



# BESTIAR

A PERFORMANCE BY ZUZANA SMOLOVÁ AND PETER GAFFNEY, WITH LIGHT DESIGN BY JIŘÍ ŠMIRK.

Kredance  
prostor



CESTA stře



divadlo  
na cucky

## B E S T I Á Ř | D E S C R I P T I O N

*BESTIÁŘ* is a multi-genre performance by Zuzana Smolová (CZ) and Peter Gaffney (US), using experimental object-performance techniques to tell the story of two figures locked in a struggle to shape and control an emerging world. The performance revolves around 150 kg sculpturing clay, which the performers transform in stages through their movements, ambitions, conflicts and dreams.

Originally inspired by the allegorical transformations of real and imaginary animals in medieval bestiaries, *BESTIÁŘ* also features live music, movement theater, puppetry, and fragments of text, presenting a dream-like narrative about the human figure confronted by a centuries-old moral crisis, and the general erosion of commonsense physical limits that regulate our bodies and worldly environment.

*BESTIÁŘ* premiered at Divadlo na cucky (Olomouc, Czech Republic) with light design by Jiří Šmirk, and was created with the generous support of Kredance Prostor, CESTA žije, Ministerstvo Kultury, Nadace Život Umělce, Sladovna, DW7 and Divadlo na cucky.



