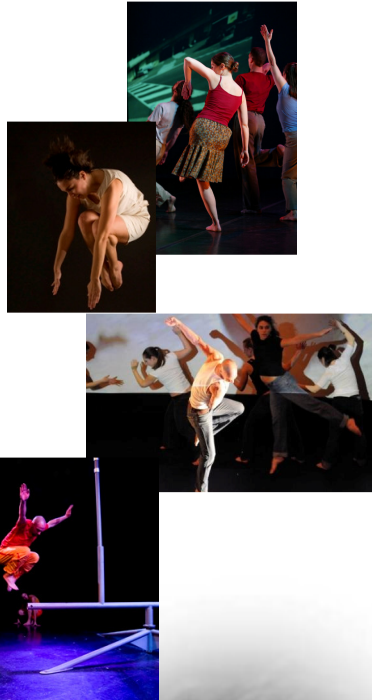


Current Projects

What We Do



Incidence

Incidence features a life-size kinetic sculpture that is manipulated by the dancers to change the environment on stage. The installation works on the principal of a **Roulette** wheel. In Roulette, a croupier spins a wheel in one direction, and then spins a ball in the opposite direction. In *Incidence* components meet by coincidence following the non-linear trajectory of chance.

Incidence was selected by the Cultural Development Corporation for the 08-09 Season at the Mead Theater Lab Program at Flashpoint, 916 G Street, NW, Washington, D.C.

Of Bones & Bridges

Inspired by landscapes of nature's proclivities for growth, destruction and unexpected change, *Of Bones and Bridges* examines the tension between humanity and the natural world. We plan to develop the project in 2009-10 and to bring the outdoors inside through the use of video. The sites are all landscapes apart from idealized pastoral beauty; where nature has found a way to interrupt mans' intention, or where human intrusions are apparent.

"Jane Franklin's choreography is full of arresting visual pictures, including a repeated motif of the trio holding their arms toward the ceiling in exaltation—representing vividly *Temporal Interference's* gentle tugging at the fabric of space and time." Nick Green, **Washington City Paper**

Breaking Ground

Breaking Ground is a dance and video piece inspired by round wall skate boarders. The round wall skate park is an environment of constant curves with inclines and hills of elevation that mimic the waves of the ocean. The steep plunges and the unusual balance points create a dynamic language. This special environment is explored with dance, skate boarders and media, and with the community members who use it.

Breaking Ground is made possible by a grant from the Community Foundation for the National Capital Region Creative Communities Initiative.

Reconstructing Identity

Reconstructing Identity investigates the relationship between performance, gender and virtual reality. It is an exploration of change, and the transition of imagination from an internal journey to an outward reality. In the passage through adolescence, boys go through a phase where they are thin and don't feel masculine, while girls can be taller and bigger than boys. In a way, we've all experienced the transition into our current bodies. Working with motion capture, we will digitize and interact with a variety of personalities and circumstances.