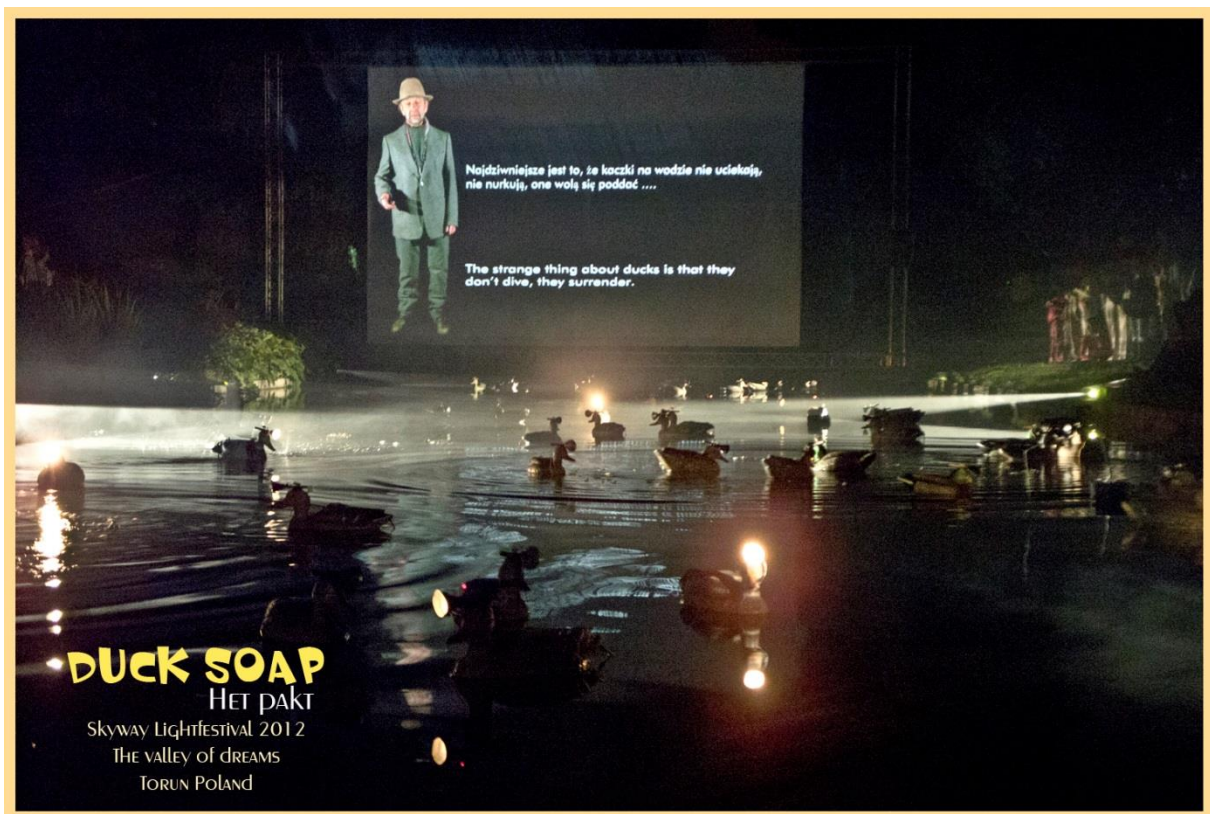


# Duck Soap,

## An opera on the water with ducks as actors

We put about 100 duck decoys on the water. Each duck gets a mini head lamp mounted on the head and a sound box inside. Some ducks are motorized, describing circles, diving and flapping wings. We hear loud chatter. A monumental projected figure acts as a narrator who conducts the show. He tells a story in which the ducks play the leading role. The story involves 5 movements that are to be seen and experienced in reality. At the end, a shot is heard. The ducks dive under water. A little later they reappear out of the water with a burning headlight. The chatter starts again.



## Vision,

### To create with light,

We have the reality of an “everyday” environment, the site is a place where a lot of water ducks are swimming, transformed into a “dream” scene. This is done by adding light in a non-aggressive way. The artificial "light" is funny and highly unusual, it gives this installation an original power. You see on the water a flicker of light created by head lights mounted on the ducks. Each headlight (100) is an

individual created light object, with an outlook of an artisan gadget ,which is controlled by a central



computer. The banks are occupied by a dozen projectors, each dropping a line of light on the water surface. The action of the ducks is accentuated by 2 follow spots. And finally, the mega projection of the main character's is a final addition of yet another kind of light, light producing film. Different identities of light building together one piece of work.

## Technique,

On the head of decoys we mount a self-designed light. It is a headlamp with a light beam that casts a concentrated beam on the surface and the surrounding ducks. This light flickers and is controlled by a central computer. The light flashes along with the rhythm of the quacking of ducks. These lamps are waterproof and can be submerged under water depending on the type of duck.

The duck- quacking is forwarded to each duck separately from the computer. In short, it looks and senses as a lifelike sound that emerges from all sides on the water surface. The management of Sound (24 separate sound channels) is in connection with a computer that controls the light signals (headlights). All proceeds synchronously. If all the ducks are quacking , all headlights lit and flash.



The whole is led by the projection of a monumental figure, the narrator. This projection is also brought into synchronization with the live action of the ducks on the water. To provide this action an extra dramatic effect, we use two follow spots. The entire surface is illuminated by separate projectors that are placed on the shore.

## Spectator,



The viewer gets an active participatory experience in watching the installation. Each viewer gets a toy binoculars when entering the site (this happens in the visitor center at the entrance of the installation) and returned by leaving at the exit room. They become bird watchers and spot for details of the birds and the action. The performance, because there is a beginning and end of each presentation, lasts 12 minutes. The

spectator is brought into a story by a figure projected on a screen or wall of an opposite building. This narration is interrupted by the live action of the ducks that respond to the content of this story. After each piece of text the central figure fades away to leave space to the action on the water. At the end is the apotheosis in which all movements of lights and sounds are mixed into one apocalyptic happening. The show ends with the sound of a monumental sound of a gunshot.



*All ideas and images*

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