



KYLE LOVEN

Loss Machine

DEC 5 - 10, 2012

running time 75 minutes

Created and Performed by: Kyle Loven

Director: Hatlo

Composer: Paurl O. Walsh

Sound Designer: Kevin Heard

Lighting Designer: Amiya Brown

Stage Manager: Lauren Hester

Cover Design: Clare Strasser

Set/Prop Assistance: Rich Bresnahan, Bride Green, Hatlo, Lauren Hester, Kristine Hughes, Josh Russell, Sean Ryan, Clare Strasser, Ryan Wallace

Puppet Construction Assistance: Maggie Hilding, Nick Hubbard

Motor Mechanics: John DeShazo

SPECIAL THANKS

Lane and the entire On the Boards staff, Beau Bond, Casey Curran, Nick Hubbard Tyler Korth, Cory Loven, Bruce Oberg, Sean Ryan, John Sisko, Emily Zimmer

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BIOS

Kyle Loven (Creator, Performer) is a Seattle-based artist. His image-driven work combines puppetry, projections, objects, sound, and other art forms with live actors. His original work (*my dear Lewis, B, Crandal's Bag, When You Point at the Moon*) has been seen in Amsterdam, Taipei, New York, Minneapolis, Portland, Orlando, and Seattle. In addition to his own creations, Kyle has worked most extensively with Michael Sommers and Susan Haas' Open Eye Figure Theatre but has also performed with Theatre de la Jeune Lune and The Children's Theatre Company. Kyle is the recipient of grants from The Jim Henson Foundation and numerous Seattle arts organizations. More information and upcoming performance dates at: kyleloven.com

Amiya Brown (Lighting Designer) grew up in Santa Fe, New Mexico where she studied Ballet and Modern dance at the Santa Dance Foundation. She received her BA in Drama with a minor in Dance from the University of the Incarnate Word. At UIW she studied acting, dancing, painting, and lighting design. After college, she worked as a freelance performer and lighting designer for 5 years. During this time she fell more and more in love with lighting design. She received her MFA in Theatrical Lighting Design at the University of Washington in 2010.

She now works as a lighting designer and visual artist, collaborating with choreographers, theatre companies, and musicians. Notable collaborations include Catherine Cabeen, Pat Graney, Amelia Reeber, Aiko Kinoshita, Umami, Seattle Dance Project, Book-it Repertory Theatre, Washington Ensemble Theatre, Cornerstone Theatre Company, and Austin Shakespeare.

Hatlo (Director) is a collaborative performance artist specializing in new, generative and cross-disciplinary work. Past collaborators include Implied Violence, the Satori Group, Jessica Jobaris, and Washington Ensemble Theater. Hatlo is the program and intensive director for QTET (Queer Teen Ensemble Theatre). Hatlo and choreographer Rosa Vissers are the narrative/movement experiment PERPETUUM|Mobile (PE|Mo) performances and residencies include NextFestNW at Velocity, Open Flight Studio, Studio Current and Seattle International Dance Festival. Hatlo has a BFA from Cornish in Original Works. They would like to thank Kyle Loven for 3 years of friendship and collaboration.

Kevin Heard (Sound Designer) is honored to be back working with Kyle on this project after previously collaborating on *When You Point at the Moon* and workshops of *Loss Machine*. Kevin works as a sound designer and engineer for the performing arts in many

capacities, including productions locally with Seattle Rep, Teatro ZinZanni, ACT Theatre, Village Theatre, Book-It Rep, Seattle Shakespeare Company, Contemporary Classics, and Annex Theatre. Many thanks to Kyle and the rest of the *Loss Machine* team!

Lauren Hester (Stage Manager) is a founding member of the Satori Group, where she has lovingly worked for years as a dramaturg and stage manager. She is a new works enthusiast who has also collaborated with ticktock aerial dance company, Washington Ensemble Theatre, Ghost Light Theatricals, and QTET (Queer Teen Ensemble Theatre). Hester holds a BA in Theatre and English from Williams College in Massachusetts, and she has trained with Freehold Theatre, Frank Theatre, Pig Iron Theatre Company and the Market Theatre Lab in Johannesburg, South Africa.

Paurl O. Walsh (Composer) graduated from Cornish College with a degree in Classical Composition and Electro-acoustic music. He is an active composer of electronic music (including large-scale surround sound performance installations), modern classical chamber music, music for dance and theatre, and experimental rock. Writing and performing throughout the US and Europe, he has been a core member of the hyper-experimental performance art/music group Degenerate

Art Ensemble, designed audio installations, engineered, produced, and composed music for the theater group Implied Violence, and can be seen performing in math rock outfit X-Ray Press, electronic pop group Rainbows, and as a solo electronic artist Trying. He also runs ExEx Audio, a creative recording studio centered around working collaboratively with artists to help them better express themselves through sound.

exexaudio.com