



PEAU D'ÂME

ILLUMINATED PUPPETS
FOR THE PUBLIC SPACE



SUMMARY

- FOREWORD PAGE 1
 - STORY AND STATEMENT OF INTENT PAGE 2
 - PUPPETS CREATION PAGE 4
 - MUSICAL AND SOUND UNIVERSE PAGE 6
 - DETAILS AND CREATION SCHEDULE PAGE 7
 - PRODUCTION PARTNERS PAGE 8
 - CAST OF THE SHOW PAGE 9
 - HISTORY OF THE COMPANY PAGE 11
-

FOREWORD

Peau d'âme is the first creation of the company following the departure of its founder Jean-Baptiste Duperray in 2023. The artistic direction is now ensured by a trio of co-directors: France Chapon-Hueso, Vincent Borel, and Bastien Rolly. With this show, we wish to preserve the constitutive elements of the company's identity: visual and poetic performances, the use of inflatable and luminous structures, metamorphoses... while bringing a new perspective to it.

Most of us play a role to fit into society, to be like others, to walk like others, to be one or the other. These giant figures move in unison, bending and imitating the other members of the group to better integrate... until they lose touch with their own personality. But inside them, a soul, like an invisible power that we have decided to establish as a principle of life that would take form, like an essential part of human anatomy.



STORY AND STATEMENT OF INTENT

In the street, five characters wander in the secrecy of their thoughts. Their gait is heavy, relentless; their gazes are dull. These characters bear the weight of society's gaze on their shoulders. Yet, one can perceive that deep within them, a light dwells and seeks to regain control... Will they manage to free themselves from their mask and finally express their own personality and emotions? "Peau d'Âme" could reveal to you our physical representation of souls.

The five giants, although sharing the same space and moment, live an existence characterized by isolation and indifference, symbolizing an alienating daily life. The hours, the counted steps, and the repeated actions paint a picture of routine where boredom and melancholy reign. The rise of anxiety and imbalance in one of them creates a rupture, manifesting the desire to escape from this dull existence. This moment of crisis is the catalyst that allows the emergence of a human form, a symbol of rebellion against the prevailing gloom. This appearance reminds us that, even in the darkest lives, a spark of humanity remains.

The precursor knows that he must free others from their state of stasis. But are they ready to be freed from their own chains? The urgency of transformation is palpable, but it must be approached delicately, respecting each person's pace. With this creation, we wish to invite the spectator to reflect on individuality, the strength of the group, and the influence of the weight of society. It is through this collective journey towards liberation that each soul will reveal its true identity.

PUPPETS CREATION



The first puppet prototype is currently being manufactured (five puppets will be created for the show). The aesthetic research for the puppets is inspired by ceramic figurines. Unlike the volumes of previous creations, which have always been pure white, we wish to bring more depth through a patinated, shaded, and slightly tinted appearance.

With a height of approximately 4.20m and a ground diameter of 2m, they will feature a head resting on a body covered with a second skin, symbolizing the weight of life's constraints. Thanks to the proven ventilation system from our previous creations, the volumes can change appearance, height, or even completely disappear.

PUPPETS CREATION

The actors manipulating them from the inside will be visible through transparency and will gradually reveal themselves throughout the performance. They will subsequently be led to leave the puppet and interact with it from the outside. These different relationships between the puppeteer and their puppet will bring playfulness, as well as a unique dramaturgy to each moment.

Also, each puppet will be equipped with a light source from within, allowing us to play with shadows, transparencies, and create very different atmospheres.



MUSICAL AND SOUND UNIVERSE

The music will be an original soundtrack composed by the duo Sueño en la Fábrica, like the previous creations of the company. The sought-after universe will highlight the emotional state of the characters and the dynamics of their movements. From electronic sounds to more refined natural atmospheres, the composition will evolve in perfect harmony with the journey of the five characters.

To listen to some research tracks, [click here!](#)



DETAILS AND CREATION SCHEDULE

Disciplines: light show in public space, puppetry
Duration: 10 to 15-minute parade, followed by a 30-minute fixed finale
Number of characters: 5
Number of people on tour: 7

Capacity: up to 1500 people depending on the version
Play area: 20x20m
Estimated budget: €130,000

June 2024: First research and writing residency

Between November 2024 and February 2025: 10 days of research residency // Le Grand R, Etrez-Bresse-Vallons (FR)

April 2025: 3 days of writing residency // Le LABO, Roanne (FR)

September 2025: 5 days of residency on the plateau // Le CCOUAC, Montiers-sur-Saulx (FR)

