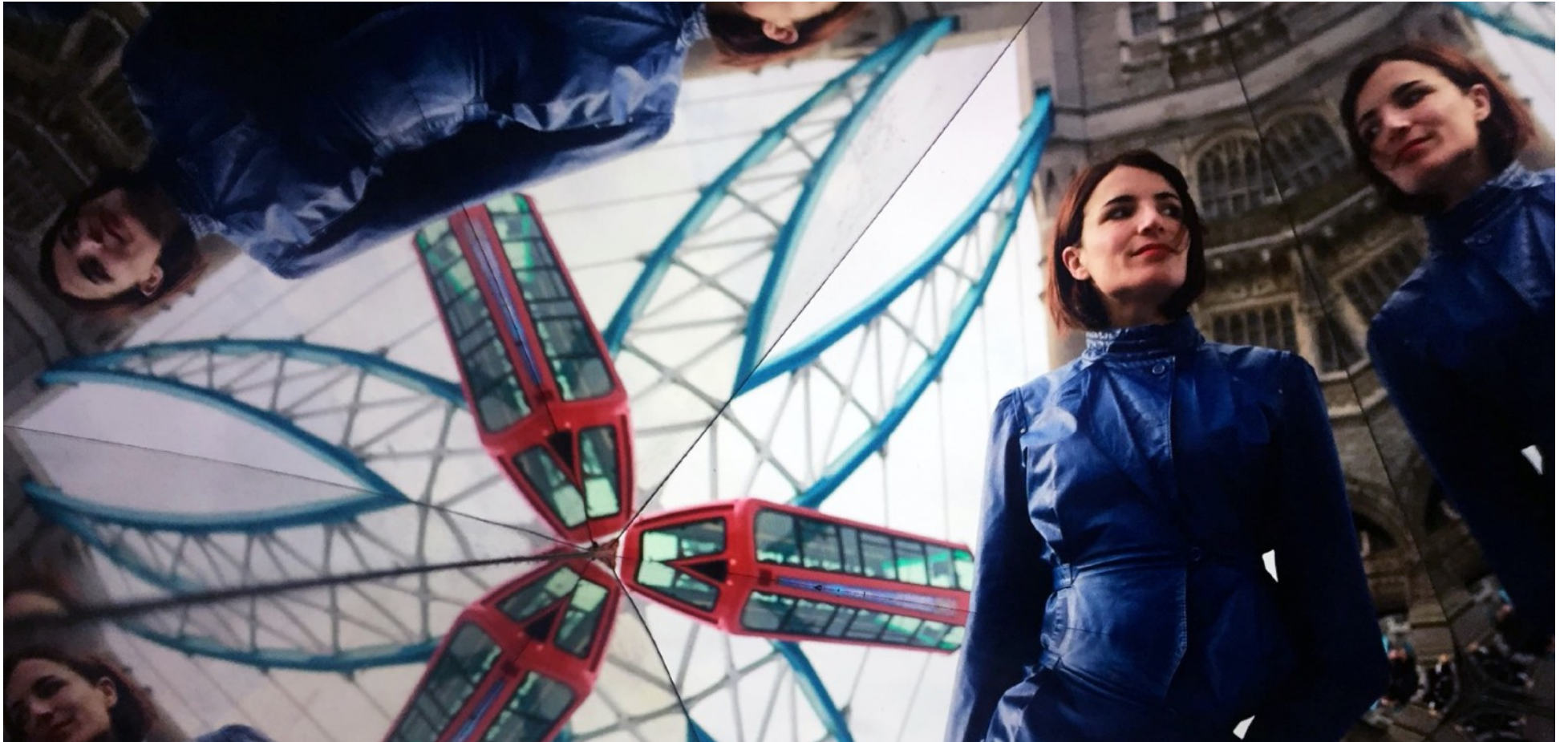


# DI MAINSTONE

## Multidisciplinary Artist



Di Mainstone was highlighted by The New York Times as one of a “new generation of visionaries” in the international digital arts scene, and was later invited to be a global ambassador for audio brand Sennheiser, who claimed she had invented “the largest

A multi-disciplinary artist, Di Mainstone develops performances, installations and experiences that combine sculpture, music, dance, wearables and technology. Radical Rooms is an audio-visual work that combines all of these elements, commissioned by the Royal Institute of British Architects and created with architect Charles Holland, the installation highlights the profound role of women in the design of three houses spanning 500 years, an influence that has persistently been left out of the history of architecture. Di was the commissioned artist for London’s Tower Bridge and created a multi-award winning climate inspired film to celebrate their 125th anniversary. Di is a WIRED innovation fellow and was artist in residence for the European City of Science in Manchester. The result of this residency ‘Soundpit’ is an audio-visual experience installed at the Southbank Centre for a sellout four month run, returning the following year by popular demand.

Di is also a multi-award winning filmmaker, incorporating her musical costumes and props into films which focus on issues such as climate justice, re-wilding and forgotten women’s histories. Di’s guerrilla art films, “Deeds Not Words”, were supported by WITCiH, ACE, British Council, BFI to celebrate the centenary of the first women voters. Di is founder of the acclaimed Human Harp, a digital musical device that transforms suspension bridges into giant harps so that people can play them. Lakes Ignite Festival commissioned Di to create Time Mirror, an interactive kaleidoscope for the public realm, installed at Blackwell Arts & Crafts House and later Grizedale Sculpture Park.

Di was artist in residence at the iconic music venue Sage in Gateshead where she transformed the building into a giant musical instrument as part of a speculative design fiction film. For five years, Di was also resident at Queen Mary University of London, where she collaborated with the School of Engineering to develop body-centric sonic instruments that transform physical movement into sound via digital technology. Di invented the term “movician” to describe the players of her wearable instruments - part-mover part-musician. Di has expanded her research into technology through international art-science residencies at institutes such as Eyebeam Centre for Art and Technology in New York, XS Labs in Montreal, V2\_Institute for the Unstable Media in Rotterdam and many more.

Di has joined a host of international institutes as visiting tutor, such as Copenhagen Institute of Interaction Design, London College of Fashion, New York University and Concordia University in Montreal. She has lectured internationally at events such as WIRED, Thinking Digital Arts, NYU and more. Her films and sonic devices have been exhibited extensively, most notably at RIBA, V&A, Design Museum, Barbican, The National Portrait Gallery, Tower Bridge, The Roundhouse, The Cannes Film Festival, Eyebeam NYC and the Swedish National Touring Theatre. Di’s work has been featured by Woman’s Hour, BBC Radio 6 Music, BBC World Service, New Yorker, New York Times, Time Out and The Observer, Financial Times, Wallpaper, Monocle and Architect’s Journal.





# RADICAL ROOMS

## Royal Institute of British Architects



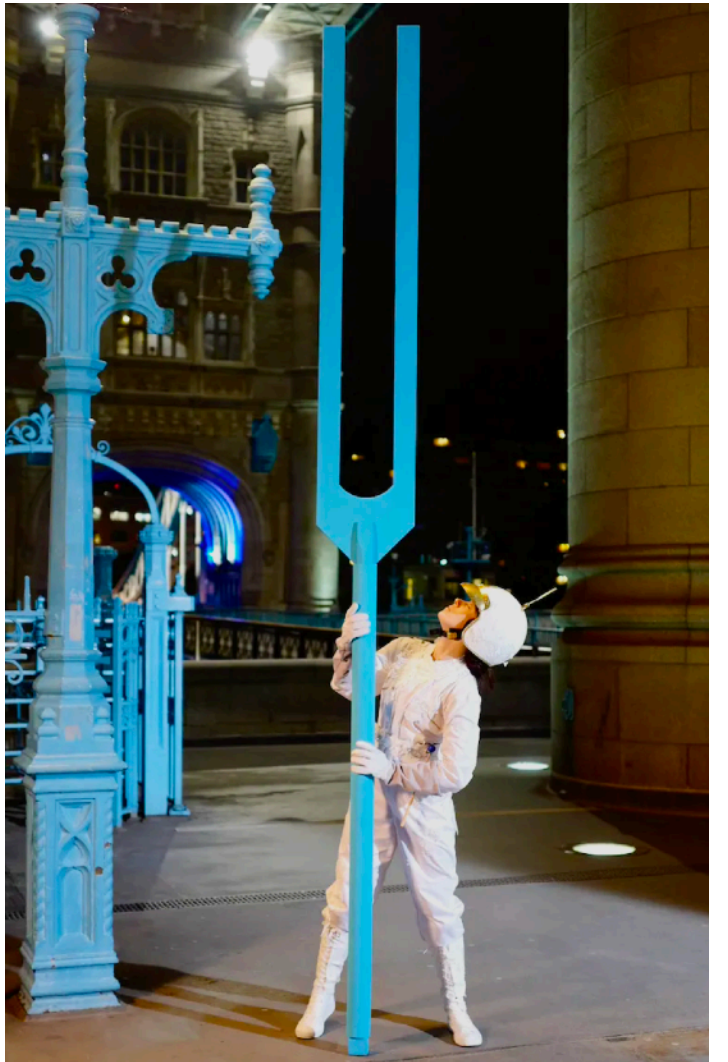
Radical Rooms is an audiovisual installation made in collaboration with Charles Holland Architects, commissioned by the Royal Institute of British Architects

Spanning nearly 500 years, the exhibition is anchored in three domestic buildings from the 16th, 18th, and 20th centuries: Hardwick Hall, A la Ronde and the Hopkins House. Each exemplifies the way that power structures are embedded in the domestic plan, revealing the social relationships of their time. Radical Rooms also exhibits the profound role of women in their development and design, an influence that has persistently been left out of the history of architecture.

Created by artist Di Mainstone, Charles Holland Architects, Architects of Rosslyn, Jay Malhotra

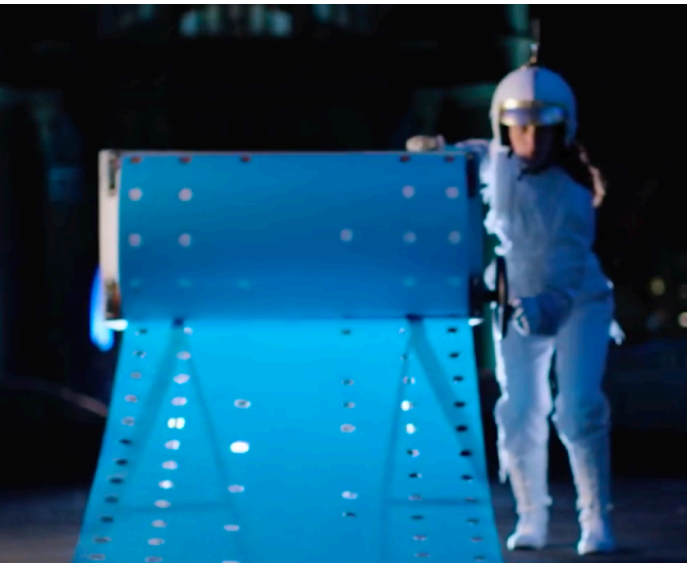
[Radical Rooms](#)





# TIME BASCULE

## Tower Bridge



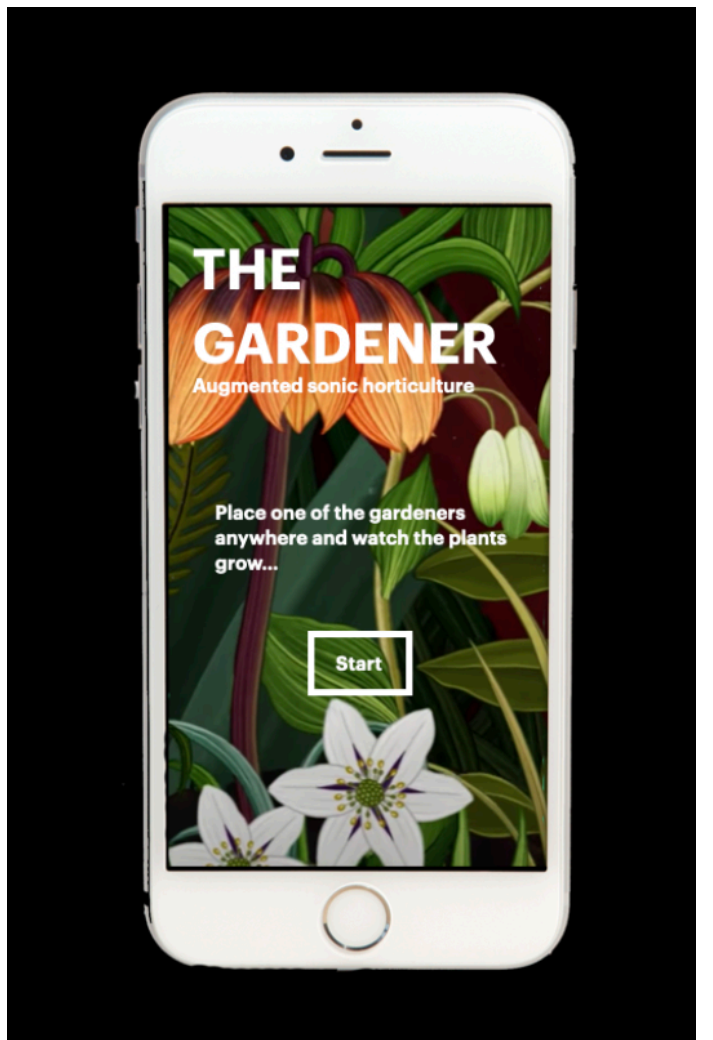
Exploring the connection between music and nature. A film made in celebration of the 125th Anniversary of Tower Bridge

Time Bascule is an art film that reimagines Tower Bridge as a giant musical instrument, drawing inspiration from one of the first women to work on the Bridge - Hannah Griggs, a passionate gardener who was cook for the Bridge Master and his family between 1911-1915. In Time Bascule, Hannah plays the role of musical maestro creating a series of instruments that she uses to 'play' the iconic London landmark, like a musical instrument. In the film, the vibrations from these fantastical devices encourage plants to seed, sprout, grow, blossom and bloom, transforming the crossing into an abundant garden.

