an interest in VR and motion capture. After taking a Unity software workshop with SIXR and participating in a hackathon, I became hooked. Through this community, I became acquainted with the Academy Award winning MoCap Now motion capture studio, who asked me to help them develop a motion capture workshop. That in turn relates to an upcoming project in August directing an immersive theater piece using a new form of volumetric video. I am also developing a visual novel version of *The Westerbork Serenade*.

What excites me now is the possibility of bringing these worlds together, so that a wider audience can experience these stories, on their terms, and in a more intimate way; stories which test the boundaries of who we think we are, and what we each think we are each capable of.