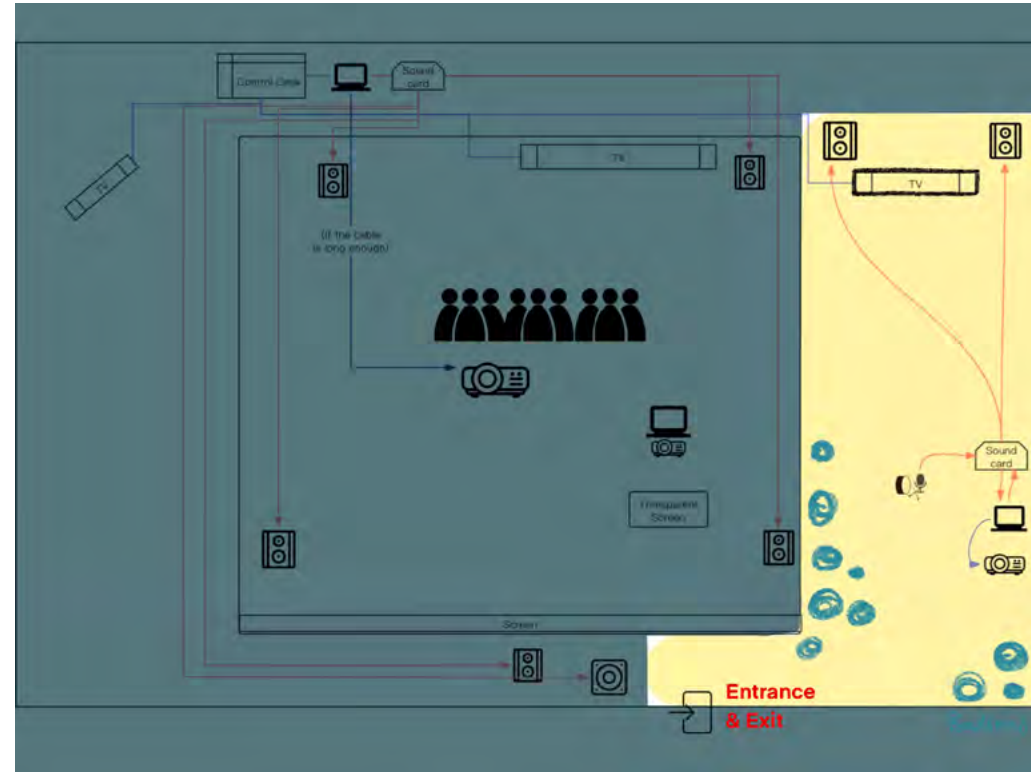


	Content	Projection	Fish Lantern	Dancing	Sound
Part 1-entry	Introducing the story's context, while the part mainly focuses on the interactive installation in the corridor. Ballons and props, lights to guide the way.	---	---	---	A voiceover brainwashes the audience, insisting that success depends on jumping over the gate.
Part 2-pre	Given a slow-motion playback clip/a still image, showing that the carp is flying above in the sky.	Playing.	---	---	A voiceover describing his mood then.
Part 2-set 1	The protagonist, our carp, emerges from the projection first, and then shows up as the lantern, to begins his journey.	Both the deep sea and fish are depicted.	Comes up after the projection.	---	---
Part 2-set 2	the carp is jostled by other fish in the crowd, hesitant at first but urged to join in leaping over the dragon gate. Despite the challenges, it decides to follow the crowd, pushed back by wind and waves.	waves background.	Playing.	---	---
Part 2-set 3	As other fish leap the gate, The carp, watching from afar, swims slowly toward it, showing its desire. Witnessing others fail amidst lightning and thunder, the carp tries but fails on its first attempt.	the camera zooms in on the projection to show other fish leapings.	Watching from afar, swims slowly toward it, tried and failed.		Heartbeat sound effects, intertwined with lightning and thunder.
Part 2-set 4	The carp encounters a tornado but keeps going, feeling the pressure and competitiveness imposed by the other fish. Starting to get dizzy, emphasizing the overwhelming.	In projection, the pressure and competitiveness imposed by a stream-of-consciousness video.	---	Vibrationally intense dance interspersed with projections.	---
Part 2-set 5	The carp fights and leaps over The background on the projection slowly ascends into the sky as he rises, showing his mood in slow motion, then swiftly falls away.	The dragon gate, projected on a small piece of transparent curtain in front.	---	Dancing with joy in the sky.	---
Part 2-set 6	As the carp falls, plunging the venue into darkness. The scene switches to the Dragon Gate Aquarium as lights gradually brighten, revealing the carp in the tank.	The carp's transition from physical props to a shadow paly behind the screen.	---	---	A voiceover greets the audience at the Dragon Gate Aquarium.
Part 3-end	---	Curtain call.	---	A sad dance.	With an opera music.