Created by artist Di Mainstone, music by Architects of Rosslyn, Bishi, IORA, Olivia Jageurs

[TimeBascule](#)





# THE GARDENER

## Rewilding the City

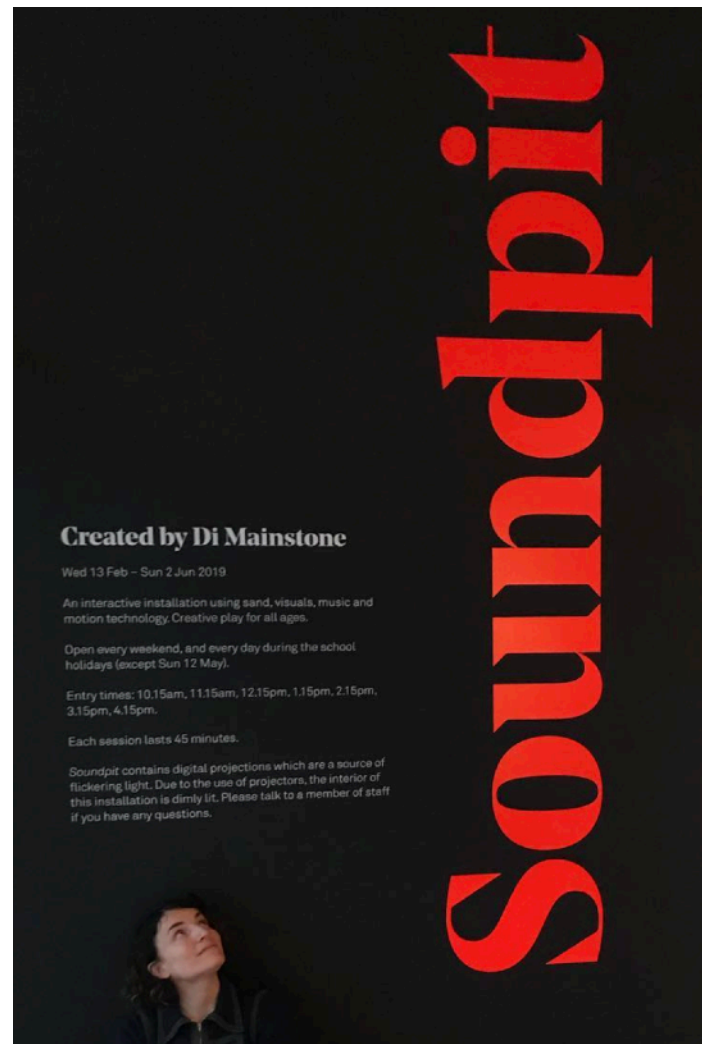
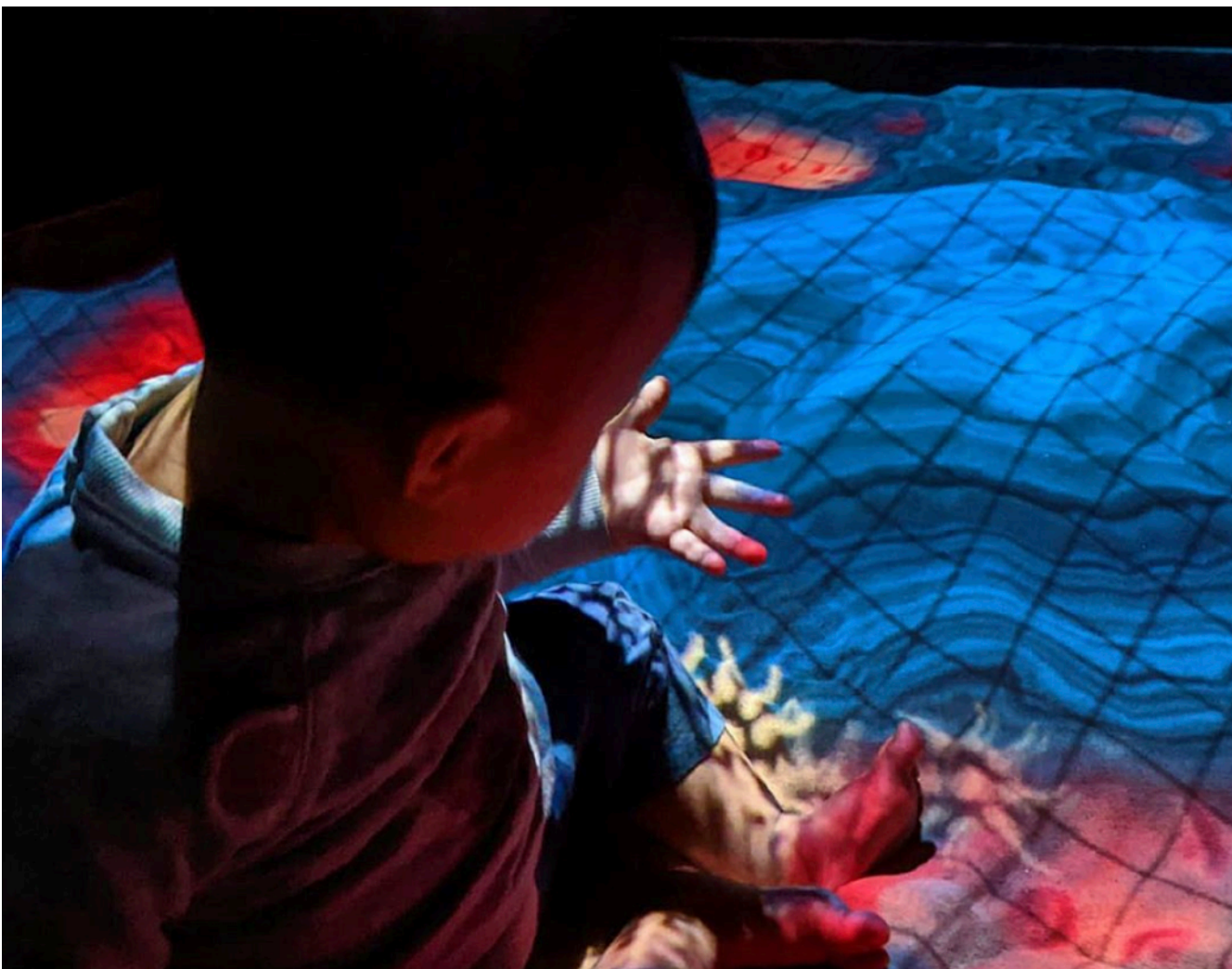


The Gardener explores our planet's need for clean air and our human longing for nature through an imagined re-wilding of our urban spaces...

Drag and drop The Gardener into your immediate location via your smartphone. She scatters seeds and controls the elements with expressive movements. She dances to inspire growth, hums and plays music to encourage blooming. The plants grow taller than the rooftops and The Gardener disappears into the wilderness to nurture and re-wild new corners of our concrete jungle.

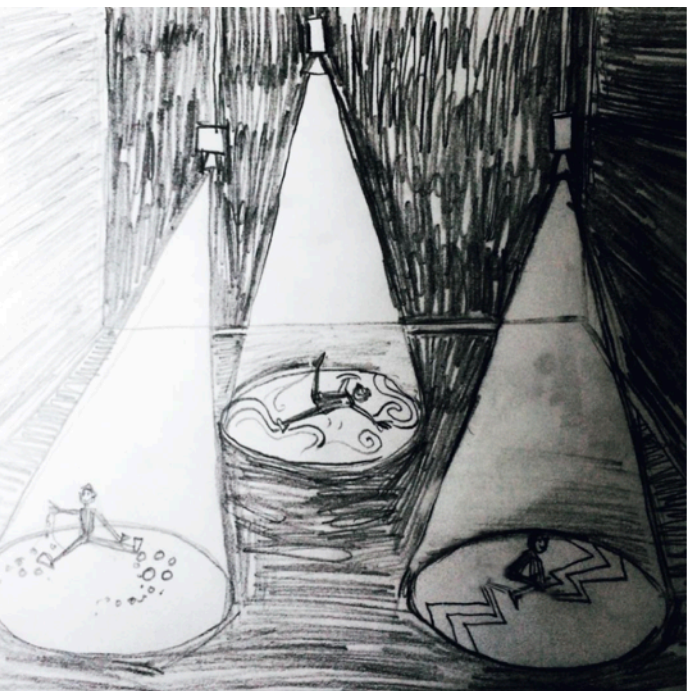
An Augmented Reality concept by artist Di Mainstone





# SOUNDPIT

## Southbank Centre



A sellout audio-visual musical installation, Royal Festival Hall, first opened in 2019 returning by popular demand 2020

Visitors to the Southbank Center were invited to play in giant sandpits illuminated by beautiful graphics, creating music with their own movements. Through play, children and adults explore their individual sense of sound, vision and touch, becoming the composer of their own masterpiece. Soundpit is for those interested in art and music, and those who simply enjoy sensory play and a fun, interactive experience.

Created by artist Di Mainstone, Architects of Rosslyn, Kate Chadwick, WetGenes, Andrew Lock

[Soundpit Southbank Centre](#)



“

**I had the pleasure of working with Di to produce Soundpit at the Southbank Centre in 2019. It was a sell out success, especially popular with families of all generations and SEN audiences. It was such a hit that it returned for a second run at the end of the year and into 2020.**

**Di's enthusiasm and breadth of work is inexhaustible. Her professionalism, determination to realise an artwork to the highest quality, along with her ability to form strong connections with institutions, partners and all that work on her projects is inspirational**

”

**KATE CHADWICK**

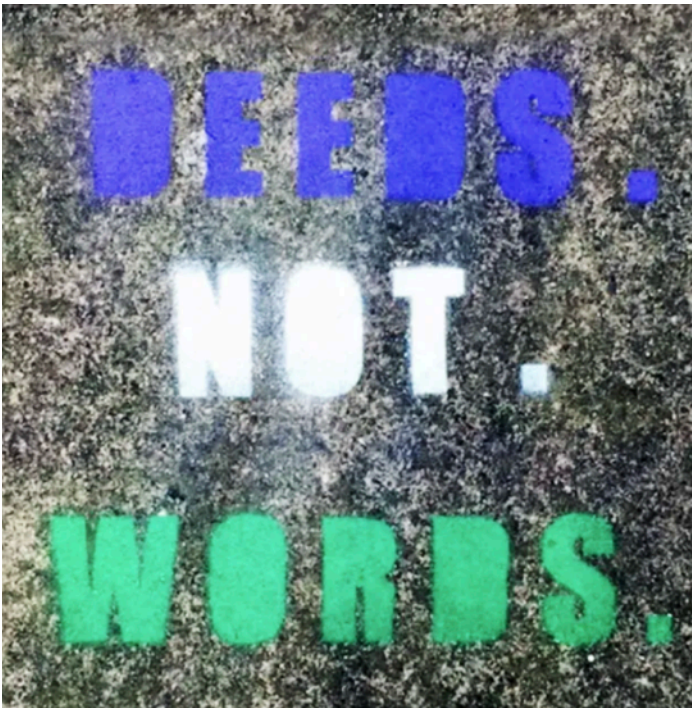
**Assistant Curator of Site Design, Southbank Centre**





