



“Unsettling Audio That Turns Your Home Into A Sci-Fi Dystopia”

THE GUARDIAN



DARKFIELD RADIO

IMMERSIVE AUDIO EXPERIENCES AT HOME

Fri 1 - Sun 10 October



Artists David Rosenberg and Glen Neath have been making

work together since 2011.

In 2016 they formed Darkfield with producer Andrea Salazar and began to create a series of shows in bespoke shipping container environments, using darkness and immersive experiences to explore fear and anxiety.

In 2018 Darkfield brought *SÉANCE* to PopOut Festival and in 2019 *FLIGHT*, but for PopOut 2021 the company has something different in store, born out of the restrictions of the

pandemic, but remaining true to their unique immersive

audio aesthetic – **Darkfield Radio**.

We caught up with Glen Neath to discuss the creation of these innovative new dramas:

Darkfield Radio

is a bit of a departure from your previous work, how did it come about? "When the pandemic struck, we had three container shows open in King's Cross that

we had to close early," says Neath, "Like

everyone else we then had to decide how to present work with the new circumstances we were presented with. We were keen not to just provide our existing audio online as the work was made for a very particular environment, so we thought long and hard about the new parameters the pandemic set and we tried to make work with those specific obstacles in mind."

But, despite the name, **Darkfield Radio** shows are a million miles away from something you might find on Radio 4. "Yes, indeed," confirms Neath, "they are definitely not

traditional radio plays, nor are they podcasts or streamed content, they are very much pieces of work that should feel like you're having a show experience, even if it is in your own home." The home setting must really affect how you approached the show. "Yes," says Neath, "although all of our work uses binaural sound and darkness to situate each audience member at the centre of the story, unlike with *SÉANCE* or *FLIGHT*, we had to accept that the move to an app-based drama meant

there were a few things we'd lose control over. By making work outside of containers the very particular sets we've created and the darkness we've previously relied upon are not there to inform the storytelling, but what we have found is that the at-home shows are actually more unnerving as they start to mess around with spaces you are very familiar with – the moment you put on your headphones your home becomes the setting for another world, blurring the lines between real and imagined."

Darkfield Radio is split into six episodes across two seasons, but the pieces are not all linked, it's more of an anthology experience. "That's right," says Neath, "Season One and Season Two are not connected but some of the shows are." In Season One the episodes are technically

standalone although *Double* and *Visitors* can be bought as a package, but this is more for practical purposes than narrative connections. "But for Season Two we got more ambitious," explains Neath, "and all three shows in the *KNOT* trilogy are linked - the

idea is that they are playing simultaneously in three locations and certain events coincide across all three.

We also expanded the range of locations for Season One to include a car and a bench." But Glen Neath is quick to point out that these are not arbitrary decisions, rather the form comes out of the story writing process and

a consideration for the audience experience: "We never start a show with a story in mind," says Neath, "we don't write plays and then try to think of the best way to stage them, this isn't something we are really interested in. Every part of

our process takes into consideration its effect on the audience member. We often start a show with a piece of text or a philosophical idea. *Double* became

an exploration of Capgras Syndrome, and an inspiration for the *KNOT* trilogy was Nick Chater's book, *The Mind is Flat* - although we did move away from it as we progressed the project. The *KNOT* trilogy deals with the idea that

we are improvising events in response to the stimuli offered to us and we have tried to create for the listener the idea that they are as lost in the world as the people they meet there. There are many overlapping moments across the three shows that we hope audiences will find satisfying as and when they come across them.

Overall, however, the feedback has generally been really good. Season One was the winner of the Columbia Digital Dozen Breakthrough Award 2021, for the most innovative new way to tell stories, and both seasons have been presented across several festivals from the Venice International Film Festival, TriBeCa New York and Edinburgh Festival.



Glen Neath & David Rosenberg



DARKFIELD RADIO

IMMERSIVE AUDIO EXPERIENCES AT HOME

SEASON ONE

DARKFIELD RADIO is an app, a brand new, innovative form of entertainment directly responding to the new age we are living in, immersing audiences in strange and curious worlds in their own home and bringing new meaning to the familiar spaces we inhabit.

