

TED



A CIRCUS



PERFORMANCE



# TED



Sisus and Fauna Circus' new co-production 'TED' is a 35-minute outdoor circus performance that intertwines badminton aesthetics and explorations of loneliness. TED redefines circus, with a character-based, narrative-rich, costume-focused piece, bringing forth a unique and socially resonant experience. The performance offers a fresh perspective on traditional street performances, while maintaining an intimate and emotionally impactful vibe.

The production revolves around two strong characters, TED and Kimberly (played by Inka Pehkonen and Imogen Huzel) challenging gender norms through gender-neutral costumes that serve as visual art pieces. The project incorporates elements of modern clowning, humor, and a unique visual design featuring QR codes that extend the performance beyond the stage.



MEET



TED

AND  
KIMBERLY





# ARTISTIC CONCEPT





# ARTISTIC CONCEPT

We take the game of badminton as a place of commonality and turn it upside down, literally and metaphorically we play in new ridiculous and beautiful ways as well as creating a narrative around the game. The topic of loneliness emerged naturally during our research phase and we intend to jump deeper into this topic and use it as our underlying theme. Intrigued by the theoretical research in the book *Lonely City* by Olivia Laing and the music and life of Klaus Nomi (mentioned in the book) we aim to approach the topic of loneliness in a gentle, comical and emphatical way. We plan to use at least 7 of Klaus Nomi's tracks, some soundscape, rock, and opera embracing his unique, daring and ahead-of-his-time vision. We plan to meld his sound into our creations with the help of one of our collaborators, for example. sampling badminton sounds and working with textures from our showscape.

Drawing from our past work and the thematic essence of 'TED,' which embraces humour and playfulness, we recognize the profound impact that modern clowning has on engaging and connecting with our audiences. In 'TED,' clowns serve as channels for a unique brand of humor, adding layers of depth to the characters of TED and Kimberly. These clowns create a dynamic interplay between joy and the more profound themes we explore, such as loneliness. By collaborating with diverse clowns, we aim to explore different comedic styles, enriching the narrative and fostering a genuine connection with the audience.



# CIRCUS CIRCUS CIRCUS



The approach to circus prioritises a high technical level of contemporary circus while disassembling disciplines into movement and theatrical research, where skills intertwine seamlessly with the narrative of the show. The aim is to find a meeting point where audience expectations align with artists' own ambitions for their disciplines.

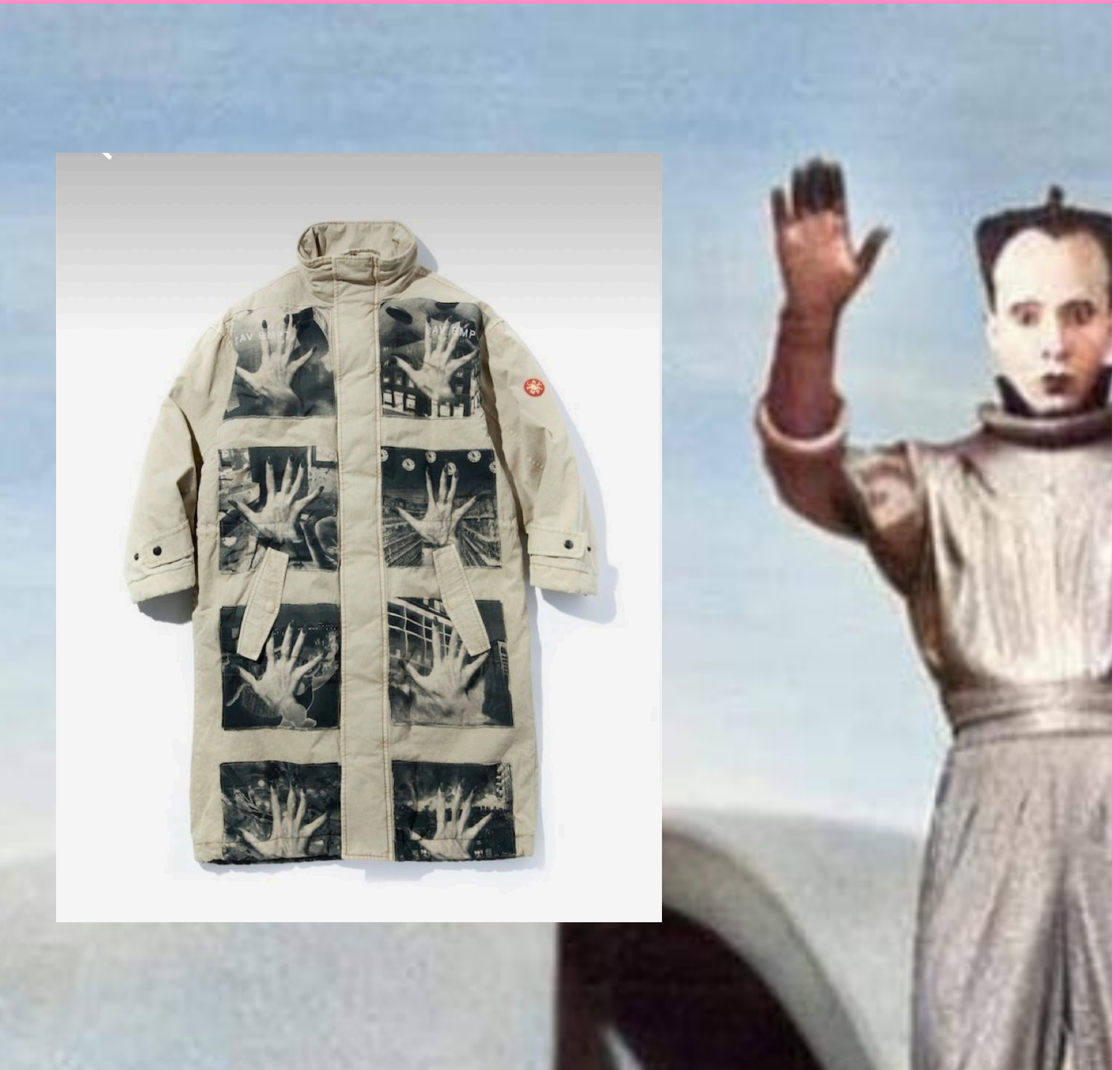
The goal is to find a meeting point between the expectations of the audience and the artists' expectations of their disciplines and how they can continue to keep them fresh and exciting, both for themselves but also not getting too far out for the audience to understand. For example, In 'TED,' they specifically focus on transforming the Washington trapeze into a floor-based riggingless discipline using a wheeling board. The idea for this started with the aim was to invent a Washington trapeze that doesn't require the actual trapeze or any hanging equipment, making it light to tour with and fascinating for the audience, while capturing the essence of the traditional Washington trapeze.