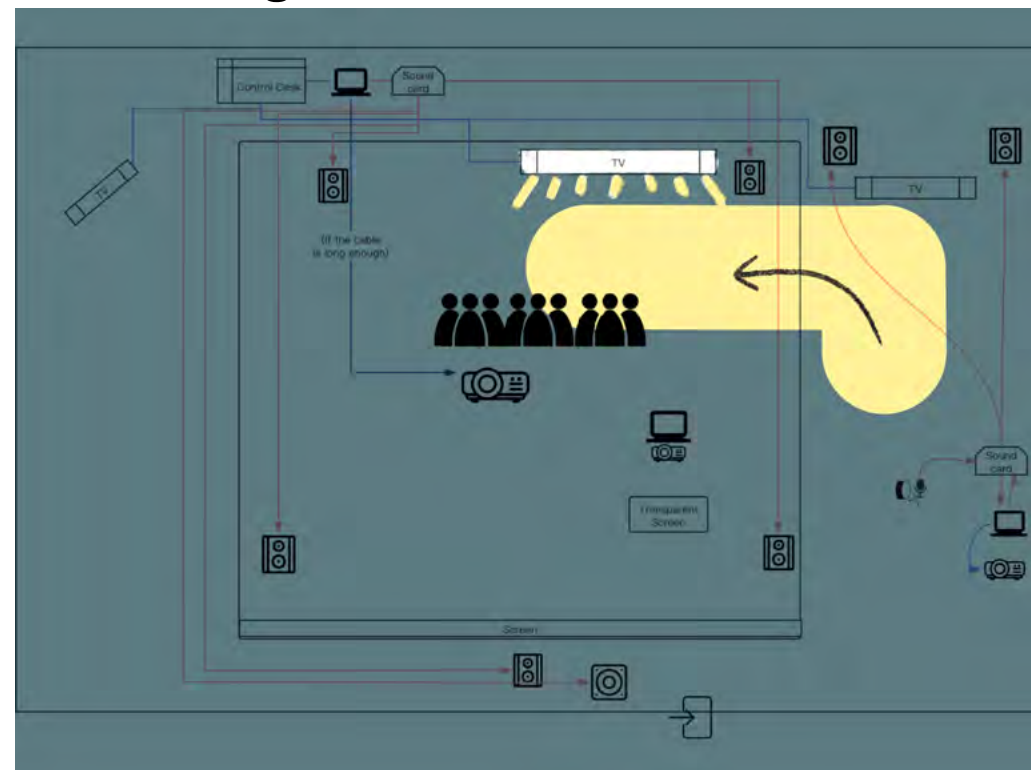
Part 1 - entry

The audience is guided by light into the corridor to understand the background of the story and enjoy the interactive decorations.