November 2025: 5 days of residency on the set // Location to be found

January or February 2026: 5 days of residency on the set // Location to be found

March 2026: 5 days of residency on the plateau // Location to be found

April 2026: 5 days of residency at the plateau // Moulin de la Luzège, Neuvic (FR)

May 2026: 5 days of residency at the plateau // Moulin de l'Etang, Billom (FR)

June 2026: 5 days of residency on stage (location to be found) and creation release

PRODUCTION PARTNERS

The partners of this new creation project:

- the city of Oyonnax (FR) - co-production and pre-purchase
- the CCOUAC - Centre for Open Creation in the Arts in the Countryside, Montiers-sur-Saulx (FR) - pre-purchase, financial support, and residential accommodation
- the Moulin de la Luzège (FR) - residential accommodation
- the city of Billom (FR) - residential accommodation, financial support
- the LABO, Roanne (FR) - residency accommodation

The partners we would like to work with:

- CNAREP Quelques p'Arts, Boulieu-lès-Annonay (FR)
- the International Puppet Center, Charleville-Mézières (FR)



CAST OF THE SHOW

Artistic direction, writing, and staging: Vincent Borel, France Hueso Chapon, and Bastien Rolly

Since 2022, Vincent, France, and Bastien have been jointly co-directing the Quidams company. Vincent has been an actor since 1996 and joined the Quidams in 1998. He is trained in various theatrical practices such as clowning, mask work, acting, and directing. An actor for street theater as well as café theater, children's theater, dubbing, and cinema, he also directs numerous productions. France, for her part, has been a well-rounded athlete since a very young age, but it is dance that has captured her heart. From



stage, through cabaret and various artistic disciplines, she reveals herself as an all-terrain choreographer. Since joining the company in 2000, France has taken on multiple roles, alternating between stilt walker, actress, dancer, puppeteer, and director. Finally, Bastien is a self-taught jack-of-all-trades: since 2008, he has been with Les Quidams, sometimes as an actor, sometimes as a stage manager, technician, set designer, and he also provides an external perspective on projects led by other companies.

Puppet and costume design: Géraldine Clément



Géraldine studies fashion design and does internships at fashion houses in Paris before working in the film industry. She quickly turned to theater, particularly street theater, collaborating notably with the Théâtre de la Toupine. She joined the Compagnie des Quidams in 2006 and has since been responsible for creating all the costumes and inflatable sculptures for the company's various productions.

CAST OF THE SHOW

Musical composition: Sueño en la Fábrica

Sueño en la Fábrica was created in France in 1992 by the meeting of Alejandra Santander and Didier Boyat. Together, they compose, arrange, and create the mixed and popular music of Sueño en la Fábrica. They participate in numerous projects at the intersection of disciplines (dance, video projection, painting, theater, circus), and they are the originators of the music for most of the company's shows since Rêve d'Herbert in 1997. More information at: suenoenlafabrica.com

Performers: Florian Hérin, Célia Lefevre, Julie Loyot, and Jules Neff

Technician: Jean-Loup Buy



The dream team of the office composed of:

Production and distribution: Maxime Nemcik

Administration: Benjamin Rollin

Coordination and communication: Claire Tellier

Production Manager: Fred Grand

HISTORY OF THE COMPANY

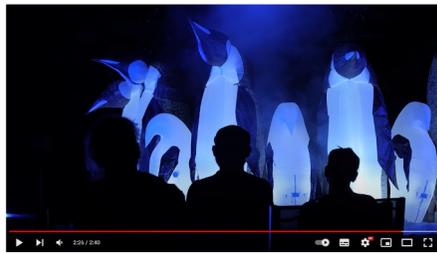
Founded in 1994 by Jean-Baptiste Duperray, the Compagnie des Quidams has created more than a dozen shows presented in over forty countries, from Europe to Australia, including Asia and South America. It brings together around forty artists and technicians from diverse backgrounds: theater, dance, music, and circus. In 2023, the artistic direction is handed over to France Chapon Hueso, Bastien Rolly, and Vincent Borel.

The Compagnie des Quidams is based in France in Etrez, a village in the north of Ain. In parallel with its dissemination activities, it develops projects to raise awareness of Street Arts (public rehearsals, workshops, artistic practice workshops...). She has an artist residency space, Le Grand R, which she makes available to other companies.

The company's work in video :



TOTEMS - 2016 (deambulatory)
and 2022 (fixed show)



Polynie - 2022
fixed show



FierS à Cheval - 2014
deambulatory + fixed show



Rêve d'Herbert - 1998
deambulatory + fixed show