

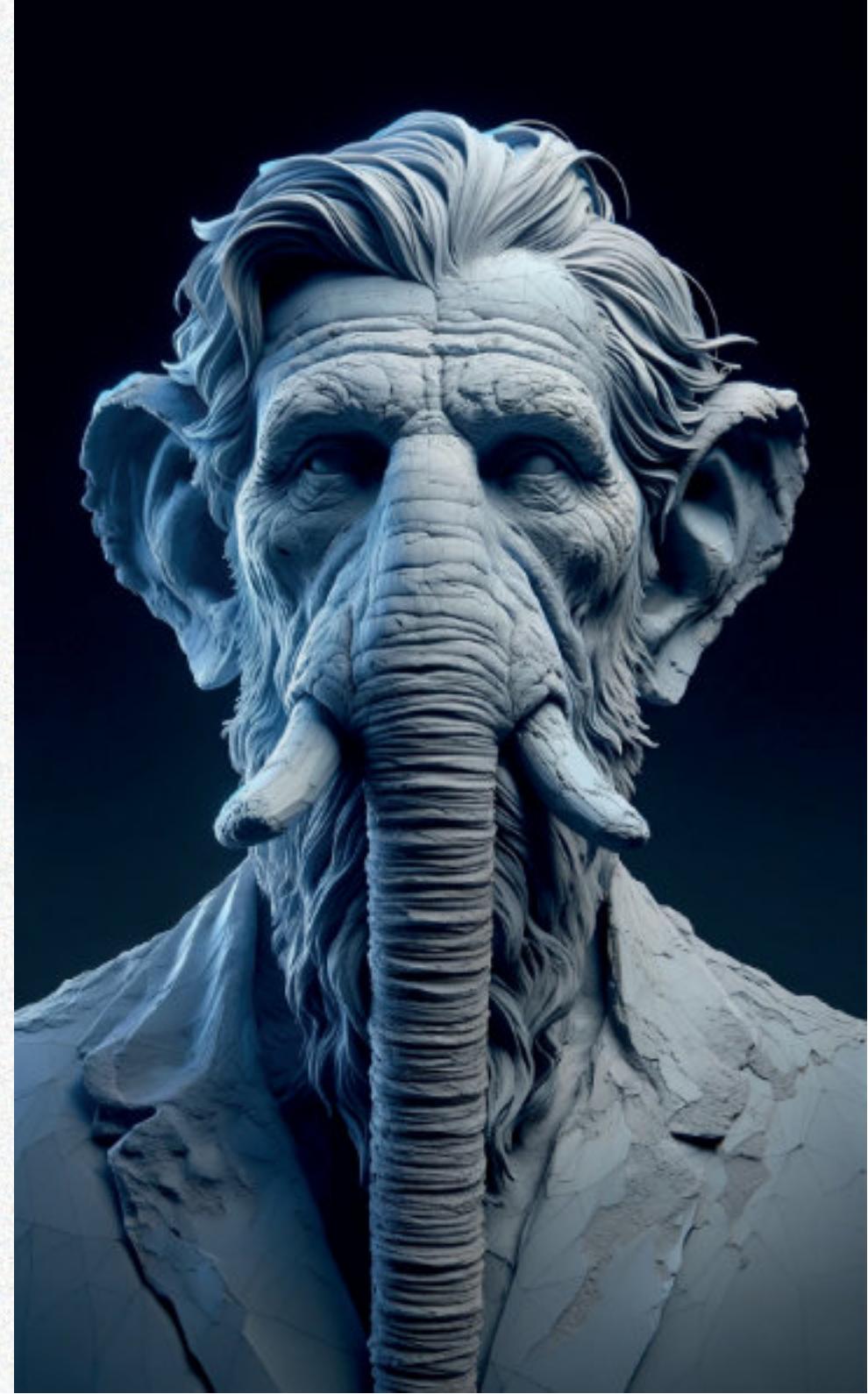
The background is a dark, desolate cityscape at dusk or night. The sky is filled with heavy, dark clouds, with a bright full moon visible through a break in the clouds. In the foreground and middle ground, there are numerous multi-story apartment buildings that have suffered significant damage, with broken windows, missing facades, and debris scattered on the ground. The overall atmosphere is somber and post-apocalyptic.

