**MADE IN HULL – INTERPRETATIONS – Copy for**

1. *OVERALL TRAIL DESCRIPTION:*

**MADE IN HULL- THE STORY OF A CITY AND ITS PEOPLE**

See the city like you’ve never seen it before. Join us on a spectacular trail where the streets speak and buildings tell stories inspired by 70 years of Hull’s heritage.

From Queen Victoria Square to the area overlooking the Deep, in shop windows and streets, this is the story of Hull and its people. Who we are. What we’ve lived through. Where we’re going next.

Take the free trail for an hour, spend the whole evening, or come back for more. Be part of the story.

Locations and Artists:

Queen Victoria Square: Zsolt Balogh presents *We are Hull*

Whitefriargate: Chris Hees, Helga Gift, Sodium, Invisible Flock & Preston Likely present the series the *Character of Hull*

Zebedee’s Yard: Invisible Flock presents *105db*

Scale Lane Staith: MakeAMPLIFY presents *(in) Dignity of Labour*

High Street Underpass: Jesse Kanda presents *Embers*

The Deep: imitating the dog presents *Arrivals and Departures*

Silver Street: Quentin Budworth presents *Hullywood Icons*

Humber Street: Urban Projections presents *Vantage Point*

**Creative core team:**

**Creative Director Sean McAllister.**

**Writer Rupert Creed**

**Production Designer Ala Lloyd**

**Lighting Designer Durham Marenghi**

**Sound Designer Dan Jones**

**Producer Niccy Hallifax**

**Assistant Producer Lindsey Hammond**

Hull UK City of Culture 2017 would like to thank: Hull City Council, Yorkshire Film Archive, Pathe, BFI, Hull Daily Mail, Huntley Film Archives, Hull History Centre, John Frost, Daily Express, BBC Look North, Warren Youth Centre, Open Doors, The Deep, Trinity House, Hull Maritime Museum, Hull History Museum and the thousands of Hull’s residents who took part in the commissions.

**The Artists: Shorts for Ushers.**

1. ***SEPARATE TRAIL LOCATION DESCRIPTIONS \_Visitor Hosts script.***

**We Are Hull**

**Created by Zsolt Balogh with original soundtrack by Dan Jones**

*We Are Hull* is a spectacular panoramic 15-minute film sequence projected onto the Maritime Museum, the Ferens Art Gallery and City Hall. The show takes you on a moving and exhilarating journey through the last 100 years of Hull’s history, transporting you into the sky, underwater, and through time. It tells a story of constant change, destruction and recovery, re-invention and resilience, culminating in Hull’s win as the UK City of Culture 2017. *We Are Hull* mixes archive footage with cutting-edge CGI animation and special visual effects, to a soundtrack that includes some of Hull’s famous musicians and bands, as well as a montage of photographs submitted by local people.

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The artist wishes to thank: Betsy Dadd - Production Assistant, Nicol Scott - Senior Animator, Aaron Brady - Senior Animator, The Hull UK City of Culture 2017 team, Yorkshire Film Archive, Pathe, BFI, John Frost, Getty Images, Paul Gibson, Huntley Film Archives, The staff of Hull Daily Mail and Hull History Centre, BBC Look North, Dr Robb Robinson, Historian Paul Gibson, Historian Brian W Lavery, Dr Nicholas Evans, the Wilberforce Institute for Slavery and Emancipation, University of Hull, Ray Teal, Hull City Council, Michelle Barnes, KCOM, Bill Major, The David Rumsey Map Collection, The American Library of Congress, Geography and Map Division,**‘**NavyBooks’ of Liskeard

**WHITEFRIARGATE**

**The Heart of Rugby**

**Produced by Chris Hees and animated by Alex Twiston-Davies**

*The Heart of Rugby* invites you to feel the burning passion for the game that courses through the city. One side is red and white, the other black and white, Hull KR and Hull FC. As the city grows and changes, decades pass, they face years of success, years of hurt, and years of intense rivalry. The one thing ever present is the beating hearts of the die-hard supporters.