# D.N.W. (DEEDS.NOT.WORDS.)

## Vote 100



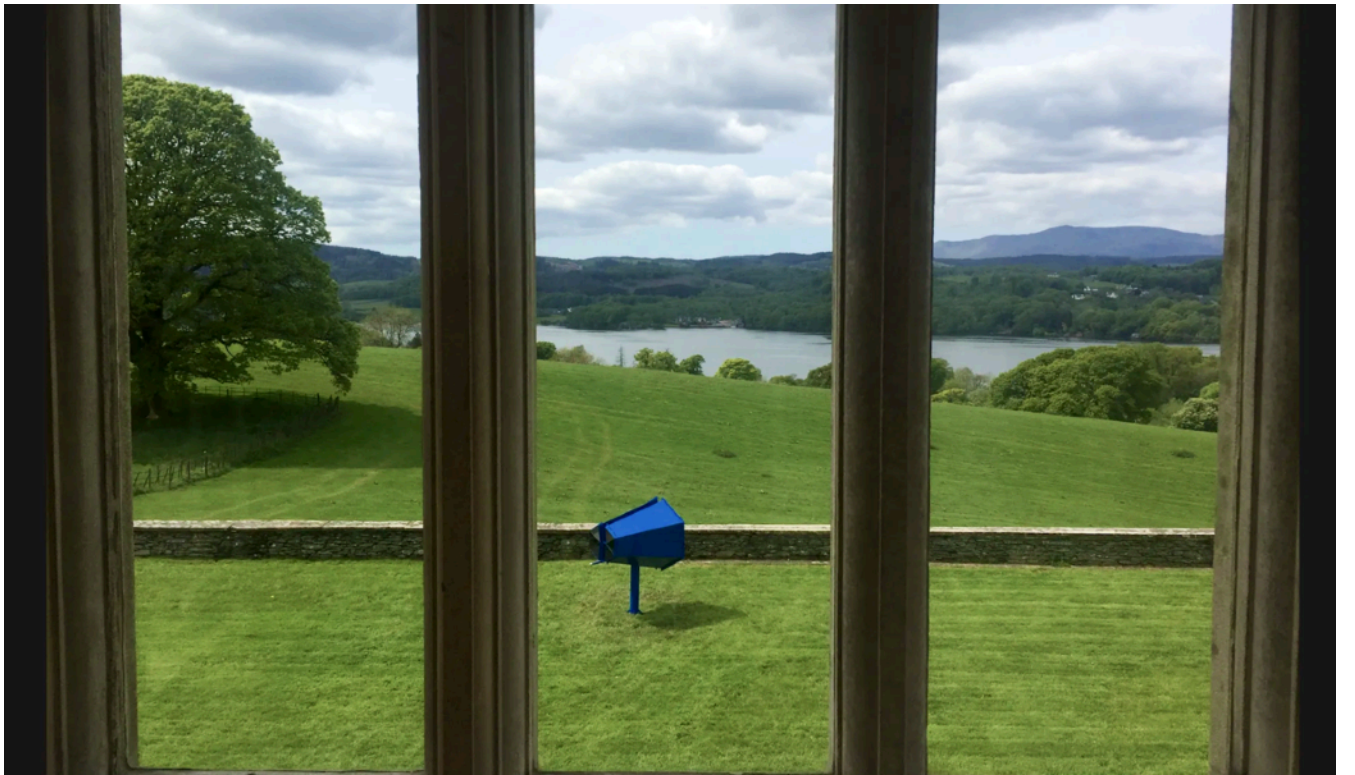
A series of guerrilla stunts and short films, inspired by the suffragettes, devised to celebrate the centenary of (some) of the first women voters in 2018

As part of the Vote 100 Centenary celebrations in 2018, Di and musician-producer Mandy Wigby founded D.N.W. (Deeds.Not.Words) as a way to celebrate the stories of the Suffragettes through a 21st Century lens. A series of four guerrilla art films (chapters) were created, originally with no funding and later supported by WITCIH, British Council and British Film Institute. All four chapters connect to form a whole story, propelling moments in Suffragette history into the modern day. Using experimental music, props and costumes D.N.W. explore a range of themes that include: the postbox bombings, March 4 Women, Emily Wilding Davison and Tony Benn, and finally the Suffragettes who trained in jujitsu known as the bodyguard. The D.N.W. films were screened as part of Sensoria Film Festival 2019.

Created by artist Di Mainstone, Mandy Wigby, music by Architects of Rosslyn, David Morris

### D.N.W. Chapter 1





# TIME MIRROR

## Lakes Ignite Festival



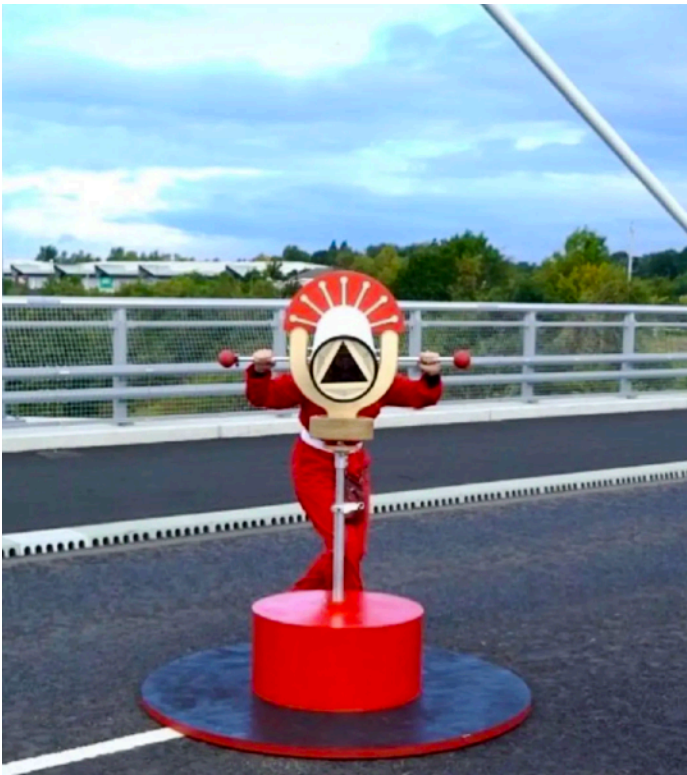
An interactive kaleidoscopic public-realm sculpture installed at Blackwell Arts and Crafts House and Grizedale Sculpture Park

Time Mirror allows audiences of all ages to experience and capture the surrounding landscape in an experimental way. Time Mirror is an interactive sculpture, made from steel, with a polished reflective interior. Participants rotate the device to animate the panorama and create their own unique experience. Time Mirror acts as a sort of visual time-machine, shifting and reconfiguring this landscape in the blink of an eye. As they peer through the view finder, a reflected abstracted, transient landscape can be captured using a mobile phone or camera.

Created by artist Di Mainstone, Nikki Blustin, producer Helen Ficorilli, fabricated by Raskl

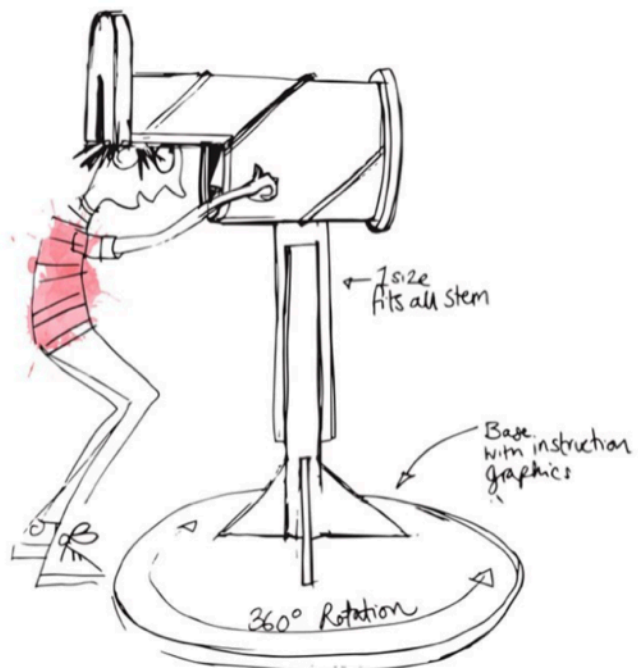
[Time Mirror](#)





# WONDERLOOPER

## Northern Spire Bridge



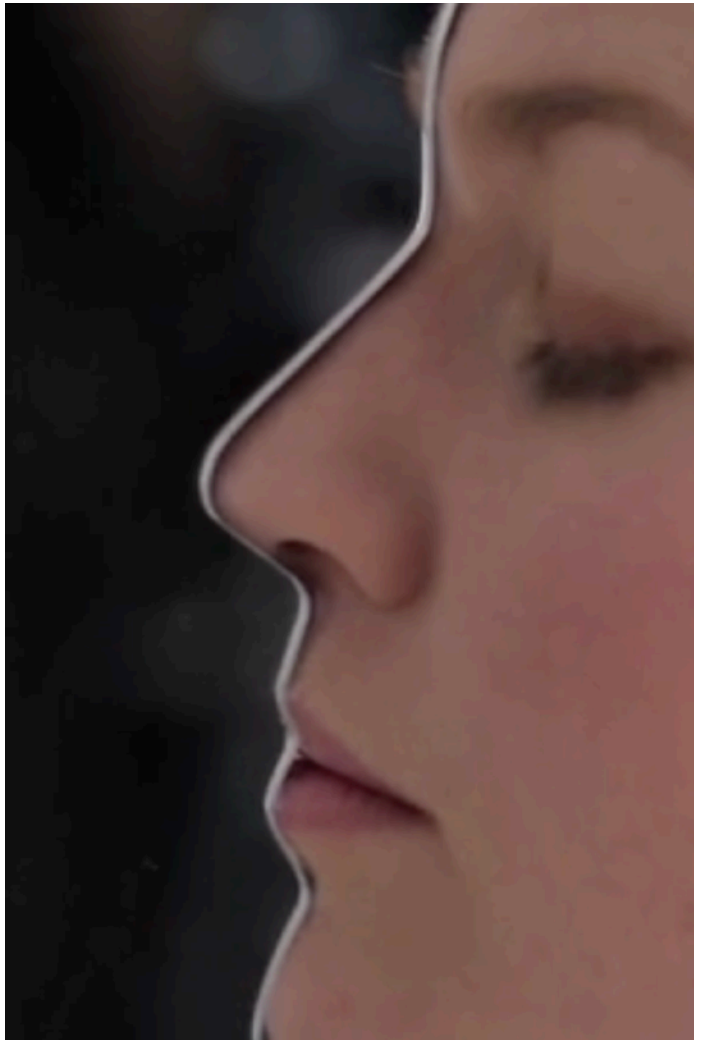
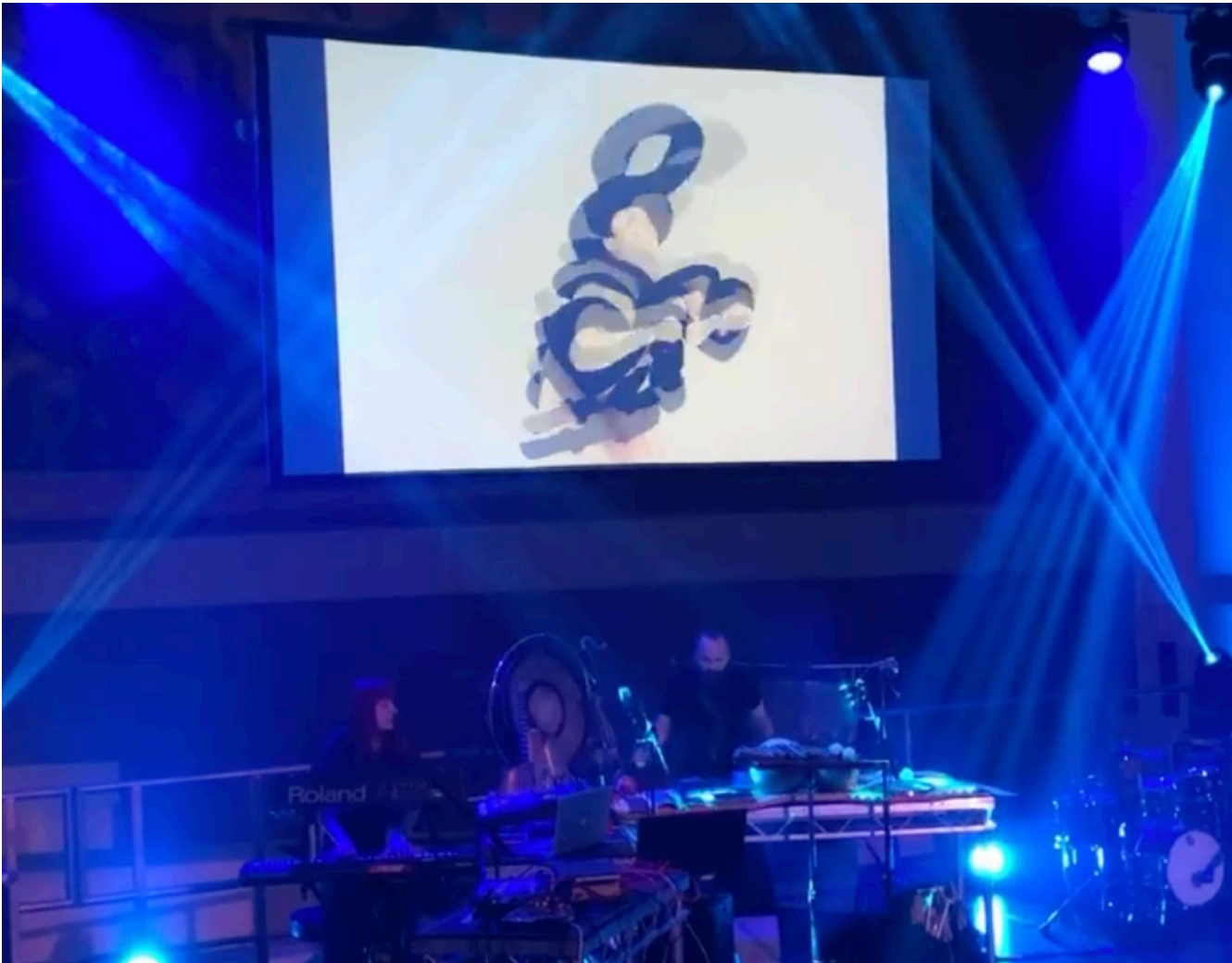
An interactive installation commissioned by Sunderland Culture for the Northern Spire's opening 16th September 2018