## B E S T I Á Ř | D O C U M E N T A T I O N

Trailer video: <https://youtu.be/rWQxofRqLN0>

Full performance video: <https://youtu.be/XXE0-X12jvY>

Photo gallery (high-resolution): <http://bit.ly/2gSSPJ5>

Reviews: <http://bit.ly/2FqT8FB>

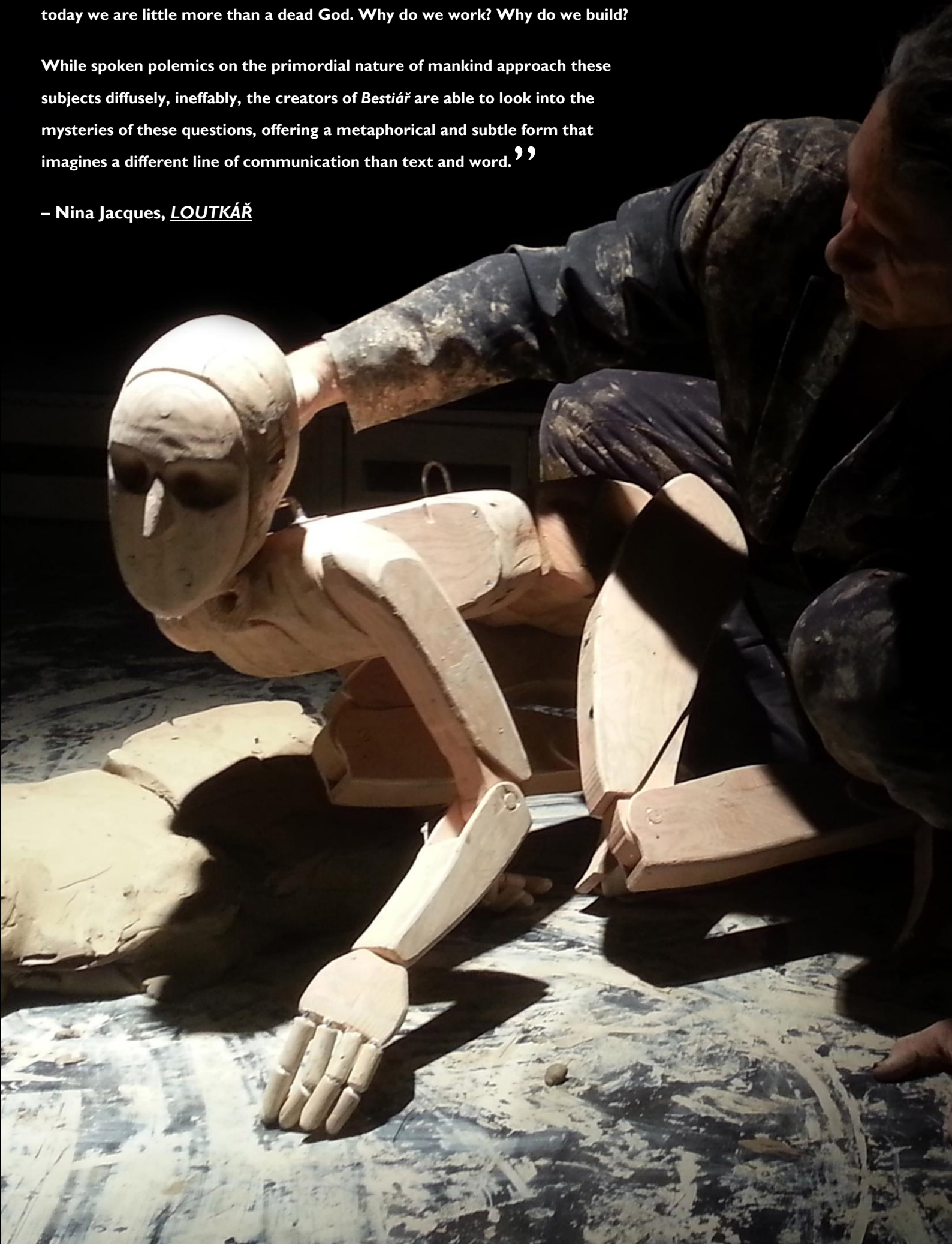


Zuzana Smolová performing in *BESTIÁŘ*, Divadlo na cucky (Olomouc, Czech Republic).

“ The clay and earth collapses, fights, blends together, hides and reveals accumulates in the space like sin and like purification. And we, together with the creators of *Bestiář* ask whether today we are little more than a dead God. Why do we work? Why do we build?

While spoken polemics on the primordial nature of mankind approach these subjects diffusely, ineffably, the creators of *Bestiář* are able to look into the mysteries of these questions, offering a metaphorical and subtle form that imagines a different line of communication than text and word.”

– Nina Jacques, *LOUTKÁŘ*



## BESTIÁŘ | CREATIVE TEAM

Based in South Bohemia, we are a newly formed creative duo – Zuzana Smolová (CZ) and Peter Gaffney (US) – with a strong interest in multi-genre performance techniques and experimentation, creating works that engage the intense, nameless and irrational forces that shape contemporary human experience.

Our work is based on a devising process that juxtaposes movement theatre, live music and fragments of text with the expressive potential of basic materials – clay, water, sand, paper, glass, steel, wood – in order to generate unique movements, situations, characters and storylines.

Our performances speak to the intense moments of capture and escape of a world perpetually in flux, of events beyond the psychological limits of meaning and intention, and of transitional states between the human and non-human, analog and digital, living and non-living, self and other. And our stories tend to revolve around the human figure faced with moral crisis, and transformed by the general erosion of the commonsense physical limits that regulate our bodies and worldly environment.

Smolová & Gaffney portfolio: <http://bit.ly/2urY9Ir>

Smolová & Gaffney CV: <http://bit.ly/2xSk8cc>



Peter Gaffney



Zuzana Smolová

## BESTIÁŘ | TECHNICAL DETAILS

*BESTIÁŘ* is a one-hour theater performance geared for adult audiences (but appropriate for all ages) and includes two performers plus light designer Jiří Šmirk. The performance features short texts in Spanish, English and Czech, but can be performed in a mostly-English version for international audiences. Appropriate for conventional and unconventional venues, but best suited to a black-box style theater with raised seating, or any improvised venue that is away from sound and light interference: i.e. empty or partially constructed buildings, rooftops, etc.. Due to light and sound design requirements, we do not recommend busy city squares or other well-lit outdoor spaces with heavy pedestrian traffic. The ideal venue will have a performance area of 8m (width), 10m (depth), 5m (height), with “marley-style” vinyl dance floor, appx. 25cm-high platforms for drums and other instruments, elevated audience seating area with maximum capacity of 150, access to water and electricity, and basic sound and light equipment.

Technical requirements: <http://bit.ly/2gw0PDg>

## BESTIÁŘ | CONTACT

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