

# REVIEW



Published Date : 20 December 2005 By Yasuhiro HIROSE

## Preachers familiarize the origin of music

Splashing last scene. For encore, use a bicycle to resemble a whole instrument. Rush into "instrument", spanking, ringing a bell, grating spokes. Hubble-bubble! And they went off the theatre. Video camera chased them and live video output on stage. As soon as they exit the theatre, they rode on motorcycle and diffuse into night town.

We surely shared time with them. We enjoyed music with them, took memorial pictures with them by cheap film cameras (they gave cameras to audiences for gift!). The party was over. We felt sense of exhaustion or rather felt refreshment of spirit and mind. We have no brains like a deflated balloon. It's not loneliness after a fiesta, We were in the nagging afterglow of enthusiasm.

Original "hand-made" music using commodities and happening with audience are full of improvisation and let us feel the aspect of live. At the same time, they use computer graphics in video projection and digital editing on sound source. They let us know that we can play music without ready-made instruments and on the other hand, we realize the importance of electric guitar and base backups. This company is supported by low-teq and high-teq collaboration. To put it plainly, that's "Messy colorful toys"

Sound is everywhere all over the world. Sound particles are made and destroyed. Music and sensitivity come from spirit. That is why music reminds us emotion like restless waves. The Original Tempo let us know the joy, we are surrounded by music. They are preachers and a blast of wind coming and passing by. Whatever you say, I do believe that.



Published Date : 13 August 2008  
By David Pollock (The Scotsman, Edinburgh)

## SHUT UP, PLAY!

★★★★

SWEET ECA (VENUE 186)

There are two types of Fringe show which bring most smiles to faces. There are the big-name shows, the safe bets, then there are those shows which are just so eccentric, so unexpected, that you can't help but feel glad you took a chance on them. Shut Up, Play!! falls into this latter category, although its main techniques aren't exactly unheard of. Osaka's Original Tempo performance group create music which mixes live instrumentation, laptop samples and – mostly – looped found sounds created live on stage, but it's their amusingly precise sense of Japanese oddness that makes everything come together with such style. The entire performance is wordless, yet so well-communicated. A flipbook introduction first tells us that we don't need to turn off our mobile phones, are allowed to speak to those next to us and make friends, but are implored not to eat or drink, for some reason. Then the Yellow Raincoat Squad – four men and a young woman in, well, yellow raincoats – get to work. They bash hammers, crunch crisps and slap each other's bodies to find new sounds, and play these "instruments" with percussive vigour. They claim they're making a "pop experimental comedy" and it's all three of these things. There are audience participatory roles involving bowls of water and recorded speech, and also shadowplay stunts incorporating some impressive visual trickery. The company use what they call a "factory system", which means they improvise and workshop all their ideas in rehearsal, filling the play up with them so much that there are sometimes a few actions happening at once. That the show is such a feast for the ears and eyes is only one part of its success, though – its easy charm and fluid sense of invention are what make it such a big treat.

# TECHNICALRIDER



The Original Tempo "Shut,up Play!!" Technical Requirements

## Normal Version

### STAGE

WIDE 6.0 m x DEPTH 5.0 m x HIGHT 3.0 m at minimum.  
Linoleum or floor might be wet (we use water and foods in our performance).

1 table (over 1 m square).

### LIGHT

20 spotlights.

A console, which can be memorized and be capable of running 24 control channels.

### SOUND

House PA system.

1 wired handheld mic.

### VISUAL

2 projectors.

2 Video cables. One is from rear of stage to video operation booth, and another is from front of stage to video operation booth.

### Notes

Spotlights and a screen can be hanged by truss.

3 curcuits are needed for electric bulbs.

We must be bring a desk by air.

2 dressing rooms for 5 performers (1 x female, 4 x male).

Max audience 200.

8 hours is required for tech rehearsal. We can make an arrangement for set-ups. Please consult us.

## Extra Version

### STAGE

WIDE 7.2 m x DEPTH 6.0 m x HIGHT 5.0 m at minimum.  
Linoleum or floor might be wet (we use water and foods in our performance).

1 table (over 1 m square).

2 stepladders (over 2.7 m height).

### LIGHT

30 spotlights.

A console, which can be memorized and be capable of running 24 control channels.

### SOUND

House PA system.

1 wired handheld mic.

2 wireless handheld mics with mic stands.

### VISUAL

2 projectors.

2 Video cables. One is from rear of stage to video operation booth, and another is from front of stage to video operation booth.

### Notes

3 curcuits are needed for electric bulbs.

We must send the desk and 70 cardboard by air.