Season One of **DARKFIELD RADIO** consists of three independent stories, linked only by their unsettling nature. These unique 20-minute immersive audio experiences are only available on certain days and times, just like a radio show. Taking part is simple: buy a ticket, download the app and enter your code.

Episode 1 - Double

Exploring the Capgras delusion, *Double* is a show for two people in their kitchen.

Episode 2 - Visitors

A reflection on our irrepressible desire to touch, *Visitors* is a show for two people in their living room.

Episode 3 - Eternal

Exploring ideas of eternal life, *Eternal* is show for one person alone in their bed.

Fri 1 - Sun 10 October

Start Time: *Double* - 7pm; *Visitors* - 7.45pm; *Eternal* - 8.30pm

Tickets: *Double* and *Visitors* £15 (for two people) per show; *Eternal* £7.50 (for one person)

SPECIAL BOX SET OFFER:

£30 for all three episodes of Season One when purchased together (includes extra ticket for *Eternal*)

Running Time: 20 mins per episode

Location: *Double* - A kitchen with a table in it; *Visitors* - A living room; *Eternal* - Your bed

14+

All you will need to access the experience is your phone, the **DARKFIELD RADIO** app available from Android and Apple stores, your tickets and headphones.

If you feel you may open your eyes during the show, we recommend using a blindfold.

You will receive instructions and access codes direct to your email.



THE GUARDIAN



THE REVIEW HUB



THE STAGE




METRO

“REALLY, REALLY, F***ING CREEPY”

EXEUNT MAGAZINE

“INCREDIBLY IMPRESSED BY DARKFIELD AND THEIR ACCOMPLISHMENTS.”

HORRORBUZZ.COM



DOUBLE

There is only one rule: everyone has to be who they say they are....

DOUBLE explores the Capgras delusion, a terrifying condition in which the sufferer is convinced that a loved one has been replaced by an exact replica with malign intentions.

DOUBLE was the first presentation to be broadcast on **DARKFIELD RADIO** - it is a troubling exercise in familiarity for *two people sitting opposite each other on either side of a kitchen table*, replicated in hundreds of rooms all across the world over 20 minutes.



VISITORS

"Death is no more than passing from one room into another." – Helen Keller

Thank you for inviting us into your home. We didn't know where else to go....

A dead couple look for a temporary solution to their permanent condition.

VISITORS is a 20 minute immersive audio experience for *two people to experience together opposite one another in their living room in their home*. It is a reflection on our irrepressible desire to touch and why the dead find so little comfort in the world of the living.

We require you to remain 3 metres apart, and while you may yearn to reach across the chasm that separates you, we ask you be careful who else you invite in.

ETERNAL

"I want you to believe...to believe in things that you cannot." - Bram Stoker

You have been chosen and we thank you for your sacrifice....

In return we offer you the opportunity of immortality - but there are conditions.

You could, of course, wait to see what the future might bring. You could take your chances on a cure for ageing and death. The cure is coming - but it is not coming fast enough for you.

ETERNAL is a 20 minute immersive audio experience for *one person, alone in their bed*. It explores the quandary of eternal life and wonders what price you would settle for to achieve it.





DARKFIELD RADIO

IMMERSIVE AUDIO EXPERIENCES AT HOME

SEASON TWO: KNOT

My existence is possible, but it is not proven....

KNOT is a trilogy, a three-part immersive audio experience for one person, unfolding in three different locations.

Across three intersecting, interwoven episodes **KNOT** questions just how inevitable anything truly is.

You will need to experience all three for the story to be complete.

To fully experience **KNOT** you are asked to go to the following locations for each chapter:

- Episode 1 - Park bench
- Episode 2 - Front passenger seat of a car
- Episode 3 - Your home

Supported by Lincoln Performing Arts Centre

SPECIAL BOX SET OFFER:

£10 Students & Under 26s for the complete Season Two episodes. Use Promocode LPAC26 at the checkout to activate this discount

Fri 1 - Sun 10 October

Start Time: *Episode 1* - 7pm; *Episode 2* - 7.45pm; *Episode 3* - 8.30pm

Additional matinee performances streamed on Sat 2 & Sun 3 and Sat 9 & Sun 10 October:
Episode 1 - 3pm; *Episode 2* - 3.45pm;
Episode 3 - 4.30pm

Tickets: £22.50 for all three episodes

Running Time: Episodes 1 & 2 - 20 mins each; Episode 3 - 30 mins

Location: *Episode 1* - Park bench;
Episode 2 - Front passenger seat of a car;
Episode 3 - Your home



All you will need to access the experience is your phone, the **DARKFIELD RADIO** app available from Android and Apple stores, your tickets and headphones.