With thanks to Mark Richardson, Simon Robinson. Mike Sterriker, Julian Woodford

**Reflections**

**Created by Invisible Flock**

Three windows + three perspectives

Two roads + two individuals sharing a bench

One minute + one life in the here and now

*Reflections* follows and captures the daily lives of those who live on two streets in two parts of town. A celebration of who we are and where we live, of our intrinsic relationship to those around us, strangers and friends, passersby and family, near and far.

*Reflections* is a momentary encounter and a momentary reveal of personal memory and daily routine, a portrait of two people sharing a bench across geographies and an invitation to meet the gaze of another.

**We’re all going on a Summer Holiday**

**Created by Sodium**

The caravan. A home from home and a castle on a clifftop. The caravan has been a staple of the UK’s holiday experience from the early 60s and a key industry in Hull, this is where caravans are made. We hear first-hand reports about the early days of production on the factory floor, as well as some taller tales about what happened after clocking off. We also see and hear misadventures from a young couple of Hull holiday makers.

Split over two vacated shops you are invited to take a look at the real people that built the industry over 50 years ago and witness a new breed of people that are hitched to an adventurous way of spending their holiday.

**The Factory:** We see and hear what it was like to be working in a growing company and thriving industry in the 60s and 70s, enjoying a real job and a real life. Stories and anecdotes of after work with teammates and a social life in Hull. Positive, upbeat accounts and fond memories with a familiar cheeky and honest Hull tone.

**The Holiday:** Stories and capers from a young couple from Hull living and holidaying for the first time on the east coast. They don’t have to leave the UK to find the best way to spend their summer but they do have to try and fit their knees under the table.

**Amuse Agents – Hull's Premier Inconvenience Store.**

**Created by Preston Likely**

Stop and check out the small ads. They might just offer the one thing that could change your life for the better. For ever. Look close and you might find the object of your desire, the event you really don’t want to miss, or that special service your lifestyle has been lacking. No time wasters.

**Pauline’s Gift Shop Emporium**

**Created by Helga Gift**

Hull artist Helga Gift works autobiographically exploring emotions through materials and found objects. Her mother Pauline used to run Pauline’s Gift Shop on Princes Avenue. This installation reflects on her mother’s later years spent in this 8ft square space after a very active lifestyle. Reminiscing about her days filled with hunting and gathering. It’s about growing old, her body slowing down, letting her down, while her mind remained sharp and active. It’s about her interaction with those she met, the people who bought from her shops, with a tale or nugget of advice thrown in for free.

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The artists wish to thank: All the team at Swift for the building and the set, **Roy, David and Tommy** (shop floor workers/interviewees from Swift Caravans), **Andrew Newhall** and **Lucy Marshall** at Swift, the holidaymakers of Hull, all the individuals who participated in the project from Hessle Road, Spring Bank and Princes Avenue. Phillip Wilkinson, James Read and Gary Brearley as well as Alison Whitfield, Miriam Heppell, Chloe Pb and Belinda Evans.

**ZEBEDEE’S YARD**

**105+dB**

**Created by Invisible Flock:**

**Victoria Pratt, Richard Warburton, Ben Eaton and Catherine Baxendale**

In an increasingly uniform world how do we articulate and retain our identity? For many, football provides the perfect arena to congregate and express passion, unity and pride, and a shared sense of tribal togetherness; 105+dB is the volume at which our individual voices are lost in the crowd.

Produced for Hull UK City of Culture 2017 as part of the Creative Communities Programme, this new, large-scale sound installation transplants the awesome wall of noise and energy found in Hull City’s football crowds during matches recorded on 28 November to Zebedee’s Yard, where it can now be explored and appreciated. It is designed as a mass piece of public art, using a total of 36 speakers and creating a truly unique piece of sonic architecture. Immerse yourself in the sound and stillness, hear the roar of the crowd, the tensions as the match is played out, and experience the beautiful game as never before.