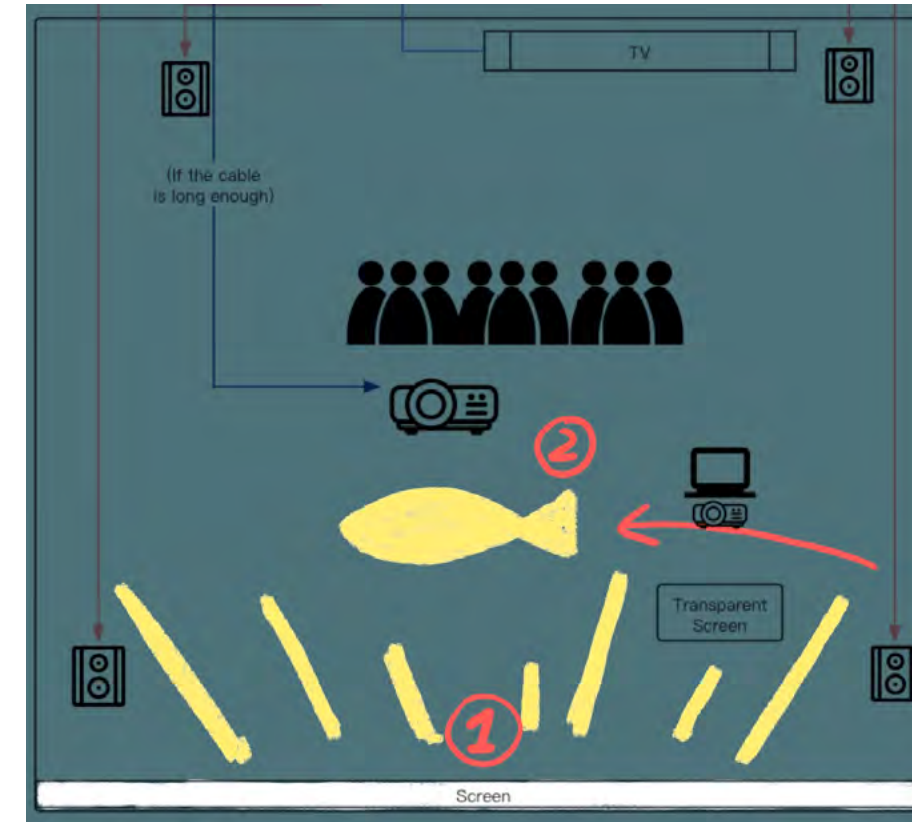
Part 2 - pre

The corridor lights go out, the television lights in the central area come on and the audience is guided into the central area where the performance is carried out through audio-visual.