2 dressing rooms for 5 performers (1 x female, 4 x male).

Max audience 400.

12 hours is required for tech rehearsal. We can make an arrangement for set-ups. Please consult us. **Normal Version**



# Shut up, Play!!

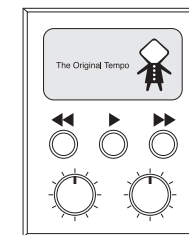
Yellow raincoat squad rocks strange and funny show

*"They bash hammers, crunch crisps and slap each other's bodies to find new sounds, and play these "instruments" with percussive vigour."*

*The Scotsman ★★★★★*

A girl wanders off into a mysterious room... where, lab workers in yellow raincoats are absorbed in play using sound, color and light. "Sh...shut up, play!" The funny raincoat squad creates materials and music from water, food, cardboard, TV and everything around them. The raincoats and a girl come and go between real and unreal as this pop experimental comedy from Japan.

This performance goes on with a simple rule. That is "Discover what happens right before their eyes and play with it". Sound of water is an instrument by itself. Piled up cardboard would be huge juggling act. And on stage, lots of happenings take place in the same time. Visual effects, music and dance fuse together. Here's noteworthy technical aspect. Remix shadow play with visual effects, harvest live audience's voice to make music up on the spot, or drum machine made of human body. These carry audience away to a world of surprise.



## CONTACT

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## Reference

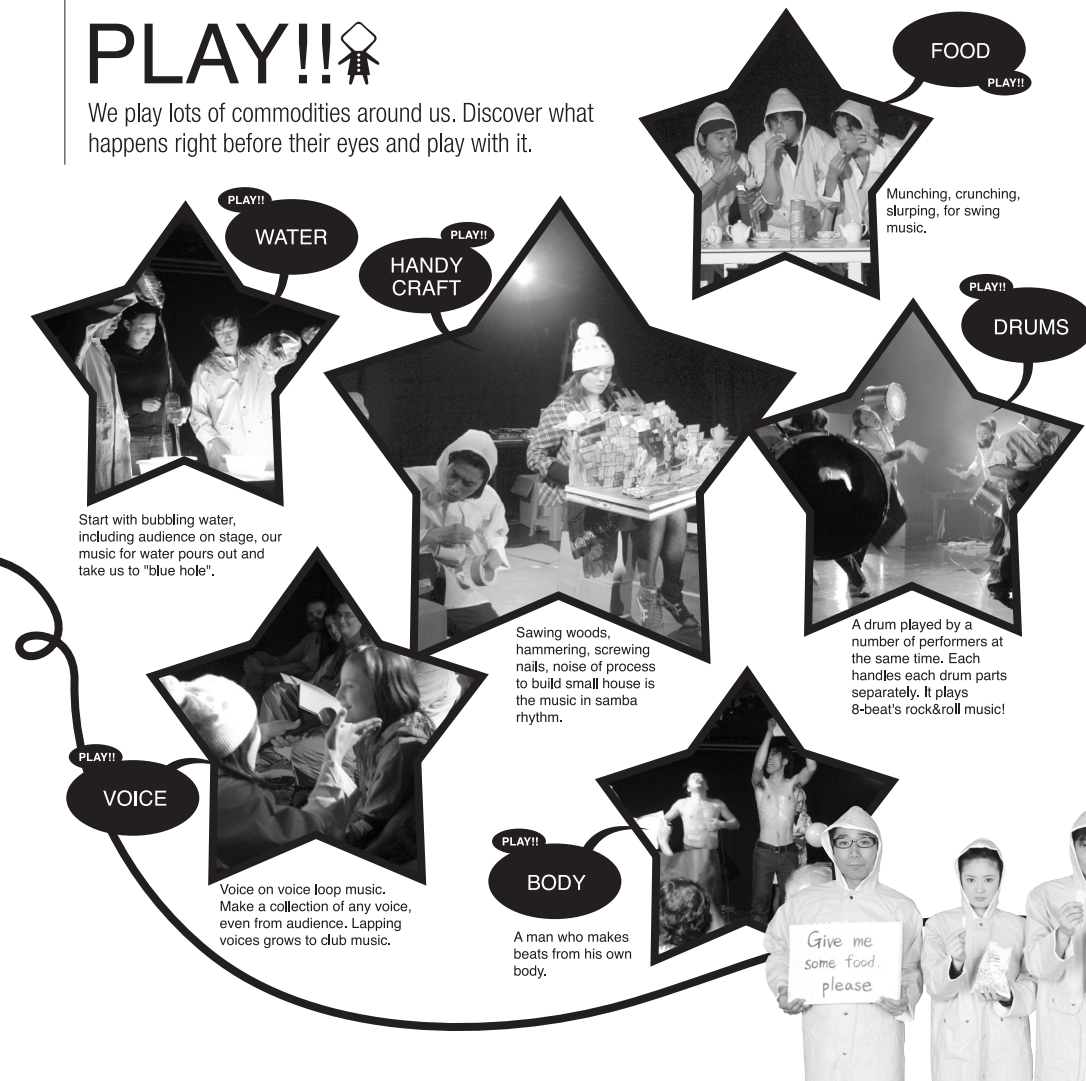
The Original Tempo HP (Under construction) [http://www.cursor.jp/original\\_tempo/](http://www.cursor.jp/original_tempo/)