On its opening day, the Northern Spire Bridge, was lined with fourteen Wonderloopers, audio-visual kaleidoscopes, shaped like a seaside telescopes. Developed in community workshops, the Wonderloopers are fashioned from recycled off-cuts of the Northern Spire's soaring white cable-pipes. Visitors to the bridge, peered through the Wonderloopers and saw a kaleidoscopic view of the bridge's cables, mixed with fragments of people, clouds and skyline. Inside each Wonderlooper, they could hear aeolian sounds of the wind vibrating the bridge's cables, mixed with spoken-word performances of community members exploring their hopes, fears and dreams for Sunderland.

Created by artist Di Mainstone, Suzy O'hara, Architects of Rosslyn, Fablab Sunderland and more

[Wonderlooper](#)





# THE WAKING SLEEP

## The British Library



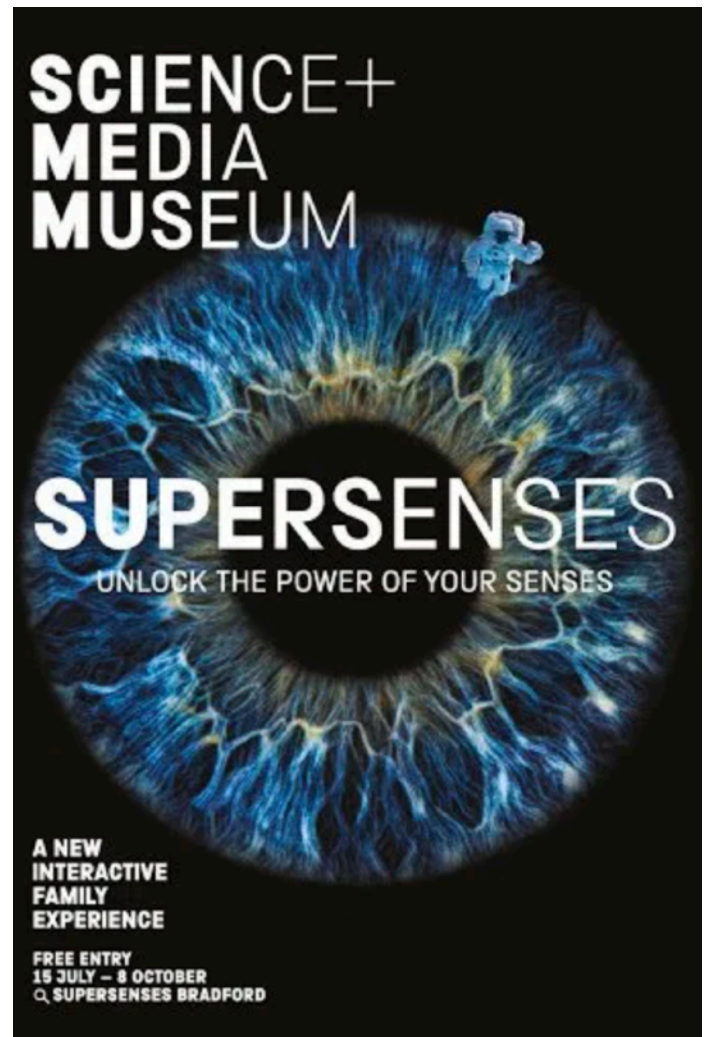
Architects of Rosslyn composed and performed a live score to accompany a collage of Di's films for Delia Derbyshire Day

Manchester based duo Architects of Rosslyn were commissioned by Delia Derbyshire Day to create a live soundtrack inspired by the legendary Delia Derbyshire's archive, to a "dream sequence" collage of Di's films. The Architects of Rosslyn comprise of producer-composer Mandy Wigby and composer-musician Howard Jacobs. As well as the British Library, they have since performed the work at Festival no.7 in Wales, the Bluedot Festival at Jodrell Bank, HOME in Manchester.

Created by Architects of Rosslyn, Di Mainstone, Hollie Miller, curated by Caro C

[The Waking Sleep](#)





# SOUNDPIT

## Science & Media Museum



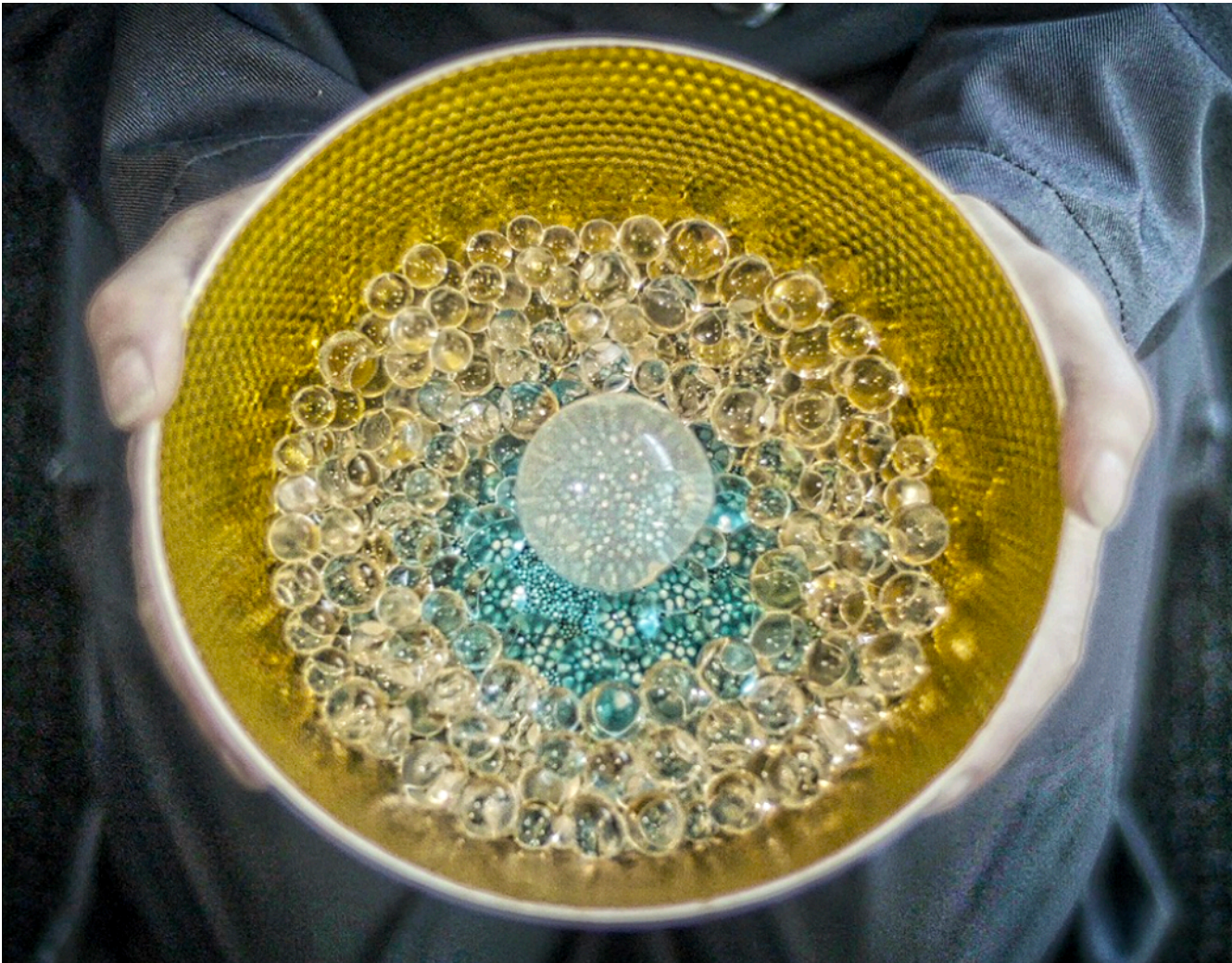
An audio-visual installation commissioned for the Supersenses Exhibition, developed through workshops and funded by ACE

Three new Soundpits were developed especially for the Supersenses exhibition at the National Science and Media Museum, Bradford. The team formed ideas in collaborative workshops at the Museum with people from Delius Special School, Specialist Autism Services, Mind the Gap and St Philips CE Academy. Supersenses was curated by John O'Shea and featured digital installations by Di Mainstone, Marshmallow Laser Feast, Zane Berzina and Noise Orchestra.

Created by artist Di Mainstone, Architects of Rosslyn, WetGenes, Paul Miller, Annie Keane

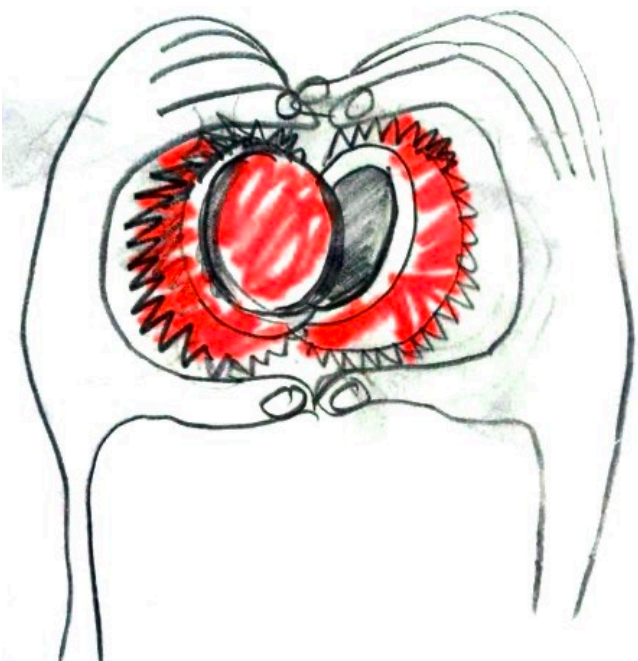
[Soundpit Science & Media Museum](#)





# BANISTONICA

## Sage Gateshead



A film exploring the musical qualities of Sage Gateshead,  
Commissioned by Suzy O'Hara for Thinking Digital Arts  
Festival

Curator Suzy O'Hara commissioned Di to create a speculative fiction film inspired by the Sage, Gateshead. Drawing from the building's unique architecture, shape, systems, staff and visitors, the film highlights the venues' bespoke, designed structures. Imagining these structures as vital organs which make up the mechanism of a giant musical instrument, Di collaborated with sound designer Tim Shaw to explore innovative ways to release the buildings voice, resonance and soul.