Diogenes Garten

VR live performance
a project of cia sargantana

presentation

Diogenes Garten is an immersive virtual reality (VR) experience exploring the concept of Europe through myths and texts that define its identity. It is the final piece in a migration-themed trilogy, focusing on the idea of the "promised land". This is likely the first VR production with live performers in Catalonia, offering an innovative, interactive experience where the audience actively participates in the narrative.



synopsis

The protagonist, Diogenes, finds himself in a mysterious garden, disoriented and without memory. He only remembers a prophecy. Through his journey in this virtual garden, created from fragments of his memories, he seeks to recover his identity with the help of the audience. This journey also reflects Europe's history, depicted through the protagonist's memory landscape. The audience becomes active participants in this search for truth.



artistic concept

ideation

The project uses dramatic structures typical of the performing arts, fused with concepts from *critical techno-dramaturgy*. The audience is guided by live performers, both in the physical and virtual worlds, offering a narrative where the public actively engages with the story. As the narrative progresses, Diogenes and the virtual environment mutate, transporting the audience through different universes that have shaped his personality.

audience interaction

The audience lives the story from within, interacting with elements of the virtual world and performers. This participation is crucial for the plot development, as the audience not only chooses their perspective but is also invited to participate and can influence the narrative, adding new dimensions to the experience.

VR scenes

scene 1_Entering Diogenes' Garten

The audience enters the virtual world and is introduced to the garten's atmosphere. Here, they meet Diogenes, who invites them to join him on a journey to recover his identity.

scene 2_I was Hamlet

Diogenes begins to recall fragments of his past thanks to the audience's interaction with virtual elements, such as radios. This scene symbolizes the connection to power in 20th-century European culture, represented by Hamlet.



VR scenes

scene 3_It was an old and familiar dog

In a café in the middle of nowhere, the audience finds themselves dancing until fear overtakes them. Television emerges as salvation against fear. This scene reflects on the concept of "the people" versus power in the mid-20th century, focusing on the Americanization of culture.

scene 4_The garden of consumerism

This scene explores the idea of consumerism through a garden full of objects, where the protagonist and audience reflect on the impact of materialism in modern life.



VR scenes

scene 5_The elephant graveyard

Diogenes arrives at a desert filled with sculptures from Europe's past epochs, where the remnants of a civilization in crisis are found. This scene serves to highlight the weight of Europe's heritage, ever-present around us.

scene 6_Where the sun sets

At the desert's end, the audience and Diogenes reach a beach where they contemplate the sunset. The sun's rays reveal past horrors, reflecting the darkest moments of European history.

scene 7_The centenary tree

The journey culminates at a monumental tree representing the origin of the idea of Europe. Here, Diogenes and the audience rediscover the concepts that historically define Europe and prepare to return to its origins.

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6



7

set design and virtual world concept.

The virtual world is set on a disc created by landscapes and trenches, with an infinity-shaped path revealed at the end. This space symbolizes eternal return and the cyclical path of truth-seeking. The audience moves through this space using VR controls, limiting physical movement to facilitate the immersive experience.

