

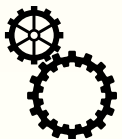
# El Laberinto del Cuco



It is a hybrid of two artistic disciplines: interactive installation art and comic-book illustration.

It's an experiential, fresh and engaging way to address the relentless, yet unpredictable passage of time. The objective is to find the missing cuckoo whose song marks each passing hour and without whom, time is temporarily rendered out of order.

Itinerània and the comic book artist Max have created a large-format comic, drawn onto the walls of a labyrinth, that players get to read as they get lost in the maze. Much like a bifurcated story book this story changes according to player's decisions, made at each one of the labyrinth's crossroads.



# El Laberinto del Cuco



## Technical details

- Space: a flat area of 16x16 meters, access for a van with small trailer and parking area nearby

**Electricity / water supply:** Not needed

**Set up:** 5 hours

**Take down:** 2,5 hours

**Staff:** 2 technicians of the company

Very autonomous installation, no anchorage needed.

Wheelchair accessible maze.

## Cast

### **Design and construction:**

Furti Coromina and Paco Hernández

### **Production**

Itinerània

