

A woman with dark hair is holding a light-colored cat in a dark room. The scene is lit with blue, green, and purple lights. The title 'GIMME SHELTER' is written in a white, stylized, hand-drawn font across the middle of the image. The letters are decorated with small, colorful Christmas lights and white lightning bolt patterns.

# GIMME SHELTER

PRODUCTION 2019 / 1h15 / ALL AUDIENCES STARTING FROM AGE 11

Phénomènes sumateurs & Marionnette



# GIMME SHELTER

## A recluse and a survivor

In a strange abandoned amusement park, someone wanders through a hostile environment, a place that looks contaminated. Meanwhile, at the edge of the park, a recluse somehow survives inside an old electrical transformer. Whatever he ran away from gradually catches up with him, even in that place where he thought he was sheltered. Through their common loneliness, these two turn out to be not so unfamiliar with each other. One has stayed outside. The other has deliberately secluded himself. They feel each other's presence but can't tell if that presence is real or fantasized. They may never know.

*Gimme Shelter* is an ecological fable that interrogates our ability or failure to take action, our idleness in the face of major risks, impending disasters, etc.

How can we possibly respond when everything feels out of control and collapses in spite of or with us? This can result in a kind of “boycott of the future”, a deliberate seclusion for an indefinite period of time.



# GIMME SHELTER

## SPACE

A specific stage configuration was designed in order to immerse the audience in this adventure. It consists of a central element on stage, the “refuge” - an old electrical transformer – in which one of the characters is secluded - and an outside environment, a strange abandoned amusement park where the other character roams about. Half of the audience sits inside the refuge, the other half sits outside. To allow spectators to piece the whole story together, they will change vantage points, and thus spaces, at the end of either version, so that they can watch the other version. Those who were outside will go inside and vice versa.

## inside?

To interrogate shelter is to delve through the protective layers we wrap around ourselves. Shelter may lie in our heads, conveying a desire to protect ourselves, retreat into our selves and homes. It can also take shape in a bodily way, in how we stand and dress. What do we wear and how do we act physically when we want to shutoff our surroundings? And of course, shelter can be a real refuge, a shack, a space we choose to seclude and protect ourselves in. So it's about highlighting mental, physical and spatial shelter.

## or outside?

The amusement park is a place of carelessness, a place to let go in and “disconnect” ourselves from the real world around us. What if the “real” world catches up with us, even in those places? Artistic experiments such as Banksy’s “Dismaland” no doubt nurtured and informed the premise of this work and the choice of the theme park as an outside scenic space.



# GIMME SHELTER

## The Yôkaï Company

The term Yokai refers to a Japanese monster and means, in its broadest sense, a supernatural phenomenon / whatever is not human.

The technical research and artistic exploration – at the intersection of puppetry and magic – has been geared toward interrogating the boundary between humanness and the supernatural creature. After graduating from ESNAM in October 2014, **Violaine Fimbel** started the company **Yôkaï**, touring the first show *Volatile(s)* in Finland, Germany, Brazil, Japan and Avignon (France). The company's artistic identity is characterized by unsettling atmospheres and fantastic forms originating from Violaine Fimbel's imagination or drawn from visual arts (cinema, painting, sculpture, illustration, etc.) and literature. In order to develop her instinctive approach to magic, which is present in her first show, Violaine Fimbel attended the New Magic training led by Raphael Navarro and Valentine Losseau – from the 14:20 company – at CNAC. There she discovered a medium and an anthropological approach that mirrored her own research and gave her the theoretical background to support her instinctive process. *Possession*, the company's second work, from 2017, intertwines the worlds of Lewis Carroll and Antonin Artaud in a game of double intellectual and psychological possession. The show, which caught the attention of the company 14:20, performed at the “New Magic Young Talents” night at Théâtre du Rond-Point in 2018, and led to the installation *Killing Alice*. The latest work by the company, *Gimme Shelter*, explores the supernatural and the line between reality and fantasy. The show premiered at the World Puppet Theater Festival in Charleville-

Mézières and Manège de Reims, scène nationale where Violaine was also supported artist for two seasons. Violaine Fimbel designs and creates the puppets that appear on stage. Her creative process is geared towards one particular goal: to confuse the audience's perception constantly by intertwining magic with puppetry. In 2020, she and device fabricator **Marjan Kunaver** initiated a research program connecting the special effects of film with puppetry and magic onstage. The project, whose research and creative focus is invisible puppetry, is called *Invisible Awakening*.



# GIMME SHILTER

## Crédits

- Conception/écriture **Violaine Fimbel**
- Regard écriture **Chloée Sanchez**
- Ingénierie mécanique **Marjan Kunaver**
- Regard chorégraphique **Jérôme Brabant**
- Régie/manipulation/son  
**Raquel Mutzenberg-Andrade,**  
**Nicolas Poix,**  
**Mathieu Ferrasson,**  
**Manon Choserot**
- Coaching ventriloquie **Michel Dejeneffe**
- Création son **Didier Ducrocq**
- Captation-réalisation vidéo **Vallas**
- Conseil lumière **Tony Guérin**
- Regard magie **Arturo Fuenzalida**
- Scénographie, costumes et marionnettes  
**Marianne Durand, Violaine Fimbel,**  
**Marie Guillot, Marjan Kunaver,**  
**Bérengère Naulot, Valéran Sabourin,**  
**Edward Baggs, Evandro Serodio**
- Avec  
**Morgane Aimerie-Robin ou Marta Pereira**  
et **Quentin Cabocel**
- Photos © **Violaine Fimbel**  
sauf © **Justine Maillard p.4**

## Production

### Coproducteurs

Festival Mondial des Théâtres de Marionnettes-Charleville-Mézières — Le Manège, scène nationale-Reims — Studio Césaré — CNCM-Reims — Lutkovno Gledališče / Théâtre national de Maribor — Slovénie

### Soutiens

DRAC Grand Est — Région Grand Est — Département des Ardennes — Département de la Marne — Ville de Reims — Ville de Charleville-Mézières — CNC-DICRÉAM — ADAMI — SPEDIDAM — Les ateliers Médicis dans le cadre du dispositif « Création en cours » — L'Institut International de la Marionnette dans le cadre de son dispositif d'aide à l'insertion professionnelle des diplômés de l'ESNAM — La Fileuse-Friche Artistique de Reims

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### Mécènes

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# GIMME SHELTER

**More stuff**

**Show Teaser**



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