PARK ‘ is an urban oasis, a place of refuge from ordinary life where eight characters play, ﬁght, fall in love and learn to survive’.

Jasmin Vardimon's work is defined as dance theatre, and in this instance that means highly developed characters who communicate predominantly through movement of a particularly physical nature. Originally created in 2005 with designs by Merle Hensel, what was most interesting in redesigning the costumes for this work was the significance of the individual dancers ( an all new cast). Performing ostensibly the same choreography, through their own personality, nationality and physicality, the characters were redefined and the choreography evolved with them. This design experience was one of micro attention to detail. Over a period of three months of rehearsal each costume idea was worked in and scrutinised to ensure it did its job of making the audience believe in the characters as their stories unfold.