3_I was an old and
familiar dog

2_I was Hamlet

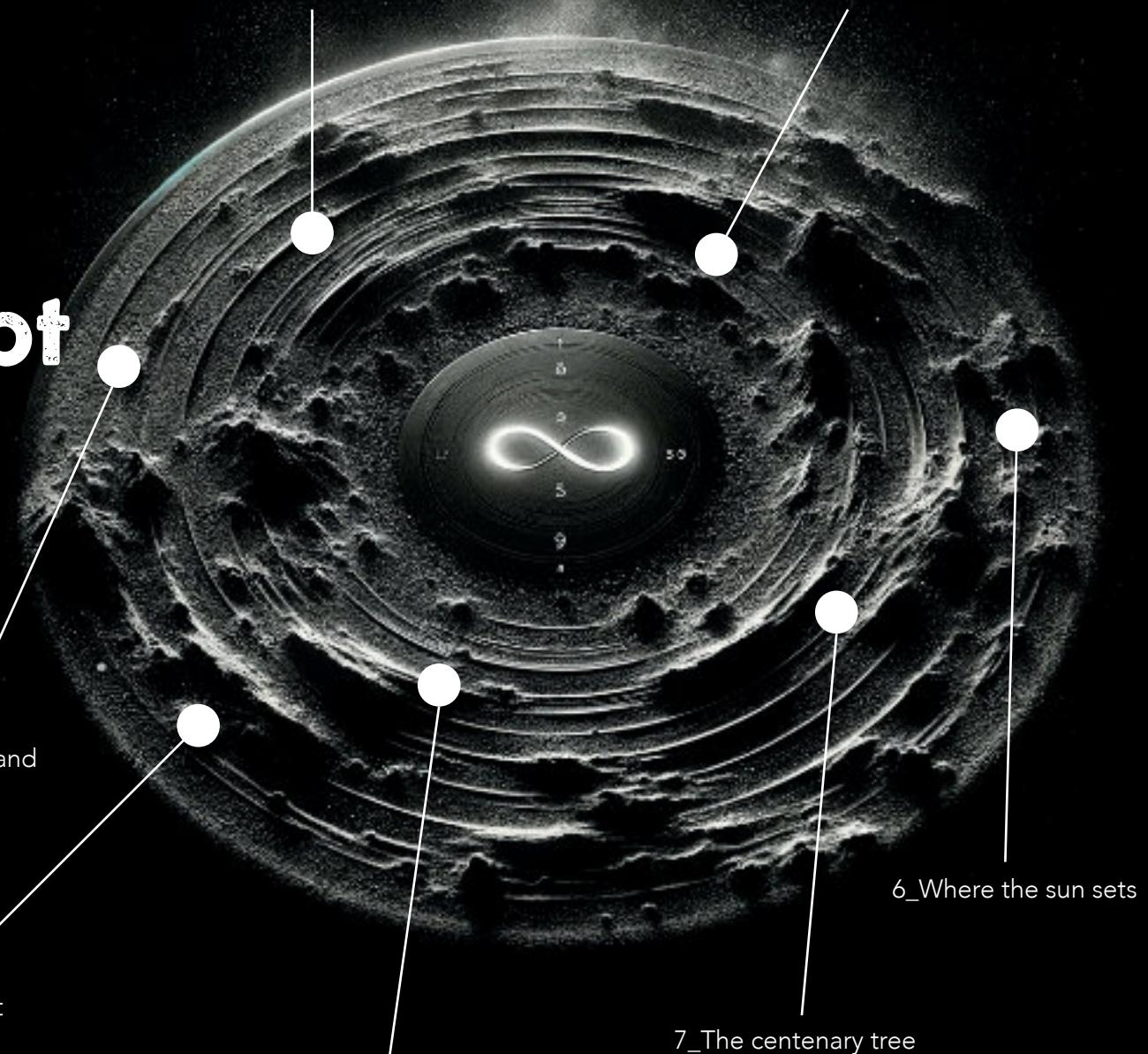
4_The garden of consumerism

5_The elephant graveyard

1_Entering Diogenes' Garten

6_Where the sun sets

7_The centenary tree



creative and technical team

The project is led by cia sargantana, with **Jordi Pérez i Soldevila** (dramaturgy and direction), **Alba Rosa** (audiovisual and performance), and **Annika Sillander** (production).

The team is completed by:

Groc Studio_3D Creation and Motion Graphics

Groc Studio is a 3D design and motion graphics studio located on the Costa Brava. Specializing in creating impactful visual experiences, they have worked with global brands like Red Bull and Reebok. For *Diogenes Garten*, Groc Studio is responsible for all 3D visual creation, ensuring a visually immersive experience that complements the project's narrative.

Marc Guardiola_Programming

Marc Guardiola handles Unity programming for *Diogenes Garten*, focusing on ensuring the correct technical and interactive functioning of the virtual reality experience.

Xènia Gasull_PhOTOGRAPHY AND VIDEO



cia sargantana_the company

Cia Sargantana is a contemporary performing arts company with more than 20 years of experience, combining research, development, and innovation. Their work centers on the relationship between body, space, and technology, offering revealing experiences to the audience that foster reflection on political, social, and cultural issues.

Since 2009, they have been developing new dramaturgy and performance systems through their research group *La Cuina*, where they created the *iam system* (impulse-action movement). This research evolved into the opening of *Lanau7* in 2022, an art and technology

laboratory where the use of technology in their artistic proposals has intensified.

Their latest creations include projects like *SocCos* (2023), a VR and AR creation supported by Next Generation funds, and *Silent* (2022), an immersive interactive creation with video and 360° sound.

The company has been a pioneer in integrating advanced technology such as virtual reality, mapping, and interactive installations into performing arts.

technical needs

High-speed fiber optic internet connection (300 Mbps) with Ethernet cable for connecting own router, ensuring sufficient bandwidth for simultaneous connection of VR devices.

Stage space of about 4 x 8 (minimum 3 x 6) and a space of 1.5m for each spectator, approximately 9 x 5 for the spectators. To facilitate audience mobility, it is recommended to have separate chairs, but it is possible for the audience to sit in the seating area.

Diogenes Garten

A project of



With the support of



Next Generation
Catalunya



Generalitat de Catalunya
Departament de Cultura



la nau set

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