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The artists wish to thank: Associate Sound Artist: Ed Waring, Sound Engineer: Craig Rothery, Production Manager: Rich Herrick, Production Assistant: Torin Arnold, Technician: Andrew Crofts, Videographer: Will Simpson, Public Engagement Assistant: Malaika Cunnigham

Hull City Fans, Rick Skelton, Hull City Football Club, KCOM Stadium.

Supported by Arts Council England and Leeds Inspired. Part of a partnership project between East Street Arts (Leeds), l’Entorse (Lille, France) and Vooruit (Ghent, Belgium) entitled Ex[s]ports, and funded by EU – Creative Europe.

**SCALE LANE STAITH**

**(in) Dignity of Labour**

**Created by artistic directors Jennifer Irons and Zach Walker makeAMPLIFY, with original score by Dan Gale and featuring Jody McKenna**

*(in) Dignity of Labour* examines the worlds of employment, unemployment and the benefits system through the real-life experiences of Hull’s young people. Based on interviews and combining movement, archive footage, and video mapping, their stories of struggle, dehumanisation and hope have been set against the boom and bust of Hull’s industrial past.  This multi-sensory installation connects the past and present, the city to its people and each other. It animates the lost and forgotten spaces of the city, offers an intimate portrait of the ambitions of its young people, and ultimately gives a voice to those who are voiceless.

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The artists wish to thank: The performers Jon Beney, Lucy Starkey, Joe Garcia, Isabelle Foisy, Zach Fletcher, Christian From, Jody McKenna, Jenny Drake, Reeva Christie, Contributors Jody McKenna, Jenny Drake, Daniel Bird, Frankie Winchester, Sian Louise, Costumes Julia Kalache, Dramturg Christian From, Warren Youth Project, Art Link, Stew Baxter, Mez Sanders-Green, and Spring bank Community Centre.

**HIGH STREET UNDERPASS**

**Embers**

**Created by Jesse Kanda**

A multi-screen and sound installation that recreates an echo of the club scene in 90s Yorkshire. With visuals drawn from archive footage of raves, it portrays the human impulse for freedom of movement, self-expression, and the collective release of shared emotions. ‘Beyond the restraints of social norms and conventions we can be who we want to be – be our truer selves, be more human together, experience and find ourselves.’

While the 90s evokes nostalgia for an era when Yorkshire clubs were inclusive places of playful identity, it is their historic setting that has inspired this installation. In the sound for this piece, the artist and composer are influenced by the hits of club and rave culture, all mid to high frequencies are cut out, so we feel the pulse of the music like a distant memory. A tribute to the innocence and importance of self-expression in the protective womb of the club space.

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The artist wishes to thank: ADR SoundSense, Neil Collingham, DJ, Eat Your Words, Terry Spamer, DJ, Déjà Vu, Shane Carlton

**THE DEEP**

**Arrivals and Departures**

**Created by imitating the dog and designed and storyboarded by Simon Wainwright with the Soundtrack created by Terry Dunn**

“This place is built on working hands washed here by the sea…”

*Arrivals and Departures* explores the journeys of people into and through Hull, who moulded the city’s population and shaped its distinctive physical and cultural landscape.  From the 18th and 19th century workforce of Irish navvies who built the city’s docks, the south coast seamen who developed our fishing industry, and the millions of trans-migrants from Scandinavia and Europe who sailed to Hull and on to the New World. From the post-WW2 Chinese and Polish communities, to the 21st-Century European Union, Kosovan and Kurdish incomers, Hull’s character, creativity and innovations have been built on the mosaic of people from many shores.

