

SHOW BASED ON THE STORY OF THE SAME NAME, BY MARK LUDY

# The *flower* man



MANZANAS  
traigo



*«Please, look closely at real cities.  
While you are looking, you might  
as well also listen, linger and think  
about what you see. »*

Jane Jacobs

## ***Synopsis***

In a sad and gray city a series of characters represent the boredom and miscommunication of the day to day life. Their lives, monotonous and dull, take a radical turn when the Flower Man appears who will leave a mark of color in each one of the characters.

Show based on the story of the same name, by Mark Ludy. Editorial EDAF (2006)

# Creating a *new city*



Cities are becoming gray and sad places, whose ultimate goal is production and consumption. Pollution and noise have grown to unbearable levels and nature is disappearing faster and faster in the face of asphalt and concrete.

More and more, locked in our hives, we lose real contact with the people that we have next to us and lack of communication becomes the general trend. Everything that goes outside of the norm seems forbidden. We become moody, sad and fearful .

However, within these cities there are people who lead different lives, working collectively, communicating in the neighborhood or contacting with nature. This is the case of *The Flower Man*.

Of the more than 60 characters that Mark presents to us in his story, we have chosen a few and we give special importance to little Anita. Children are less inhibited by prejudice than adults, their way of seeing is healthier, more honest and innocent. That is why our protagonist, Anita, gives this strange and funny gentleman a chance. Anita's curiosity will allow her to encounter a world she had not seen until now, and, even more importantly, to be involved in the construction of a new city.





From  
*Gray*  
to *Color*

What  
*we see*

The scenery is based on the illustrations of Mark Ludy that, full of details and poetry, manage to catch us from the first glance. As if taken directly from the pages of the story, we have built the houses of this small town in gray carton, drawn with pencil, wax and ink.

As for the puppets, we use different techniques: direct manipulation, shadows, flat and three dimensional. The characters change when they transform their environment, filling with color and sometimes changing their shapes and sizes.

At first, all we see is gray. As the city transforms, a projector launches images painting colors of roofs, doors and facades. Nature, which until now remained hidden begins to take center stage.

The city  
*Sounds*  
What *We hear*

The sound environment is a key element in this montage, transmitting not only the noises of the city and its inhabitants, but also their states of mind and ways of relating to each other.

The daily sounds, the monotonous rhythms and strident noises that surround us, are part of this story. They play a score that first immerses us in the gray and noisy environment that causes us so much discomfort in our day to day, to take us, in a very subtle way, to a softer and more pleasant environment. Nature and the joy of encountering others are filtered in until occupying all of the soundscape, culminating in a great celebration.







## ARTISTIC SHEET

### ADAPTATION AND PRODUCTION



### DIRECTION

Belén Rubira

### MANIPULATION OF PUPPETS

Aaron Ziobrowski and Belén Rubira  
or María Ruiz-Larrea and Jose A. Sánchez

### SCENERY AND PUPPETS CONSTRUCTION

Jose A. Sánchez y Belén Rubira

### SOUNDSCAPE

Susana Jiménez Carmona

### PROGRAMMING PROJECTIONS

Margarita Padilla

### LIGHTING DESIGN

Nuria Henríquez Navarro

### PHOTOS AND VIDEO

Gema Segura

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## DATA SHEET

### Family Show

(age recommendation: 3 years and up)

No text

### DURATION

50'

### SPACE

Proscenium

Black box

### DIMENSIONS OF STAGE

5 m width x 4 m depth

3 m height

# THE COMPANY

**Belén Rubira**

**Jose A. Sánchez**

**Susana J. Carmona**

**María Ruiz Larrea**

**Aaron Ziobrowski**

\* To know more click on  
every name

We are driven by doubt,  
we do not have the right  
answers because there  
are too many possible  
options. We ask ourselves  
questions that move us to  
think and investigate with  
puppets, objects, sounds  
and images, and we create  
stories where we share  
that which crosses and  
follows our path.





For Pepe Henríquez

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### TEASER

<https://vimeo.com/222350740>