YouTube : Shut up, play 2007

[http://jp.youtube.com/watch?v=AM2f8\\_OfBg](http://jp.youtube.com/watch?v=AM2f8_OfBg)    <http://jp.youtube.com/watch?v=2jkQdREa18>

# PLAY!!

We play lots of commodities around us. Discover what happens right before their eyes and play with it.



# PROFILE

The real and metaphysics come and go through light, visual and music.

The Original Tempo (TOT) is founded in 2002, JAPAN. Creating "play without words", which is mixture of music, visual projection and physical performing. Consistently experimenting, many performers and creators such as actors, dancers, musicians, designers and auteurs always create something in our "factory system". "INTERIOR" which is more musical performing. We performed "INTERIOR" in Asian countries from 2005-2006. "Shut up, Play!" which is more entertainment performing art with plot. This production got ★★★★★ from "The Scotsman" in Edinburgh Festival Fringe 2008. In 2009, we will tour of Singapore Art Festival, N20 comedy festival in London and Edinburgh Festival Fringe 2009. And we will also be about to go into new production named "VISION" for the autumn of 2009. It is going to be focusing on animation and physical effects. We strongly wish to introduce novel creation from Japan to the world. The director of TOT, Worry KINOSHITA, is watched young creator and also art director of International Fringe Festival in OSAKA, JAPAN (Osaka Short Play Festival).

We are concentrating on art collaboration. Especially, performance using visual effects is succeeded to create distinctive world-view in the air. The style of creating alternative entertainment which is midway between play and music is based on our motto "World-class entertainment".

Aiming to make borderless, genre-straddling performance, The Original Tempo is going to show you off not play, not even only music, hot performances like no other !

## History

**2002**  
We started gigs as "The Original Tempo" in theatre performance "Othello" (Script & Directon by Worry KINOSHITA).

**2003**  
Playing gigs in theatre and club scene.

**2004**  
"INTERIOR" at RAINDOGS (Osaka, JAPAN)  
"INTERIOR 2" at IST Zeroban-Kan theatre (Osaka, JAPAN)

**2005**  
"INTERIOR" at IST Zeroban-Kan theatre (Osaka, JAPAN)  
"INTERIOR" at Chun-cheon International Play Festival (Chun-cheon, KOREA)  
"INTERIOR" at Taipei Artist Village (Taipei, TAIWAN)

**2007**  
"Shut up, Play" try-out performance at Osaka Art Creative Center (Osaka, JAPAN)

**2008**  
"Shut up, Play -short version" at Unagitani sunsui (Osaka, JAPAN)  
"Shut up, Play!" at Tactan Festival (Osaka, JAPAN)  
"Shut up, Play!" at Edinburgh Festival Fringe 2008 (Edinburgh, U.K.)

# MEMBER



Director / Author  
**Worry KINOSHITA**  
Famous young director in Japan and also known as workshop lecturer and event producer.

Producer / Coordinator  
**Mea INOUE**  
Working for commercial theatre. Along with that, she produces and coordinates various genre of stage and theatre festival.

Stage director  
**Koji TAKEYOSHI**  
Working on stage of play, dance and theatre festival. He also does a lot of shows overseas.

Auteur  
**Kiyotaka YOSHIMITSU**  
Known as installation creator. Also working for stage of play, dance and art performing as visual director.

Lighting  
**Naoko KATO**  
One of the young popular lighting designer, who creates sophisticated lighting in pop style.

Graphic designer  
**Yuya OKADA**  
Chief administrator in art works of The Original Tempo. Known as the illustrator of Design Studio Cusor. Lately started creation works of picture book in new style.

Graphic designer  
**Misa MIYAAKI**  
The graphic designer, who works on magazines, book, catalog and also offers art work for publicity. Known as the art director of Design Studio Cusor.