Created by artist Di Mainstone, Suzy O'Hara, Tim Shaw, Sarah Coxon, Alan Fentiman and team

**Banistonica**





# CUBIST PORTRAIT MACHINE

## National Portrait Gallery



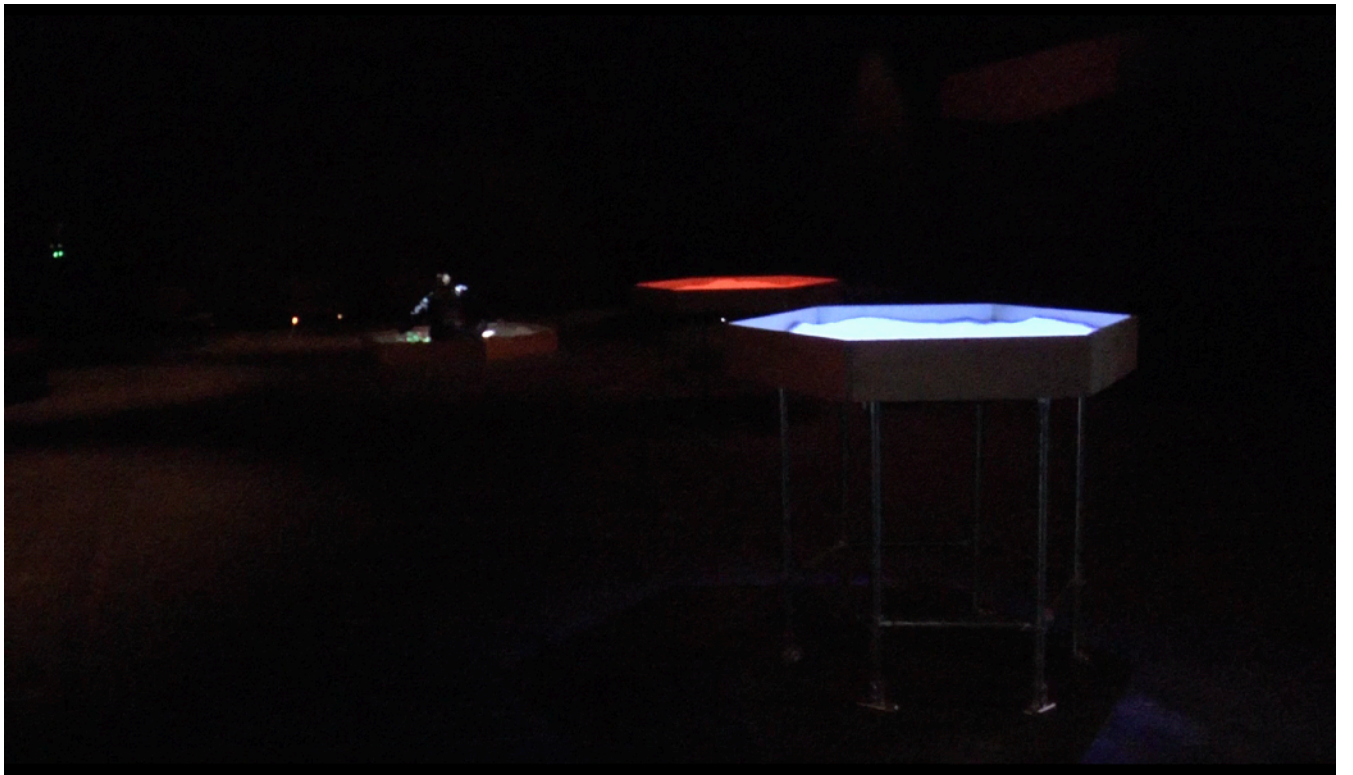
“Everything You Can Imagine is Real” was an art happening produced as part of NPG’s Late Sift, curated by musician Martyn Ware and inspired by the Picasso portrait exhibition

Like Picasso’s circle in Montmartre in the first decade of the 20th century, for one night only the Gallery became an artists’ colony featuring a wild cross-pollination of music, poetry, performance, art, film and dance. Di Mainstone revealed a new work called “Cubist Portrait Machine”, a collection of reflective body-centric objects inspired by Picasso’s cubist work. Dressed like art handlers with black aprons and white gloves, performers used these modular devices to transform visitors into living portraits. Each portrait was unique and captured via cameras and mobile phones.

Created by artist Di Mainstone, performance Martha Canning and Daisy Cauty

[CubistPortraitMachine](#)





# SOUNDPIT

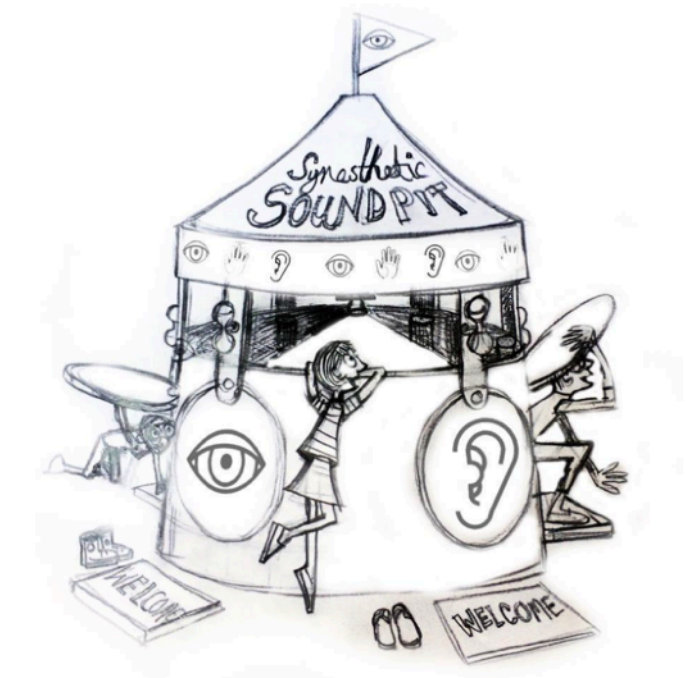
## European City of Science

An audio-visual installation developed through Live-Labs working with neuroscientists, coders and musicians

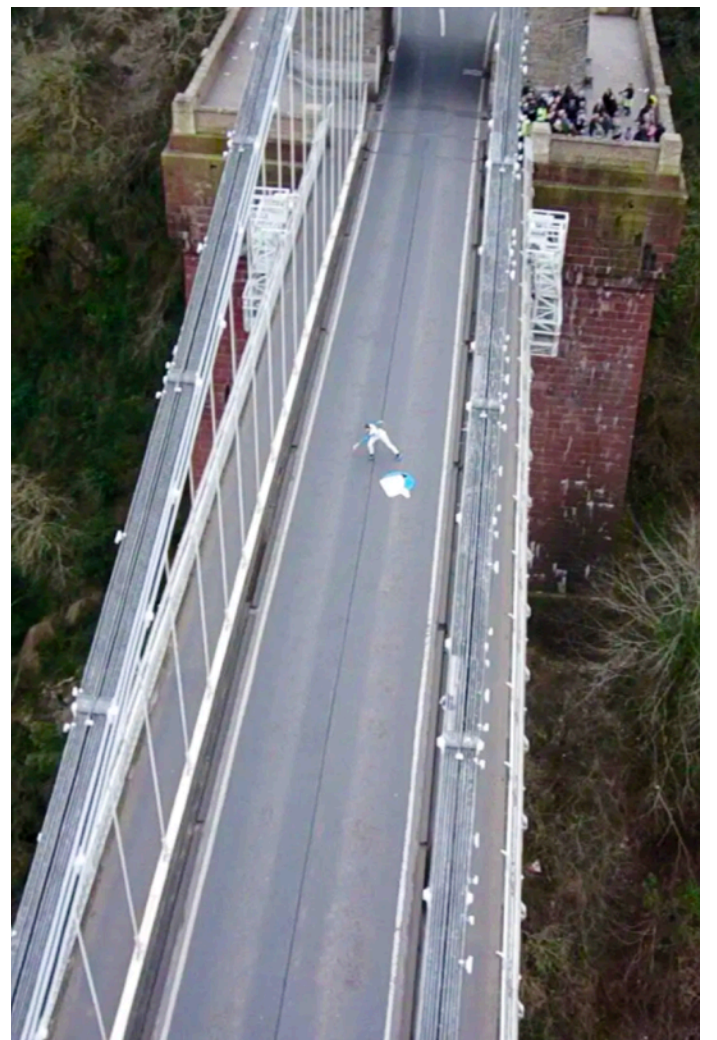
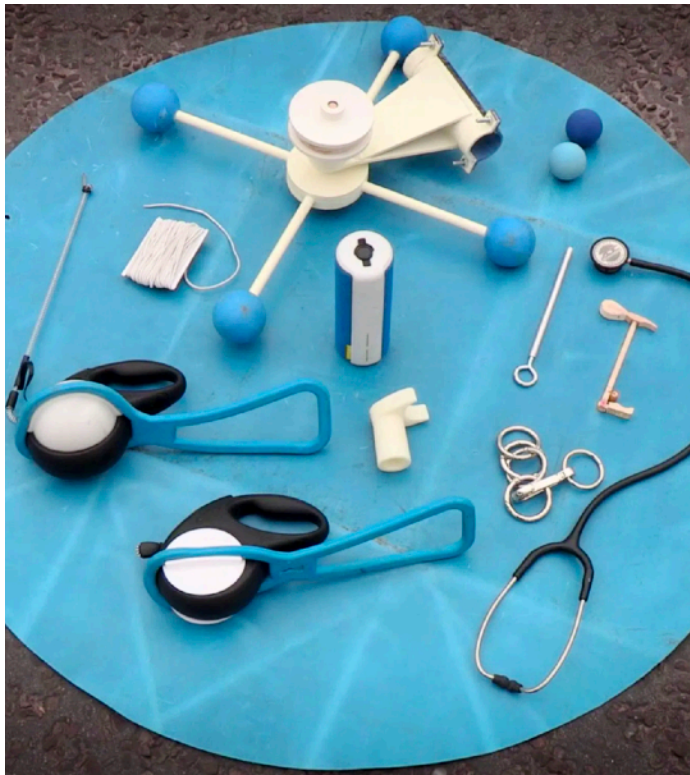
Di was awarded the artist in residence position for Manchester's European City of Science 2016. Curious about the phenomena of synaesthesia, which is when a sensation in one of the senses triggers a sensation in another, Di wanted to see if she could create a tactile device that would allow people to see and touch sound as well as hear it. Di pulled together a team and set up a Live-Lab at Manchester's Corner House, to test ideas and create the first prototype using sand as an interface. Three interactive audio-visual sandpits were displayed as part of an immersive installation at Salford Science Jam during the Manchester Science Festival.

Created by artist Di Mainstone, Architects of Rosslyn, WetGenes, Paul Miller, Annie Keane

[Soundpit European City Of Science](#)







# HUMAN HARP

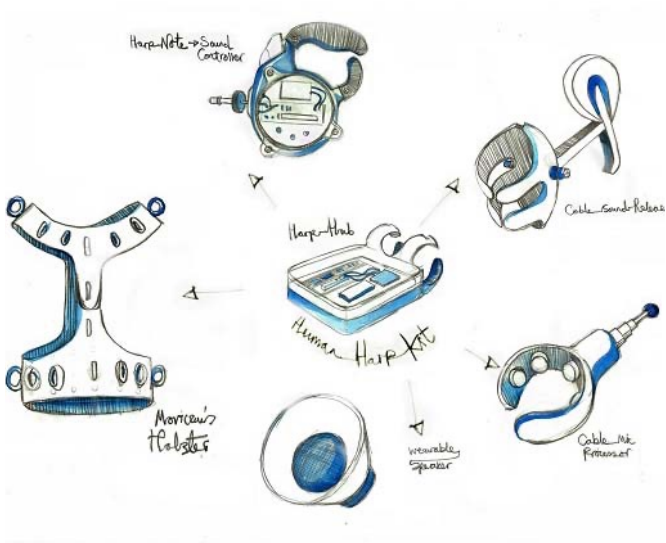
## Clifton Suspension Bridge

A speculative film and performance showcasing a new Human Harp, created to celebrate the bridge's 150th anniversary

