

# TROJANS

*Know before you go*  
*guide*



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Luail – Ireland's National Dance Company is funded  
by the Arts Council / An Chomhairle Ealaíon

**luail** IRELAND'S NATIONAL  
DANCE COMPANY

# THINGS TO KNOW

- *The show runs for a duration of **65 minutes***
- *Doors will open at **7.15pm***
- *There is **no interval** during this performance*
- *The show contains loud music, haze, flashing lights and visuals*

# BACKGROUND INFORMATION

This performance of *TROJANS* is a revival by the choreographer Philip Connaughton, performed by Luail – Ireland’s National Dance Company.

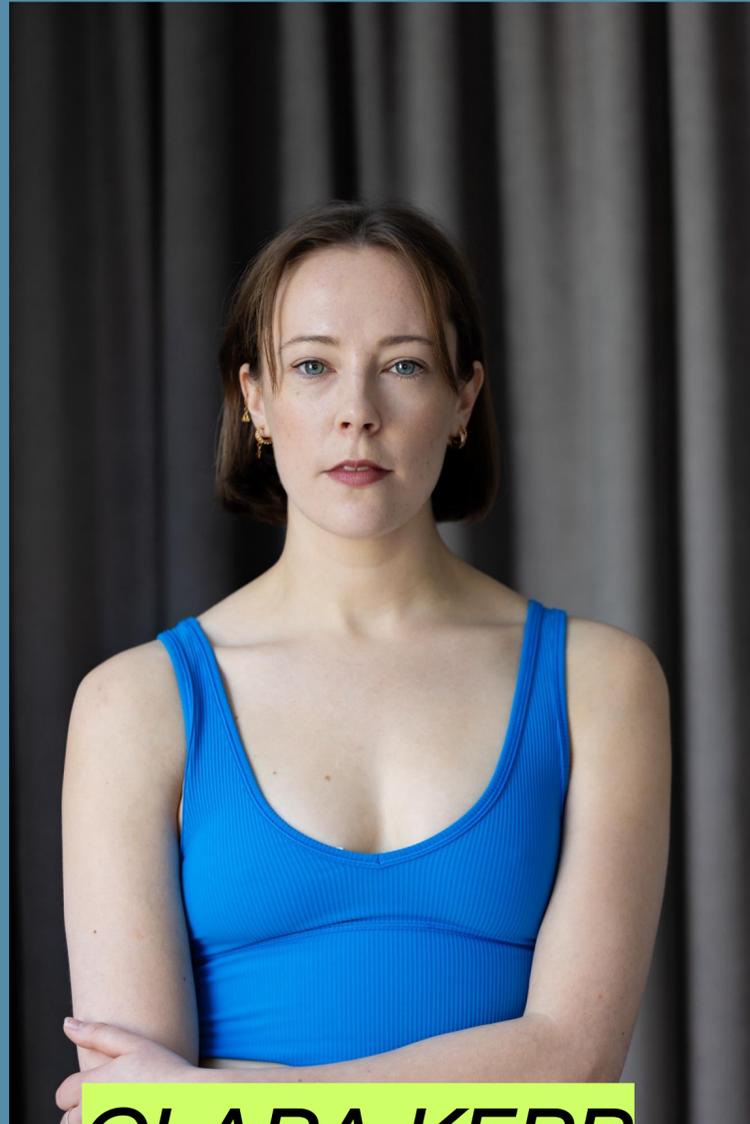
*TROJANS* was originally presented at Cork Midsummer in 2023, produced by Once Off Productions and Company Philip Connaughton, and is inspired by the ancient Roman epic poem *the Aeneid*, by the poet Virgil.

This is an immersive piece which features dance, text, visuals, and electronic music.

The music has been composed by [Oberman Knocks](#) and the visuals have been designed by [Luca Truffarelli](#).

# THE CAST OF TROJANS





**CLARA KERR**



**JOU-HSIN CHU**



**TOM O'GORMAN**



**ROSIE STEBBING**



**ROBYN BYRNE**



**MEGHAN STEVENS**



**JOANNA BANKS**



**HAMZA PIRIMO**



**CHI LIU**



**SEAN LAMMER**

# Overview

This performance of *TROJANS* by Luail – Ireland’s National Dance Company, by Philip Connaughton is ‘in the round’. This means the audience will sit on all four sides of the stage. It is an ‘immersive’ piece, which means you will be invited to stand and walk across the stage at times, and you can be close to the performers, if you wish to be.



