# It takes a village to make a show

Many people were involved in making Superluminal - meet the amazing team and check out what they do!

#### **CREATIVE TEAM**

#### **Directors**

The directors are the inventors of the show. They lead the team who help to make the experience amazing.



Geoff Cobham
Created the ideas
and look of the show.







Zoë Barry
Created the ideas and wrote the music.



Creator



Delaney
Worked with Geoff
and Zoë on creating
the ideas and look of
the show. She tests
all the ideas and
organises the makers.

Michelle 'Maddog'



#### **Makers**

These people made the things you see in the show.



Wendy Todd Created the spinning islands.





Elisabeth Blomberg Made the basket that represents a campfire.



Jimmy Dodd
Made the lanterns you hold throughout the show and built the "marsh tables" you built creatures at.



Bianka Kennedy
Created the glowing
feet you follow, the
pieces you make
creatures from,
and the cardboard
shapes you use in
the glow room.





# Illustrators

Drew the amazing animals, plants, and people you will see on the magical colour wall.



Luku Kuku



Cedric Varcoe



# **PERFORMERS**

These people bring the show to life with their expressions and movement. They guide you through the installation, showing you the magical things inside.

Edgell Junior Edgell
Lizzy Falkland
Temeka Lawlor
Ksenja Logos
Astrid Pill
Freja Sande
Evyenia Stefanidis
Ezra Juanta
Rikki Wilson



#### **CREW**

The people working behind the scenes during a performance.

# **Stage Managers**

Make sure everything happens at the right time by making sure performers are ready and everything is set up.

Briony Hunt Ayden Martin Katya Shevtsov Freja Sande

### **Technicians**

Control the colours of the lanterns to reveal secrets throughout the show.

Alex Hatchard Ayden Martin

#### AUDIENCE



# You

We couldn't have an interactive show without an audience! By participating you become part of the show and your creations and reactions change what the other audience members experience.