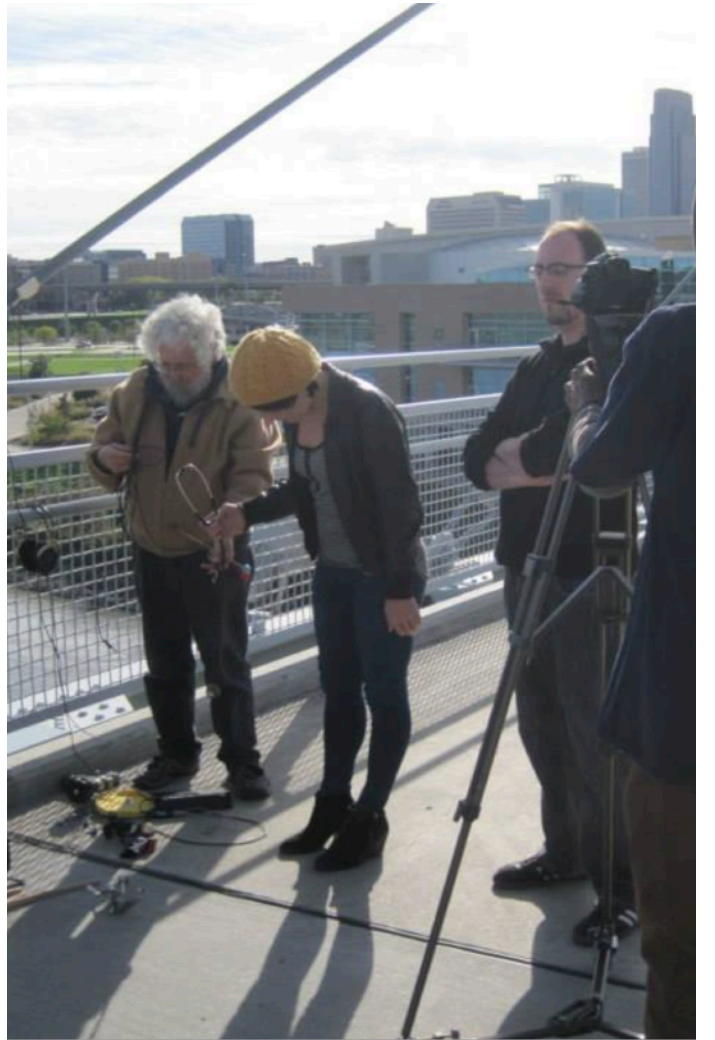
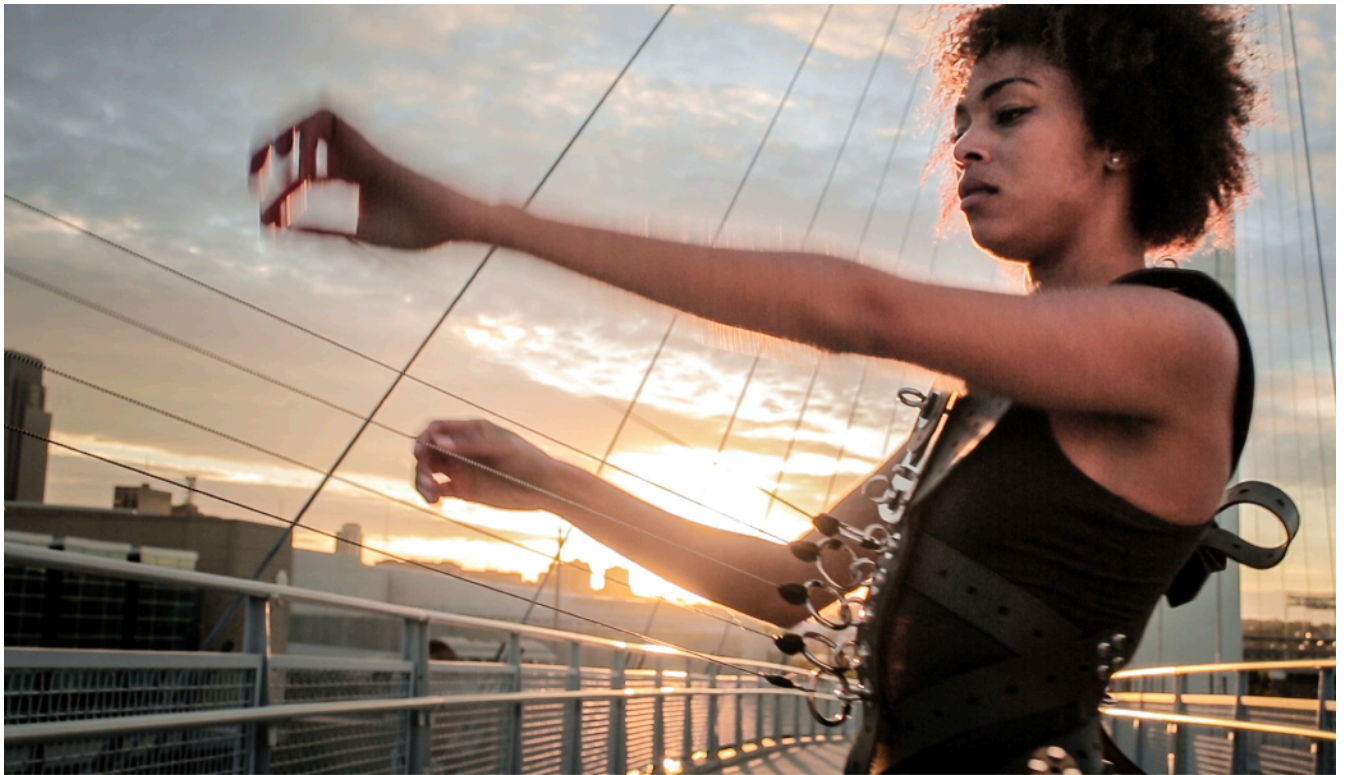
Bristol's Clifton Suspension Bridge invited Di to "play the bridge" via a Tweet in 2015. Supported by Arup, Sennheiser, Clifton Suspension Bridge, and the Pervasive Media Studio, Di moved to Bristol and worked with engineers from Arup and the Human Harp team to create a new musical device that would play the bridge like a giant piano-harp. Known as the 'bridge bow' the device was set-up, tested and filmed on the crossing to celebrate the 150th anniversary of Brunel's legendary suspension bridge.

Created by artist Di Mainstone, Arup and Human Harp team

[Human Harp Clifton Suspension Bridge](#)







# HUMAN HARP

## Bob Kerrey Suspension Bridge



As part of a residency at Bemis Centre, Omaha US, Di collaborated with residents to develop two Human Harp performances

Di spent the Autumn of 2014 in residence at the Bemis Center for Contemporary Arts, Omaha where she developed innovative ways to 'play' Bob Kerrey Suspension bridge using the Human Harp. Di collaborated with musicians, dancers and engineers from the community to test these ideas. Local sound artist Dereck Higgins composed a score made from twangs of the suspension cables recorded by Di and Dereck during her residency. Di collaborated with local dancers to develop a Human Harp performance at the Bemis Centre. The Human Harp was set up on the Bob Kerrey Suspension Bridge, tested by a dancer and filmed.

Created by artist Di Mainstone, curator Amanda McDonald Crowley, Dereck Higgins and more

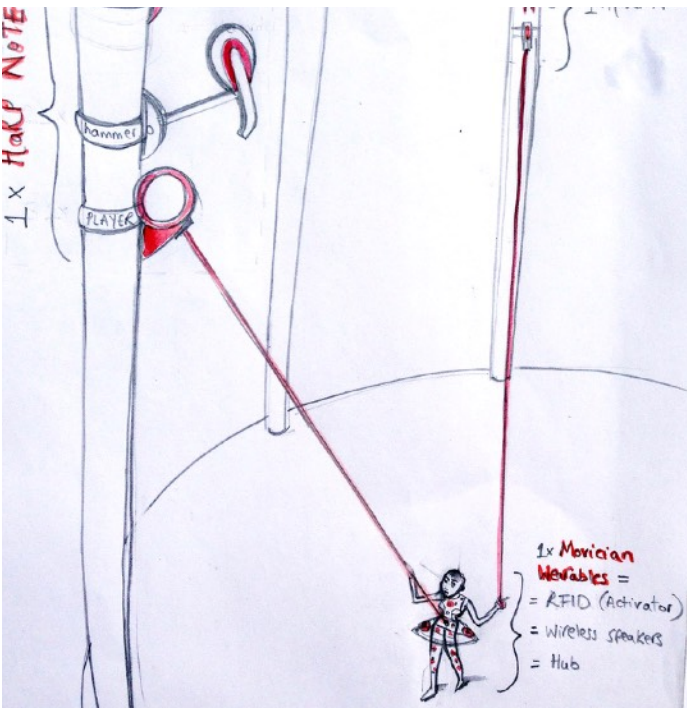
**Human Harp Bob Kerrey Bridge**





# HUMAN HARP

## The Roundhouse



Human Harp's Live-Lab was installed at the Roundhouse. A series of Human Harp performances took place as part of Reverb Festival curated by Imogen Heap

The launch of the Human Harp Live-Lab, took place at the Roundhouse throughout August 2014. Di and a team of engineers, musicians, designers and dancers collaborated from a pop-up laboratory located on the venue's first floor. Together they built, tested and performed the latest version of the Human Harp, designed to play the soaring columns of the Roundhouse's circular performance space. Human Harp at the Roundhouse was funded by Arts Council England, Roundhouse, Sennheiser and Queen Mary University of London.

Created by artist Di Mainstone and the Human Harp team

**Human Harp Roundhouse Residency**



“

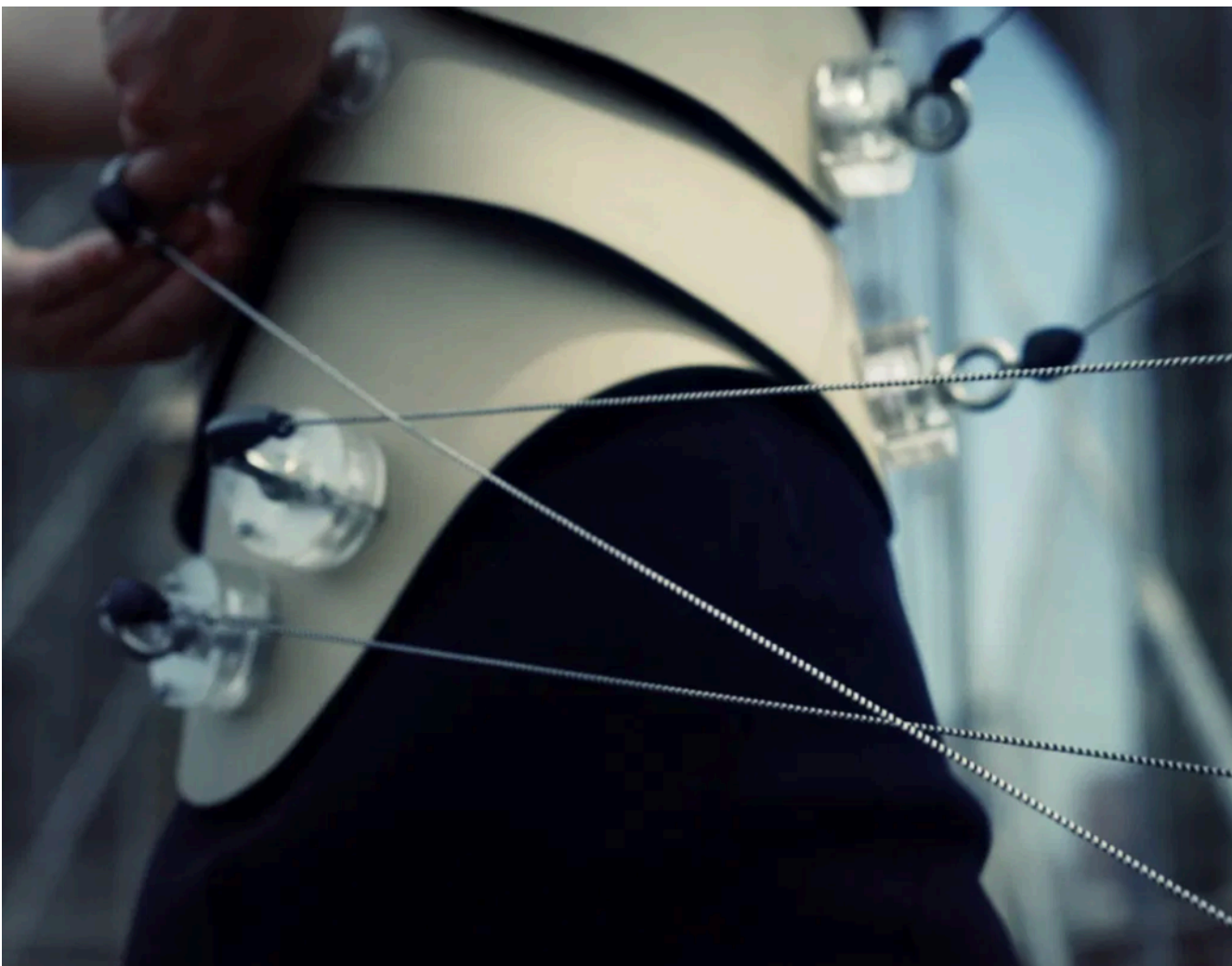
**Artist Di Mainstone and the Human Harp team were a key part of the Roundhouse's summer events this year. We absolutely loved having the Human Harp's pop-up laboratory on-site throughout August and saw how their innovative musical instrument really engaged and inspired our visitors young and old. The Human Harp performances in the main space were both beautiful and engaging – we hope these may be able to happen again in the future**

”