If you feel you may open your eyes during the show, we recommend using a blindfold.

You will receive instructions and access codes direct to your email.



“AN EXTRAORDINARY AUDIO EXPERIENCE”

THE STAGE



BROADWAY BABY

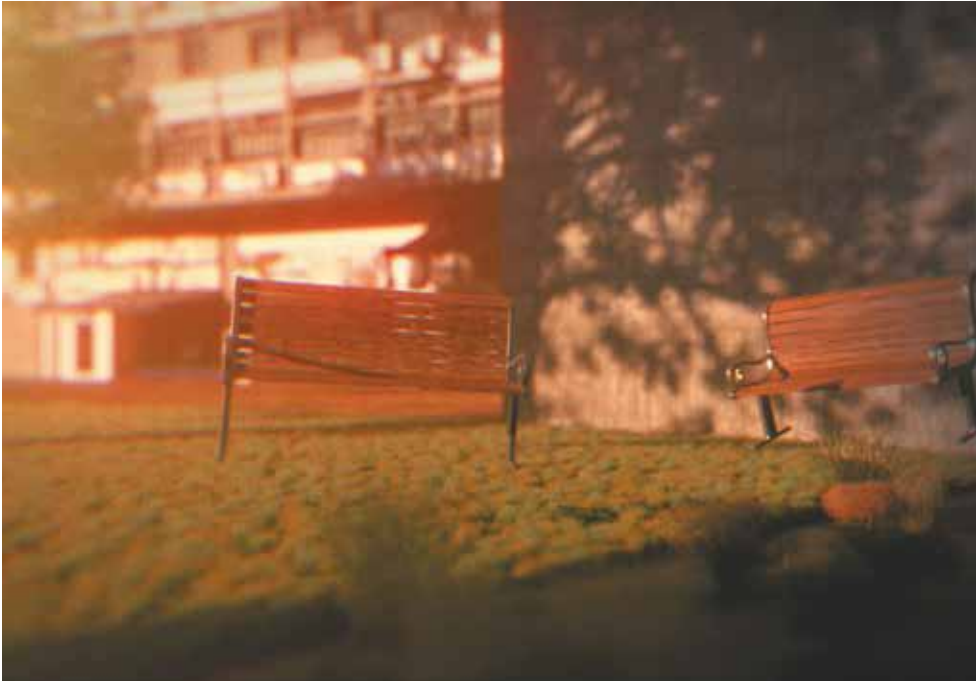
“THIS INGENIOUS RADIO PLAY WILL STAY WITH YOU LONG AFTER”

TIME OUT

“THE BEST AUDIO EXPERIENCE WE’VE EVER ENCOUNTERED”

THRILL NATION





EPISODE 1 - BENCH

"Don't open your eyes and look at me, I'm not here, if you open your eyes I will not be here."

Sit on an empty bench, hold onto your bag if you have one and close your eyes.

In Episode 1 of **KNOT** you are joined on a park bench by a woman who is lost in the city.



EPISODE 2 - CAR

"I am in a strange, new land, a land where I am the driver... but I'm not sure I know how to drive."

Sit in the front passenger seat of your car and put on your seat belt, make sure your window is wound up. Now close your eyes.

In Episode 2 of **KNOT** you are in a car heading both towards and away from the park.



EPISODE 3 - ROOM

*"We gather. And learn. We align.
We agree. We rehearse. And we forget.
We forget. We forget and we start again."*

Sit in the middle of the room and close your eyes... listen to the music.

In Episode 3 of **KNOT** you are in a meeting room where a cyclical story unfolds, tied up like a knot with no ends, conjured into existence by a collective effort.

Images: Alex Purcell



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