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**KINETIC LIGHT AND DOUBLE EYE STUDIOS  
ANNOUNCE VIRTUAL REALITY COLLABORATION**

**– Territory is an Immersive Virtual Reality Experience and Disability-Centered Universe –**



***Alice Sheppard and Laurel Lawson of Kinetic Light film Territory. Photo by Cherylynn Tsushima.***

*Image Description: Alice Sheppard and Laurel Lawson soar in their wheelchairs in front of a bright green screen, each tipping sideways with arms extended. Laurel's shadow flies next to her, on the right side green screen. Alice is a multiracial Black woman with short bright orange curly hair and coffee-colored skin; Laurel is a white person with pale skin and cropped peacock blue hair. They wear shimmering copper bodysuits overlaid with black mesh which shimmers in crimson, sapphire, and amethyst. They wear delicate filigree headpieces of copper and brass with pearl and gold beading.*

March 20, 2024 – Internationally-recognized disability arts ensemble Kinetic Light and award-winning XR studio Double Eye Studios announce their upcoming project, *Territory*. Utopic and dystopic all at once, *Territory* is an immersive virtual reality experience centered in a future disabled world.

Currently in development, *Territory* immerses the witness in a disability-centered, fantastical universe that offers encounters with boundaries, cosmic figures, dark forces, partnership, and new worlds. This new project is a reimagining of Kinetic Light's stage production [Wired](#), a potent aerial and contemporary dance experience that tells race, gender, and disability stories of barbed wire in the United States. *Territory* is directed by Kiira Benzing and Alice Sheppard;

featured performers are Alice Sheppard, Laurel Lawson, and Jerron Herman, with scenography by Michael Maag, and sound design/spatial mix by Q Department, with sound technology by Mach1.

Enacted in a post-apocalyptic landscape created by human insistence on barriers and borders, *Territory* follows an encounter between the Guardians, Agents, and Herald of the Wire. *Territory* – the first equitably aesthetically accessible VR headset and dome experience of its kind – explores how the technology of barbed wire (dis)connects humans (from)/to their environment and each other.

Expected to be available via headset and dome installation, *Territory* is a lush combination of immersive cinematography, dance, animation, visual effects, science fiction, and fantasy. Kinetic Light has partnered with award-winning XR company [Double Eye Studios](#) and Director Kiira Benzing to transform live disability arts performance into an accessible VR experience that surrounds the audience in movement, light, vibration, and sound.

“*Territory* invites us into a post-crisis world where human relations are uncertain and the landscape permanently changed,” shares Kinetic Light Founder & Artistic Director Alice Sheppard. “Dynamic aerial performance, layered grounded choreography, luxurious music, and a completely disabled universe ask us to question who we are. This is a true first-of-its-kind project, and I cannot wait to share it with the world.”

“This multi-sensory experience takes us into a liminal state where the participant at the center, the Witness, will ask questions about human existence and the boundaries humanity creates,” comments Director and Founder of Double Eye Studios Kiira Benzing. “The achievement of the production is impressive because the capture process lifted a performance composed of many individual pieces into a virtual world layered with depth that can continue to transport future audiences.”

Access is central and generative in all Kinetic Light projects and practices. For *Territory*, the team is integrating its live performance, artistically equitable access practices into VR development while also creating new technology for the full-reality immersive experience. Access is in development and will include multitrack audio description, creative captioning, haptics, and more. Additional details will be available later in 2024.

Release date TBA.