**RACHEL NELKIN**

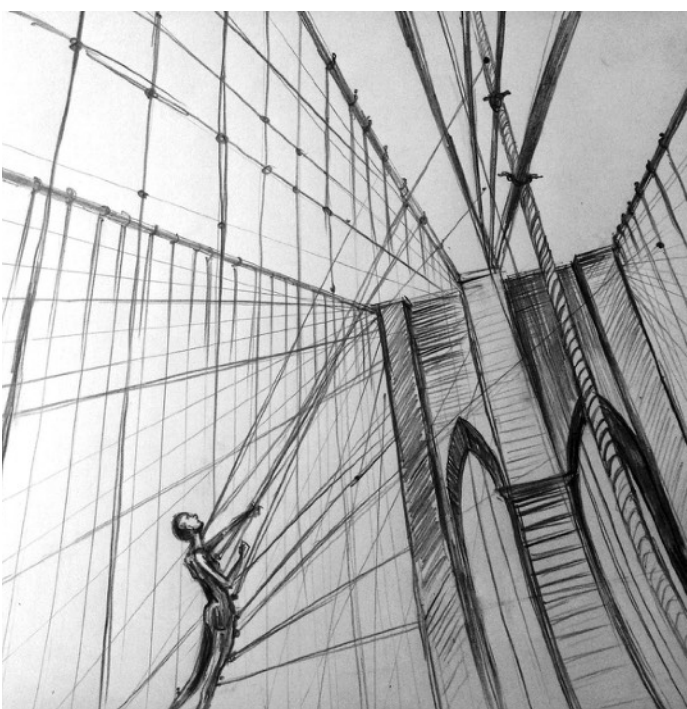
Senior Producer at the Roundhouse





# HUMAN HARP

## Brooklyn Bridge



Human Harp is a modular instrument that musically plays suspension bridges, supported by Intel's Creators Project and Queen Mary University of London

First imagined by Di Mainstone when she visited the Brooklyn Bridge, the Human Harp is a clip-on instrument that transforms suspension bridges into giant harps. Now an international collaboration, the Human Harp team explore ways to record, process and release the vibrations of suspension cables, enabling performers "play the bridge". The first prototype was tested and filmed on the Brooklyn Bridge on its 130th Anniversary. Intel's Creators Project made a documentary about the making of the Human Harp which amassed over 400,000 views and received international press coverage.

Created by artist Di Mainstone and Human Harp team

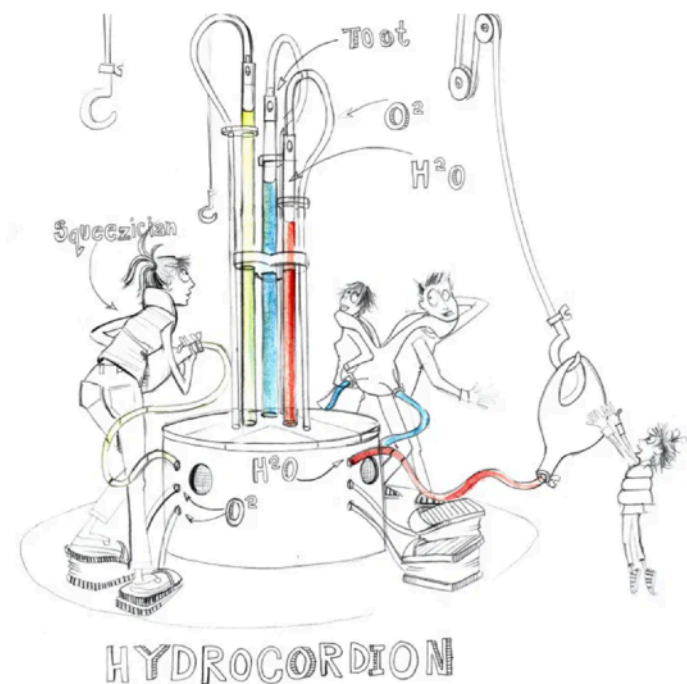
[Human Harp Brooklyn Bridge](#)





# HYDRORDION

## Dublin Science Gallery



Hydrocordion is a playful musical device that invites gallery visitors to be “squeezicians” and make music with air and water

Funded by Science Gallery Dublin and Queen Mary University of London, Hydrocordion was installed in Dublin Science Gallery in September 2011 for 3 months as part of the “Surface Tension” Exhibition, where it was seen by over 75,000 visitors. The piece has since been installed in New York at Eyebeam Centre for Art and Technology as part of the World Science Fair. The piece received a great deal of media attention, such as New York Times, Wall Street Journal, Huffington Post, The Gothamist, BBC News, Reuters.

Created by artist Di Mainstone, Louis Mcallum, Nanda Karpong and Richard Shed

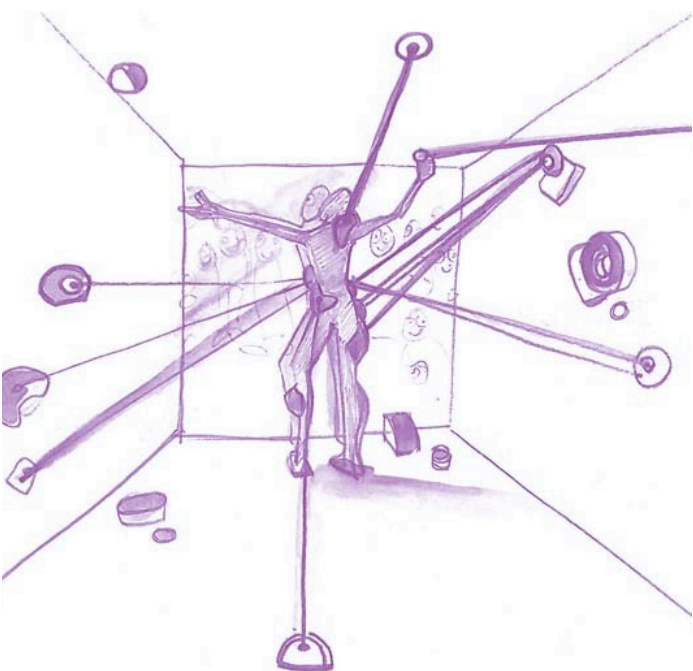
[Hydrocordion](#)





# WHIMSICHORD

## The Barbican



A sound installation and performance commissioned by the Barbican's Digital Weekender, supported by Queen Mary University of London

Whimsichord comprises of striking spring-like modules that are connect to a series of fixed landing-pads via retractable chords. Each component can be plucked from its landing-pad and attached to the user in a myriad of ways. These soft sculptures are designed around the body to seamlessly grip to the dancer or Movician as they traverse space and interact with the piece to produce music. As Movicians connect to the modules they draw elegant lines from the surrounding architecture onto to the body. These musical strings can be pulled and twanged to produce sound, transforming participants into a human string instrument.

Created by artist Di Mainstone, Dave Meckin and Hollie Miller

[Whimsichord](#)





# ATMOSPHERIC RAILWAY

## The National Portrait Gallery



A electro-mechanical wearable instrument commissioned by Martyn Ware for a Late Shift event at the National Portrait Gallery

This electro-mechanical wearable musical instrument entitled 'Atmospheric Railway' was created by Di and engineer Adam Stark. The device was inspired by a portrait of 19th Century civil engineer Isambard Kingdom Brunel, and draws from his failed 'Atmospheric Railway' project, which they felt conjured up a contrast of heavy industry versus otherworldly magic. This device creates atmospheric soundscapes, activated by the journey of traveling ball bearings through a system of tubes. The bearings ricochet off bells causing them to chime. The resulting sounds are harvested via microphones and fed back into the room as a series of atmospheric echoes.

Created by artist Di Mainstone, Adam Stark, Hollie Miller, Architects of Rosslyn

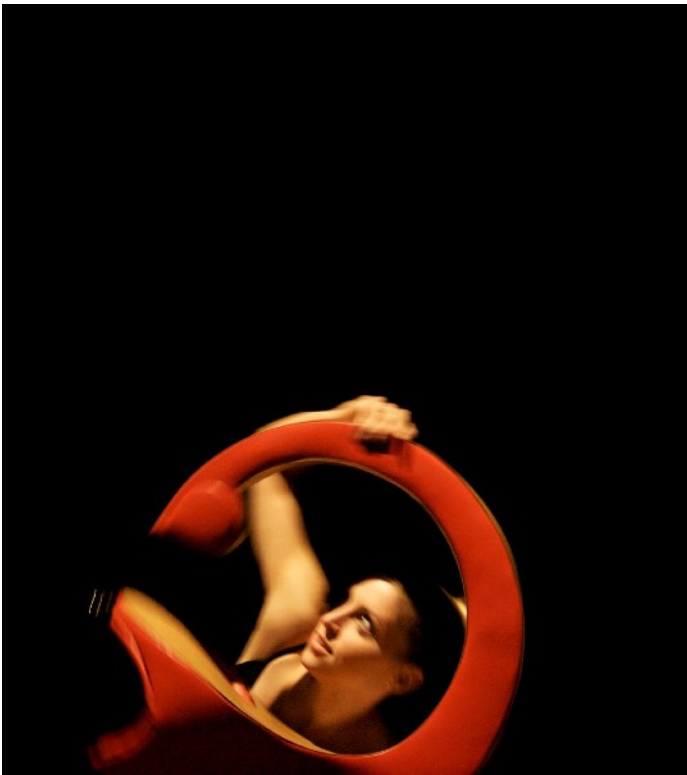
[Atmospheric Railway](#)



“ **The NPG’s wig-heavy halls also provided a great space for happy discoveries like The Atmospheric Railway, a dance act involving the wearable instrumental creation of Di Mainstone and Adam Stark. Curious, interactively noisy and compelling, it was exactly the right thing to stumble upon around one of the many corners on the first floor** ”

ART DESK





# SERENDIPTICHORD

## Berkeley Art Museum



Serendiptichord is a wearable musical instrument developed and funded by Queen Mary University of London

Di and Tim Murray Browne were commissioned to create Serendiptichord for Creativity & Cognition Festival 2009, Berkeley Art Museum, California. The result of a cross-disciplinary investigation spanning fashion, technology, music and dance, the Serendiptichord is a wearable musical instrument that entices the user to explore a soundscape through touch and movement. Serendiptichord was also performed at Kinetica Art Fair, London, *Swap Meet*, The Barbican, London, The Guthman New Musical Instrument Competition, Atlanta, Georgia, INSPACE Gallery, Edinburgh, The Sweden National Touring Theatre, Victoria & Albert Museum, London, *Digital Shoreditch*, Village Underground, London.

Created by artist Di Mainstone and Tim Murray-Brown, performer Jennifer Essex

[Serendiptichord](#)





# WORDS & NUMBERS

## Cannes Film Festival



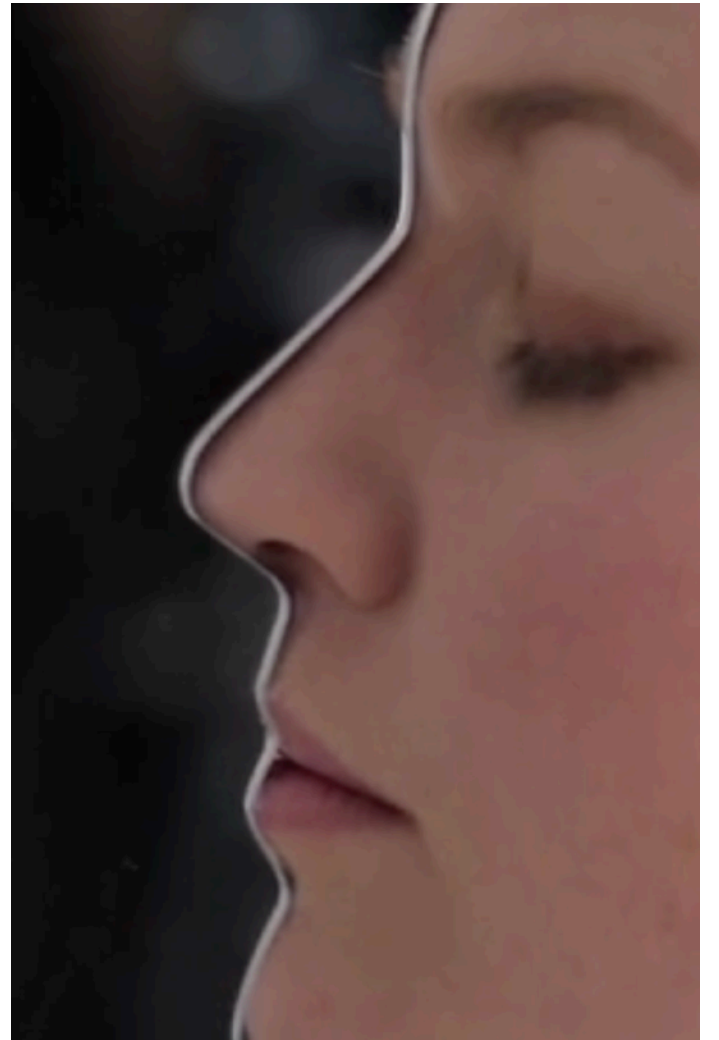
An experimental stop frame animation, created in collaboration with an artist, a performer, a musician and a photographer

Words & Numbers is a short film written and directed by Di Mainstone. The film visualises a woman's internal thoughts as they burst through the surface of her skin to form of words and numbers. As she sleeps her tear ducts weep numbers. These abstract equations spell out a story, whilst playfully growing and moulding themselves around her body. The film was made in collaboration with a team of creatives including musician Adam Stark who composed a mesmerising score that brought the film to life. The film was screened at Short Film Corner, the Cannes Film Festival in 2014

Created by artist Di Mainstone, Hollie Miller, Heiko Prigge, Adam Starke, Liisa Pesonen

[Words & Numbers](#)





# HOLLIPOP HEAD

## A Short Film



Hollipop Head is a mirrored sculpture that slots onto the head of a performer to create abstract reflections. A short film inspired by this device was made with Hollie Miller

A girl opens a suitcase to reveal a collection of intriguing paraphernalia. As she extracts the peculiar objects, each component releases a sound. A mirror cut to the shape of her profiles slides perfectly onto her head. She moves through the space triggering sounds and creating unusual reflections. Sometimes her face is thin. Sometimes her face is wide. Sometimes she looks cross eyed. We hear the inner workings of her brain. Her thoughts are jumbled and complex. Ideas intertwined with questions, inspiration and anxieties.