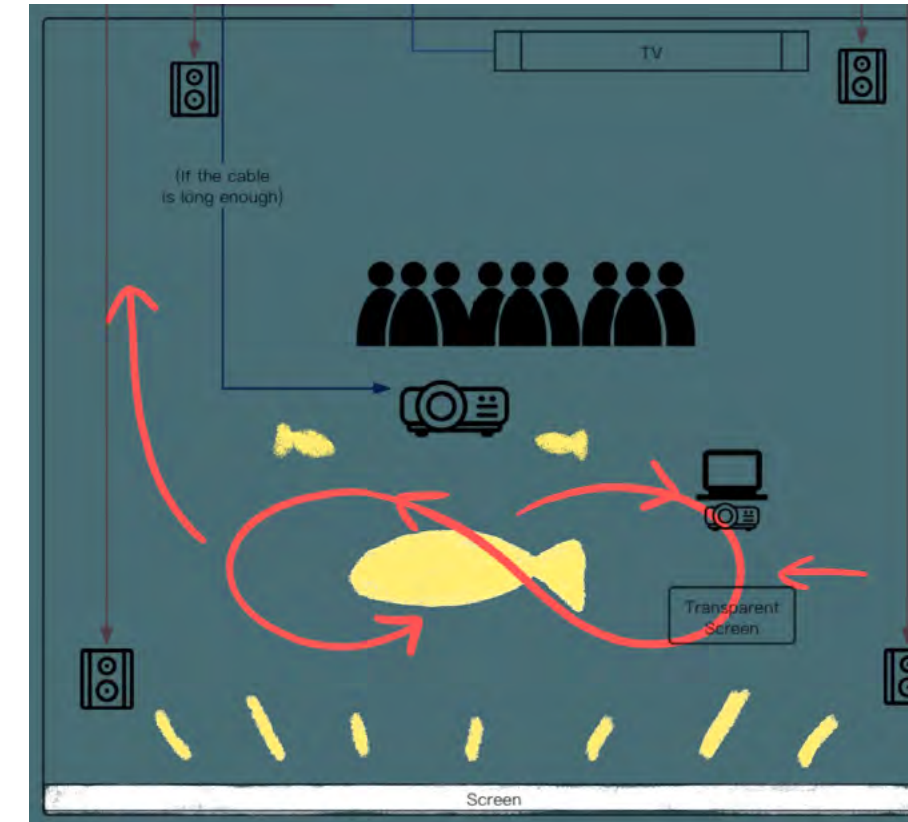
Part 2 - 1

Vision Centre:
Projection --> Fish lantern



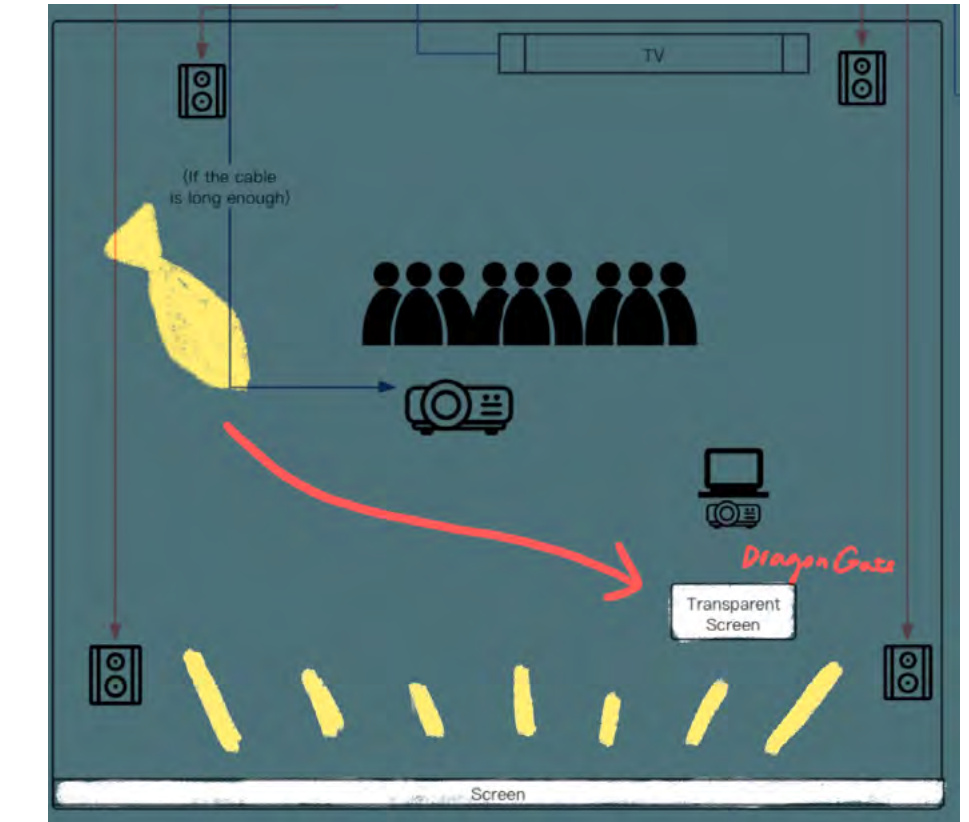
Part 2 - 2

Vision Centre:
Fish lanterns



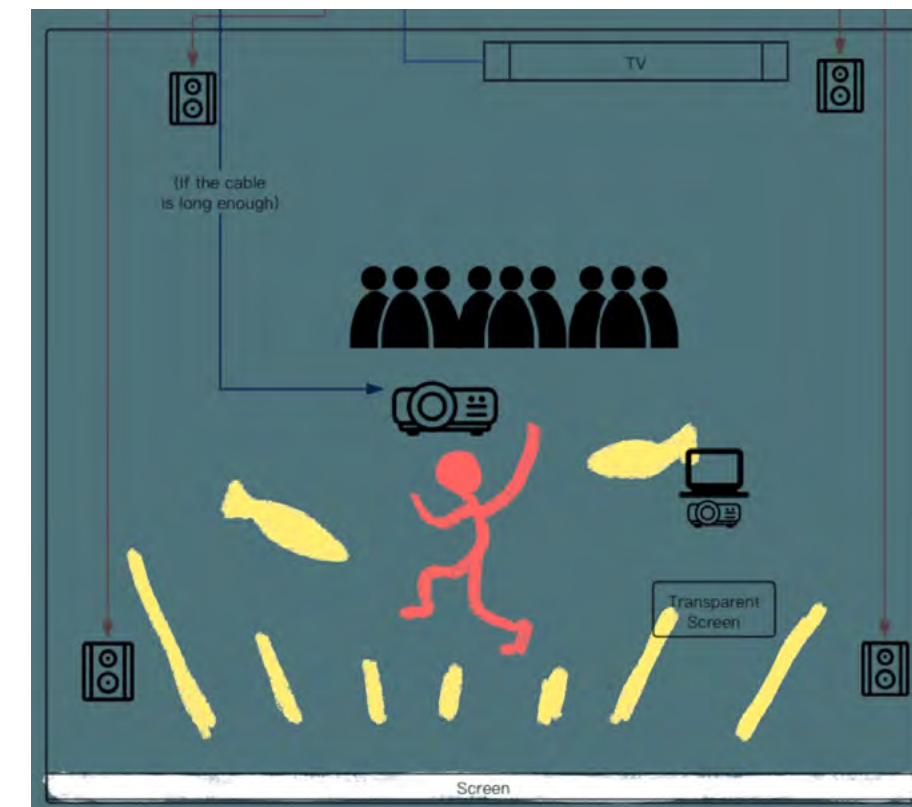