MUSIC INSPO





**COSTUME INSPO**





Costumes play a pivotal role in TED, transcending mere clothing to become central elements of the performance. They challenge gender roles and norms, reflecting different layers of the narrative. The raw metal aesthetic of props, such as canes and bird feet, complements the overall visual design. Additionally, the incorporation of cyanotyping and QR codes in costume designs extends the visual experience beyond the stage, allowing the audience to interact with our process through a post-show online platform.

The integration of QR codes into TED's costume allows audience members to delve deeper into our creative process. After the performance, attendees can scan the QR codes to access additional content, including behind-the-scenes footage, stories of loneliness, and an online exhibition of our visual arts project. The post-show talk, focusing on themes such as loneliness (or as the ongoing process may evolve).





INSPIRATION  
INSPIRATION





# TARGET GROUP



We have a specific focus on teenagers aged 15-18. Recognizing the challenges they face during these socially influential years, we aim to engage them with mature topics, acknowledging their need and desire to be treated as adults.

By addressing mature themes, we seek to stimulate their intellectual curiosity and contribute to their cultural development. The immersive and interactive nature of our performance intends to encourage community and dialogue, creating a shared experience that resonates with their evolving worldview and engages them with us on a more personal level.





We believe the DIY mentality can exist with the pro mentality, that aesthetics can be artful yet tacky and that circus can be skilled and still sloppy. We hold space for these contradictions, for imperfection, and instead put the importance on finding the soul of artistic work and not limiting creative possibility. We believe when projects have soul then even if people don't get it, they feel it. We believe creative artistic expressions can resonate as strongly as words can and transcend language barriers.

We aim to gather our knowledge and interests and reflect them through a warped mirror, such as a curved or stretched carnival one, where the reflection has resemblance but is its own form, and through this reflection we hope to find our own method of communication.

We work with people who share, inspire and defend what we believe in:

- Individuals who believe the world would benefit from being more empathic, diverse and generous.
- Beings who are passionate about countercultures and question the system.
- Folk who are interested in laughable, confusing and emerging aesthetics.
- Humans who believe in art totally.

We promise to try our best

- To make our work relatable
- To stay away from the highbrow art culture
- To approach the sellability of our show with authenticity and strategical planning so we don't compromise our artistic vision.
- To stay playful, curious and open.
- To ask questions to ourselves and the audience and never point fingers.



# TEAM



Artistic concept & artists: Imogen Huzel, Inka Pehkonen  
Mentor & dramaturg: Jason Dupree

Editing: Joshua Frazer

Outside eyes: M.P.A.C & Jason Dupree

Merging of Sound and Circus Outside eye: Vejde Grind

Sisus & Fauna: co-producers

Partners: Chameleon theatre & Pfefferberg theater

Duration: 35 minute show

Premiere: 2025

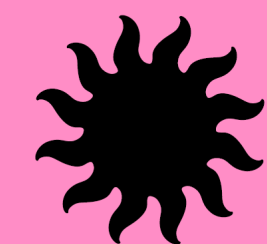
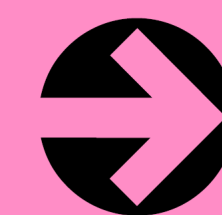
Disciplines: handstand, acrobatics, Washington on wheels

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