



# TOM

BY WILKIE BRANSON

PROMOTER PACK

*An innovative production combining choreography with digital animation*    **THE LIVE REVIEW**

Set in a hinterland between the civilised world and the wilderness, TOM tells the story of one man's journey to rediscover who he really is. Will he find the answers he needs, or is the real TOM lost forever?

Created by award-winning choreographer, film-maker & Sadler's Wells New Wave Associate Artist, Wilkie Branson. TOM explores storytelling by bringing together cutting-edge technologies including animation, projection mapping, surround sound design with Wilkie's own practice, rooted in his Bboying background. Playing with negative space and the projection of the work to create a depth of field, TOM is a unique and innovative dance for camera installation.

TOM's physical installation is made of 3 pepper scrim holographic gauzes, onto which the film is projection mapped, giving a layered, almost pop-up effect, to view the film.

This short film illustrates TOM's set up as a film installation, and gives a bit more insight into the making of the work.





## CREATION & PROCESS



***“a really exciting piece of interdisciplinary work that melds film, dance and music in a mesmeric and moving work...The dance...is beautiful and emotive, and it’s a context in which we do not usually see breakdance which makes for a really interesting effect. .. I wanted more of it”.***  
**SPYINTHESTALLS**

TOM has been hand-crafted by Wilkie in fine detail - from making 3D models by hand, to using 360 photogrammetry techniques, chroma key capture of dance, and digital animation.

This [video link](#) gives a bit more insight into Wilkie’s process, and a bit more insight into what you’ll see.

**Created by:** Wilkie Branson  
**Dramaturg:** Adam Peck  
**Composer:** Benji Bower  
**Projection Artist:** Barret Hodgson

**Sound Designer:** Mat Clark  
**Costume Designer:** Cristiano Casimiro  
**Production Manager:** Nic Prior  
**Producer:** Luisa Hinchliff

The show is suitable for all audiences with an age guidance of 14+ owing to some short moments of violence, and the adult themes of depression and self harm.

More information on the technical aspects and front of house exhibition that support the show can be found on the following pages.

**ENGAGEMENT:** There are a range of engagement options that we can offer to support broader access and deeper insight into the work. This includes working with young people and students on learning more about Wilkie’s creative process, deeper insights into the techniques & craft use; alongside a supported approach to exploring the themes of male mental health, identity and self-harm at the centre of the narrative. Pre- and post-show talks are encouraged! We would be happy to talk about your bespoke needs.

Commissioned and co-produced by Sadler’s Wells. Co-Produced by Pavilion Dance South West.

Research & Development supported by Sadler’s Wells New Wave Associate Programme.

Supported using public funding by the National Lottery through the Arts Council England.

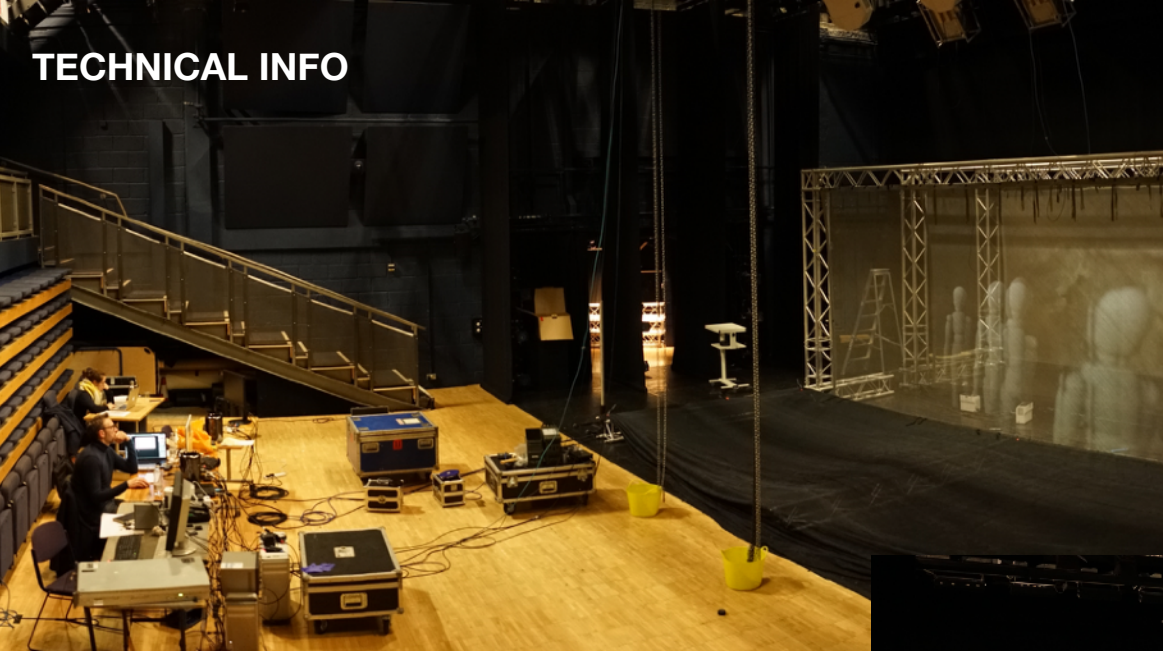


***Impressed by Wilkie Branson's considered (#dance) #film #installation TOM @Sadlers\_Wells' Lil Baylis... Underpinned by #mentalhealth awareness. @DonaldHutera***

***“Benji Bower’s compositions in tandem with Mat Clark’s sound design is truly stunning...This is a score curated with the utmost skill...”*** **SPYINTHESTALLS**