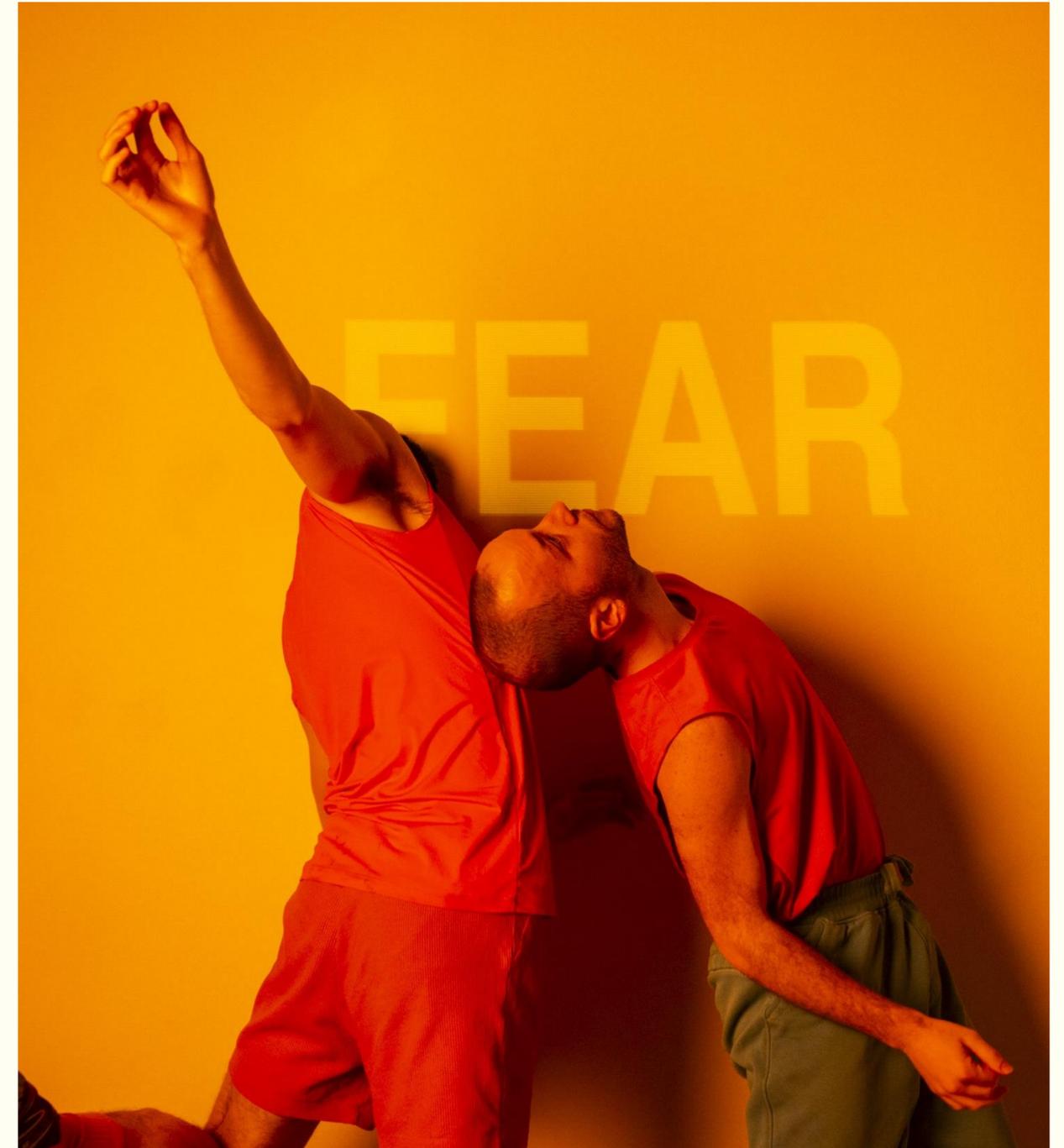
# *Entering the space*

When you enter the space, you will see 22 seats placed on all four sides of the room. There are 88 seats in total.

There will be four huge screens suspended on all four sides of the room at ceiling height. The room will be quite dark and will be lit by instructions on the huge screens, accompanied by dim, yellow-coloured spotlights. There will not be a large overhead light.

You will see on-screen text inviting you to stand in the centre of the stage. The chairs will be covered with an orange mesh netting. If you would prefer not to stand in the centre of the stage, **please let front of house know in advance.**

The space will be dimly lit, so there will not be good visibility, so it is important to take your time as you follow the instructions on the screen, and as you move from standing to your seats.



# *Instructions*

There will be a number of instructions visible on the lit-up screen, the instructions are inviting you to participate as part of the audience.

You will be encouraged to participate in the performance, but you will not be singled out, and you will not be called on. You do not have to participate if you do not want to.



# *Length of time standing & sitting*

**10 minutes** into the performance, you will be asked to “move to the periphery and take a seat” the periphery is another word for the edge of the stage.

**25 minutes** into the performance, you will be asked to stand and cross the stage and to sit on the opposite side. Take your time and be mindful of people who may have reduced mobility. **If you wish to stay seated, that is also fine.**

Near the end of the performance, you will be invited to stand in the centre of the stage. If you do not wish to do this you can remain seated, but you are encouraged to be with the rest of the audience.