### ***Territory* Credits as of March 20, 2024**

#### ***KINETIC LIGHT***

Artistic Director, Director: Alice Sheppard

Choreography: Alice Sheppard, in collaboration with Jerron Herman & Laurel Lawson

Dancers: Jerron Herman, Laurel Lawson, Alice Sheppard

Scenographer: Michael Maag

Concept Art: Michael Maag  
Production Lighting and Projection Design: Michael Maag  
Post Production Lighting Consultant: Annie Wiegand  
Access Design: Laurel Lawson and Alice Sheppard  
Costume & Makeup Design: Laurel Lawson  
Production Stage Manager: Nykol DeDreu  
Flight Crew: Stefan Barnas, Chris LaBudde, Ming Lai  
*Wired* Live Performance Co-Scenic Design & Prop Design: Josephine Sales  
*Territory* props & sculptures inspired by *Wired* live performance design. Prop & Sculpture  
Conception: Josephine Sales  
Interim Production Manager: Delaney Teehan, Aurora Productions  
Stage Management Fellow: Hannah Bailey  
Flight Consultation: The Chicago Flyhouse, Inc.  
Managing Director: Molly Terbovich-Ridenhour  
People & Company Operations Manager: Morgan Carlisle  
Access Manager & Cultural Steward: rachel hickman  
Finance Manager: Alexis Etzkorn  
Marketing & PR Liaison: Mariclare Hulbert  
Coordinating Specialist: Adonis Brown

#### ***AUDIO DESCRIPTION***

Audio Description Sound Design & Mix: Laurel Lawson  
Movement & Narrative Description:  
    Scripting: Alice Sheppard  
    Voice Artists: Regan Linton & Christine Williams  
Movement & Environment Description:  
    Scripting & Performance: Mo Pickering Symes & Tashinga Matewe, The Rationale  
    Method  
Poetry Script and Performance: Leah Lakshmi Piepzna-Samarasinha  
Character Narrative Description:  
    Scripting: Alice Sheppard  
    Voice Artists: Gregg Mozgala, t. Reid, Alice Sheppard, Laurel Lawson  
Menu & Functional Description: rachel hickman  
Captions: Alice Sheppard

#### ***DOUBLE EYE STUDIOS***

Director, Producer: Kiira Benzing  
Producer: Erika Barraza  
VFX Supervisor: Mark Wendell  
Lead Developer: Elliott Mitchell  
Post Production Manager & Associate Developer: Katherine Scully  
Developers: Matt Brelsford, Mars Wong  
Editors: Hungry Mantis  
Environment Artist: Rea Goldson

Animators: Mark Wendell, Rea Goldson  
Composer: Dan Wool  
Sound Designer: Drazen Bosnjak  
Sound & Haptics Design: Q Department  
Paint Artist: Studio ZANYC  
Consulting Producer: Jessica Kantor  
Line Producer: Mary Elizabeth Monda  
Director of Photography: Lauren Mendoza  
Assistant Director: Johnny Callaway  
1st AC & DIT: Scottie Bown  
Production Coordinator: Sophie Penn  
Hair & Makeup: Samson Smith  
Gaffers: Jess Papayiannis, Nelson Smith  
Key Grip: Hayden Bullard  
G&E: William Rodriguez, Eli Freireich, Michael Dongo, Rebecca van der Meulen  
Script Production Assistant: Chelsea Williams  
Production Assistants: Taylor Doll, Shannakae Larregui, Arora McCargar, Kat Ray, Mike Shokouhi

### **ABOUT DOUBLE EYE STUDIOS**

Double Eye Studios is an award-winning, woman-owned XR Studio connecting global audiences through the creation of immersive narratives paired with emerging technology. The studio's creation of virtual storyworlds and interactive experiences have premiered at Sundance, Tribeca, SXSW, Lincoln Center, Venice Film Festival, and Disneyland. Grounded in the design principles of embodiment, interactivity, presence, and social connection the studio has created some of the world's first live ensemble-based virtual Theatre productions and founded the Virtual Repertory Theatre in 2020.

### **ABOUT KINETIC LIGHT**

Kinetic Light was founded by Alice Sheppard in 2016. Working at the nexus of access, queerness, disability, and race, Kinetic Light centers disabled people as experiencers, makers, and workers in the fields of dance, film, tech, and design. We believe access is a creative, intersectional, political, and relational promise that connects us to each other. [kineticlight.org](http://kineticlight.org)

### **FUNDING CREDITS**

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