

Carp, Jump, Carp!

Part 1 – Corridor

1. Performance (5mins):

Introducing the story's context, explaining why all the carp must fight to pass through the dragon gate. A voice-over brainwashes the audience, insisting that success depends on jumping over the gate.

The part mainly focuses on the interactive installation - the particle screen.

1. Set dressing:

Balloons, interactive screen, string lights to guide the way, wee fish lanterns.

Part 2 – Main Stage

1. Performance:

Pre: (30s) Given a slow-motion playback clip, the carp is flying above in the sky, with a voiceover describing his mood then.

1. (1 min) The protagonist, our carp, emerges and begins his journey, transitioning from a 2D image in projection to a realistic 3D prop, symbolizing his transformation and the depth of his adventure.
2. (1 min 30) As the fish crowd surges in the projection, the carp is jostled by other fish props in the crowd. Hesitant and timid, he backs away, but a distant voice urges him to join the group in jumping over the dragon gate. Eventually, he decides to swim after the crowd, despite the challenges of wind and waves pushing him backwards repeatedly.
3. (3 mins) As other fish scramble to leap the gate, a long shot on the projection gradually pulls the camera in. The carp, watching from a distance, swims slowly towards it, his heartbeat and desire show on the projection. Witnessing the failures of his companions with lightning and thunder, the carp decides to give it a try. However, his first attempt also fails.
4. (1 min 20) The carp encounters a tornado but keeps going. Switching to projection, the pressure and competitiveness imposed by the other fish are depicted from his perspective. Overlaying the video with abstract imagery highlights the intensity of the rat race phenomenon. A stream-of-

consciousness video portrays his dizziness, emphasizing the overwhelming nature of the challenge.

5. (40s) The carp fights and leaps over the dragon gate, which is projected on a small piece of transparent curtain in front. The background on the projection slowly ascends into the sky as he rises, showing his mood in slow motion, then swiftly falls away.
6. (1 min 20) As the carp falls, plunging the venue into darkness. A voiceover greets the audience at the Dragon Gate Aquarium as lights gradually brighten, revealing the carp in the tank. The protagonist's transition from physical props to a two-dimensional image on screen breaks the fourth wall, engaging the audience in the performance.

Post: (1 min) music and curtain call.