# Music & Sounds

The music used in this piece is electronic and it can be **very loud** at times. Ear plugs will be given to all members of the audience and you will be encouraged to use them, you are also welcome to bring ear-defenders. The venue will have some ear defenders available also, **please ask front of house for these before entering the theatre.**

At the beginning of the show, the sounds are loud, deep and droning. They become more energetic and chaotic as the show goes on. The music sometimes sounds like reverb or static. Sometimes it sounds like a train running through a tunnel, other times it is quite dreamlike. Other times there are loud vocals that can be heard through the music. You will make your own decisions about what you think it sounds like.

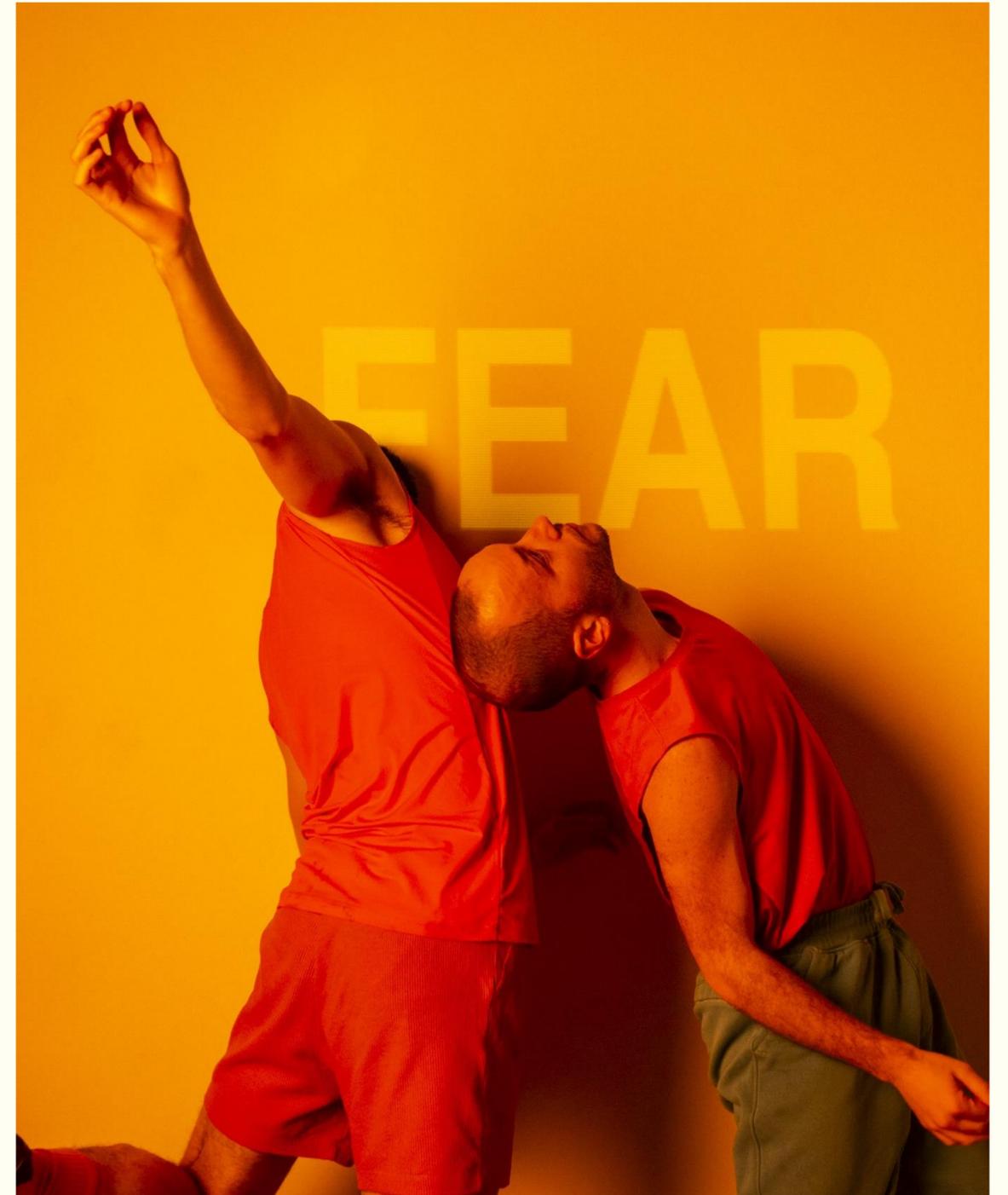
[Here](#) is a sample of the music.



# Screens

The visual effects on the huge screens have been designed by Luca Truffarelli. The imagery flashes and jumps about on the screen, some of the visuals look like broken film, others look like images of nature, sometimes it looks like a train flashing through a tunnel, or fading lights. The visuals are erratic at times: they are interesting to observe and notice.

[Here](#) is a sample of the visuals you will see on screen.



# *Engaging with performers*

The performers may make eye contact at times and at one point in the show they reach out to the audience. You do not need to reach out your hand in return or make eye contact, but it is encouraged.





THANK YOU



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