Part 2 - 3

Vision Centre:
Fish lanterns



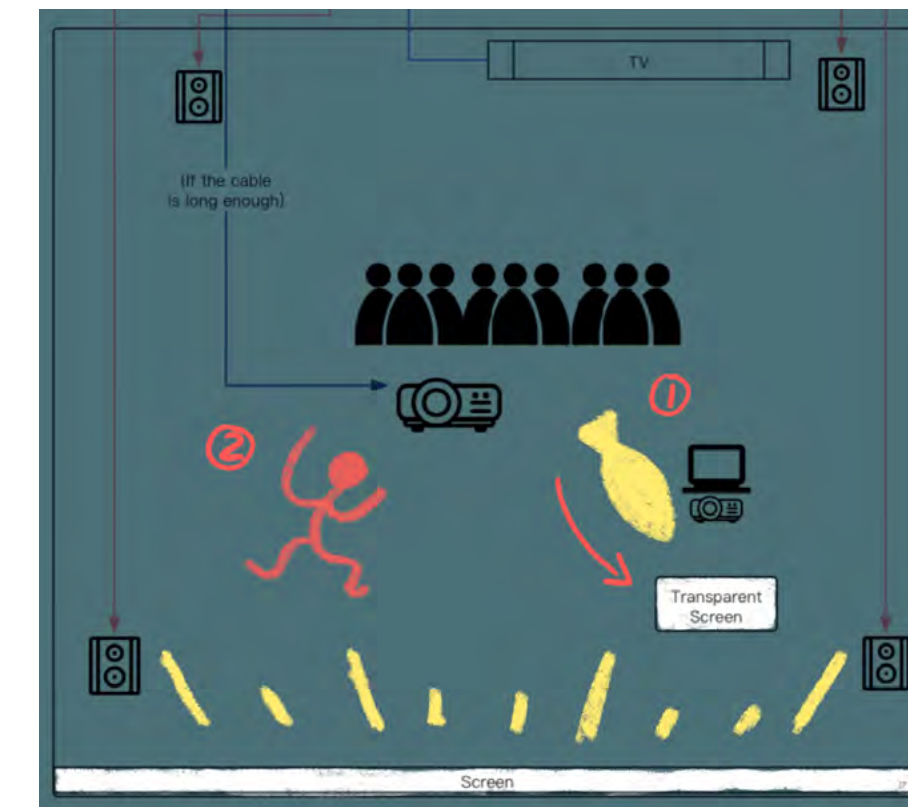
Part 2 - 4

Vision Centre:
Dance > Pojection > Fish



Part 2 - 5

Vision Centre:
Dance > Fish > Projection



Part 2 - 6

Vision Centre:
Projection