## TECHNICAL INFO



**Numbers on the road: 3/4**  
dependent on tech support  
we require 1 in-house  
technician with good  
working knowledge of QLab

**Running time: 50 minutes**  
no interval - can run  
numerous times once set up

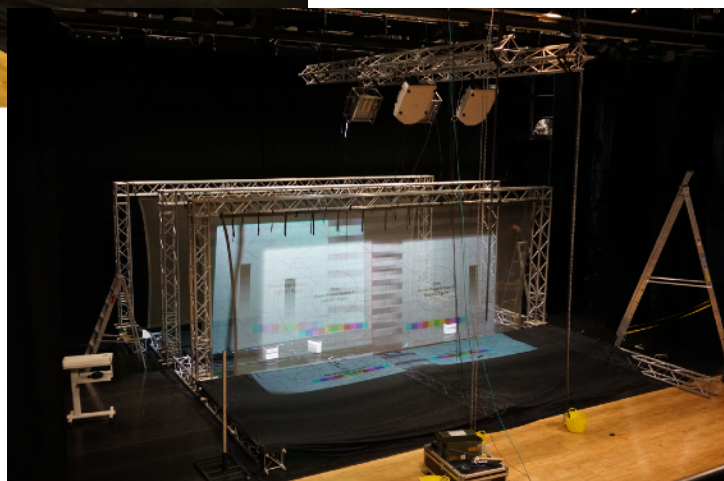
### GET IN

Day 1 - stage set up 3 sessions (truss, rigging, 6 projectors)  
Day 2 - 3 sessions projection mapping alignments & surround  
sound set up

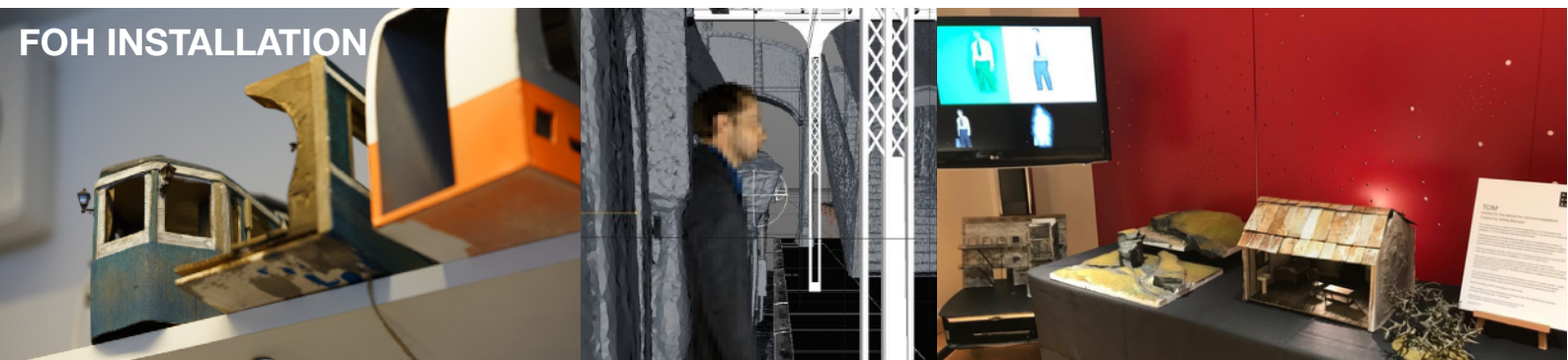
Day 3 - show 1 matinee

**GET OUT** - 3 hours, dependent on crew available for truss  
breakdown

Show will be operated by TSM



## FOH INSTALLATION



Alongside the film installation of TOM, there is an exhibition providing greater insight into Wilkie's process, which has achieved great success in previous presentations. Two longer making-of videos can be shown on screens to give greater insight, alongside displaying models on tables and workflow diagrams to detail the creation.

*"A poignant piece and a fascinating way of creating art...I have personally never seen a film created with such a crossover from real life to animation and it is stunning. The whole thing feels completely dreamlike and looks almost as though Tom is a vague sketch that could float away at any moment..."*

*The effect of the 360-photogrammetry,  
chroma key capture and digital animation,  
all make a wonderfully original experience...*

*This is a piece of theatre that leaves the audience's imagination long after it ends,  
A stimulating piece of theatre that is quietly brilliant, with poignant moments and endless sadness." a younger theatre*



## WILKIE BRANSON



Wilkie Branson is an interdisciplinary dance artist and film maker. Self taught in both dance and film, which form the main focus of his work, the roots of his practice lie in BBoying. Wilkie's dance style has developed into a unique fusion, with expression, accessibility and integrity at it's heart. He received the arts Foundation Choreographic Fellowship in 2012 and was most recently the recipient of several awards for his latest dance animation Little Dreams. Wilkie is a New Wave Associate Artist at Sadler's Wells and a Playtime Artist at PDSW.

His previous shows at Sadler's Wells include Varmints, White Caps and Boing! which is about to return to China for the second time after a Christmas run in New York.

### OFFICIAL TRAILER:

<https://vimeo.com/wilkiebranson/tom>

**Websites:** [www.whoistom.co.uk](http://www.whoistom.co.uk) | [www.wilkiebranson.net](http://www.wilkiebranson.net)

### Target Audience Suggestions:

Audiences interested in new technology, dance, animation  
themes of mental health

Young men

colleges/universities

Those interested in creative practice

Interested in original music



CapturingReality



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