While these layers of history are depicted through archive photography, the broader story of what migration and movement mean in our contemporary society are told through a more playful language of animation. With the Deep as a canvas, the building is transported into the future as the architecture ripples and shifts to depict a ship, a train, a barge and a plane. At the same time layers of maps and plans change into migratory animals reminding us that our travels in ever more sophisticated forms of transport are only a mirror of the natural world.

Hull as a port city is connected through trade, travel and time to people from many other places and cultures. A city whose story past and present, is built on a history of integration and culture. A city built on working hands.

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The artist wishes to thank: Stop Motion animation team Ainslie Henderson and Will Anderson, Whiterobot, Sound design by Rob Turner, Researchers Morven Macbeth and Andrew Quick, Video Producer: Julie Brown, Video System support: Capo. Richard Duffy-Howard, David Okwesia, Focal Image, Dr Nicholas Evans, University of Hull for original research material and expertise, Linda Lai, Glynis and Graham Capes Wilberforce Institute, University of Hull, Open Doors, Sodium, Holy Trinity Church, Mark Keith, Holy Trinity MD, The Freedom Choir members, Hull University Chapel Choir members, Brian Gadie, recording engineer, Waterways World, African Stories in Hull and East Yorkshire / William Wilberforce Monument Fund, Ivor Innes photographers, Hull Maritime Museum, Laura Atherton, Matt Prendergast, Andrew Crofts, Hull Daily Mail, Norway – Heritage,  Hands Across the Sea

Lou Duffy Howard, Indian and Continental Stores., The Hon Lok Cultural Association

Carmen Kilner, the Basque Children of 37, Association and Nova Studios

**Dead Bod**

**Produced by Chris Hees animated by Mew Lab Animation**

Using the captivating style of the original Dead Bod graffiti, this animation shows the story of the most famous 'bod' in Hull as 2017 sees it come back to life through art. A real-life story that has become part of the city’s folklore, it serves as a metaphor for Hull’s own narrative - a city whose people have an unshakeable spirit and resilience, who despite being dismissed, unacknowledged and almost destroyed through years of recession, will always resurrect and fly to new heights.

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The artist wishes to thank: the Wilson – Rood family.

**SILVER STREET**

**Hullywood Icons**

**Created by Quentin Budworth**

For *Hullywood Icons*, local people have taken up the challenge of re-creating and starring in a scene from a classic movie. From *Brief Encounter* to *Castaway* these still photographs capture the spirit of the original and reveal the character, enthusiasm and passions of those taking part. Projected onto buildings *Hullywood Icons* puts the people of Hull and East Yorkshire on the big screen with some playful twists.

By using Hull as a movie set, a playground for creative work and as an exhibiting space Quentin has created a body of work that has involved the people of Hull as participants and collaborators in a playful way whilst creating a series of photographs that celebrate the city's unique character and spirit.

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The artist wishes to thank: The Arts Council Grants For The Arts, Hull UK City of Culture 2017 team, East Riding of Yorkshire Council, the people of Hull who came out to play and used their city as a playground, Zebedee Budworth for the sound track, Chris Broadwell and Tim Rayborn projection logistics.

**HUMBER STREET**

 **Vantage Point**

**Created by Rebecca Smith - Urban Projections**

Asking the viewer to step inside and ‘become’ the artwork, *Vantage Point* captures and reflects the fun and vibrancy of Hull and its people, transforming street locations into a living canvas of light and movement.

By day, the city and its unique landscape is used as an urban canvas for the creation of a site-specific piece of art.  As dusk falls and daylight retreats, digital projections burst from the Light Cycle, a mobile projection device designed for portable projections, illuminating and bringing the artwork to life.

Members of the public are invited to explore and interact with the piece, capturing their selfies in a digital selfie booth as they are immersed in the installation.  The moments of interaction become an integral part of the piece, as their photograph is beamed back onto surrounding architecture and shared with all.

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**FRUIT**

**Pot Luck at Fruit**

Fruit has 4 special ticketed nights where

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 The *Made in Hull* team wish to thank: Shane Rhodes ; BFI, BBC