Created by artist Di Mainstone, Hollie Miller, Sam Edwards, Toby Summerskill

[Hollipop Head](#)





# SHUTTLEFLOCK

## A Short Film



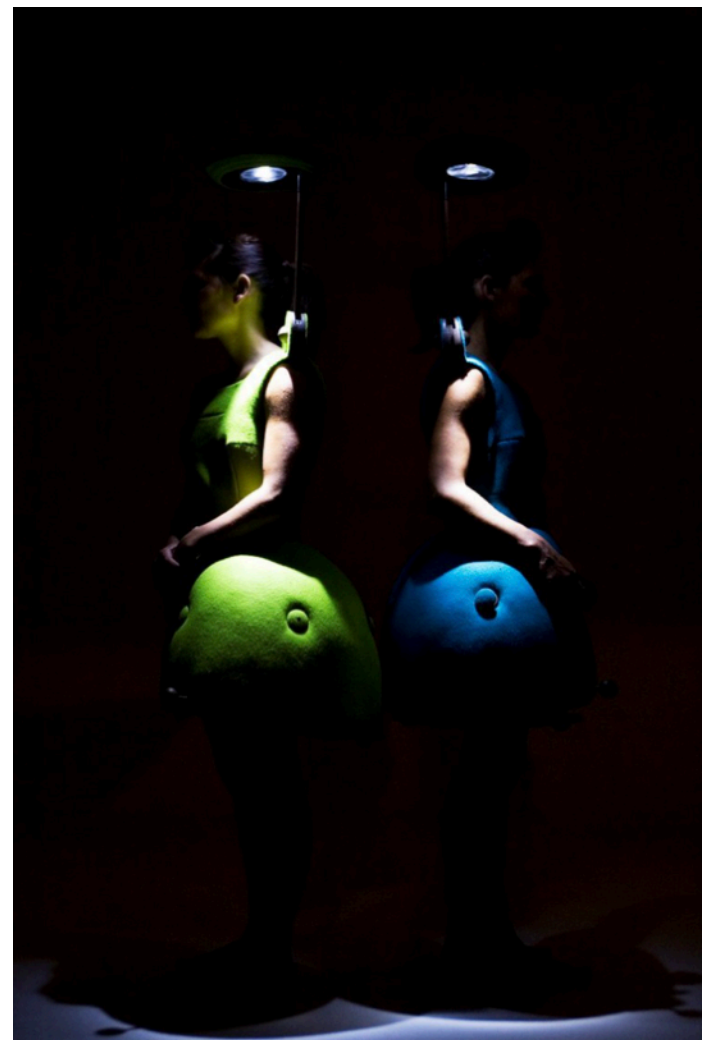
Shuttleflock is a filmed body-centric collaboration between Di Mainstone and performer Hollie Miller

Di found a job-lot of 1970s shuttlecocks in a local shop close to her studio. She decided that they would make an interesting interactive sound instrument. She and Hollie embedded spherical magnets into each shuttlecock and made a metal helmet for them to stick to which they embedded inside of a 1950s swimming hat. The idea was that the contact of each shuttlecock to Hollie's head would trigger an unexpected sound. Tim Murray Brown provided the sounds. Di and Hollie made a speculative film to explain how the device would work. The film was made in collaboration with Toby Summerskill and Sam Edwards.

Created by artist Di Mainstone, Hollie Miller, Toby Summerskill, Sam Edwards, Tim Murray-Brown

[Shuttleflock](#)





# SHAREWEAR

## V2 Institute for the Unstable Media



Sharewear was commissioned by V2, as part of Di's wearable technology residency. The piece was performed by identical twins

Sharewear, are a pair of modular dresses that explore our need for homely connectivity in an increasingly hard-edged world. Citing familiar homely furniture, Sharewear create a playful in-between place amid private and shared space. Worn by twins as part of a performance, the dresses are housed in crates, unpacked, and assembled on and around the body. Sharewear are a pair of reconfigurable, electronic dresses that slot together to activate atmospheric pools of light. The technology is driven by a multitude of electric wires, mechanics and circuit boards hidden within the dresses.

Created by artist Di Mainstone, Stock, Simon de Bakker and V2 team

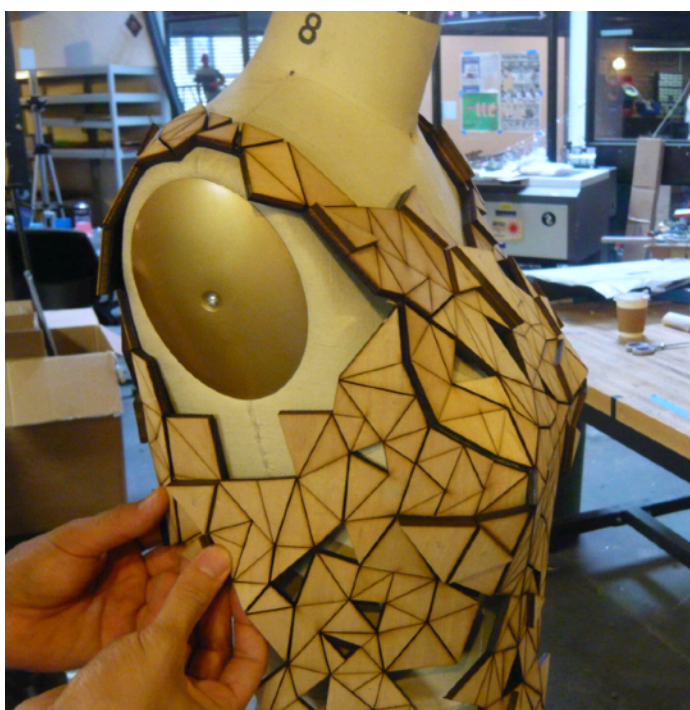
[Sharewear](#)





# VI-REGALIA

## Eyebeam Centre for Art & Technology



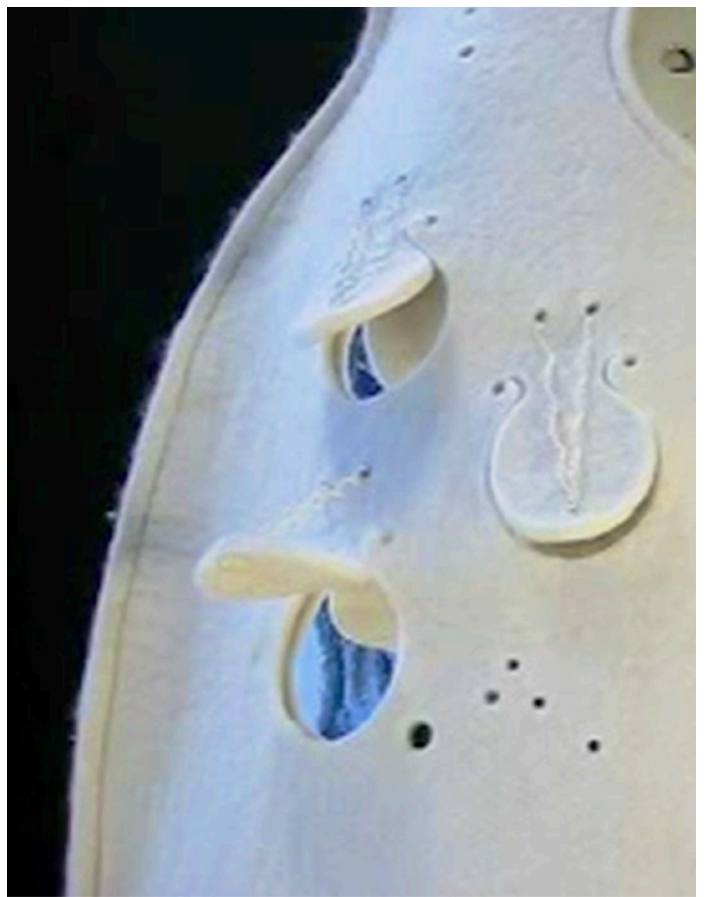
Vi-Regalia was created as part of Di's residency at Eyebeam Centre for Art and Technology in New York City

During her residency, Di encased mannequins in paper and intersected the body contours with clusters of converging tessellations. She then cut out the pattern and laid it flat to create abstract, tessellated body maps. These flattened geometric patterns were digitized and laser-cut. Di experimented with a series of architectural materials including plexi-glass, wood, peg-board and rubber and a family of Vi-Regalia were born. The forms contain strong magnets which could create abstract shapes around the body or connected to metallic warehouse walls, giving them camouflage properties. Di filmed performances in New York's Meatpacking District of dancers interacting with Vi-Regalia on and around the body, creating connections between themselves and the metallic warehouse shutters.

Created by artist Di Mainstone, Leanna Palmer, Jen Park, Jason Lim, Rachel Lamb, Brian Nussbaum

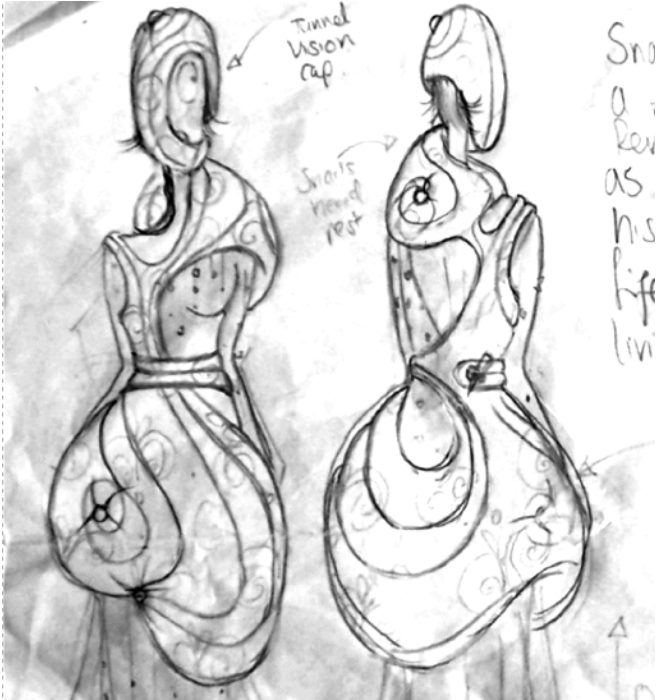
[Vi-Regalia](#)





# SKORPIONS

## XSLabs, Montreal



Skorpions are a set of kinetic electronic garments that move and change on the body in slow organic motions

Skorpions is the result of a collaboration between Di Mainstone and Joanna Berzowska of XS Labs in Montreal, funded by Canada Council for the Arts. Di worked closely with the XS Labs team to create these kinetic costumes that combine art, fashion, technology and performance. Skorpions integrate electronic fabrics, the shape memory alloy Nitinol, mechanical actuators like magnets, soft electronic circuits, and traditional textile construction techniques. The cut of the pattern, the seams, and other construction details became an important component of engineering design.

Created by artist Di Mainstone, Joey Berzowska, David Gauthier, Marcello Cohello, Francis Raymond, Marguerite Bromley, Valerie Boxer, Myriam Magassouba, Nico Stinghe

**Skorpions**