

# Nicole, Kylie mesmerise Mysore audience with K-TWO

RANGAYANA

Mysoreans were mesmerised by the contemporary dance performance 'K-TWO' at Rangayana on Monday.

The hour-long performance began with two similarly dressed female characters with stocky movements and unblinking eyes.

Moving from one venue to another, the two dancers Nicole Seiler and Kylie Walters of Switzerland played robotic video game characters that were lost in the real world.

The performance which had no sound and no formal stage left most of the audience curious while others found it humourous.

Speaking to the audience at an interaction after the performance, Nicole who choreographed the piece said they were inspired by a stage play called 'Madame K.'

"The stage production questions the ideals of beauty in the world. So we tried to capture a situation where the ideal image of



Nicole Seiler and Kylie Walters of Switzerland performed in the city on Monday.

a woman is pushed to the limit, in video games. The performance is robotic and unreal, driving home the message of how different the virtual world is from reality," she said.

When the audience asked about how long they have rehearsed and how they managed

to maintain their robotic expression throughout the performance, Nicole said "It's 20 years of experience".

The two dancers arrived in Mysuru at 1 pm and were ready by half-an-hour with their dance moves and improvisation. "We perform in different spaces at different times and various countries, it's tricky to improvise but we have a lot of fun during the uncertainty of the performance" Kylie said.

The entire dance piece was based on the highly sexualised and gender-biased female characters in the video game 'Tomb Raider'.

The performance was organised by Pro Helvetia, the Swiss arts council which supports artists from Switzerland and encourages them to perform in different countries. The K-TWO piece has been performed in the Europe and various countries in Africa and Asia.