

WELCOME TO *HIGH TIDE FESTIVAL*

Navigate the one way system around the ship by following the signs provided. There are also arrows on the floor to help you on your voyage. Take your time to experience the works of art. Look out for the artists bios to understand where the works originate. If you get a chance, why not even speak to the artists themselves? You'll find them floating around the cabins.

Now, let's start your quest in the Have-A-Go Haven...

Head upstairs to see the first collection of art. Here you'll also be able to write down your thoughts on mental health and create your own design.



Gravesham
Borough Council



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**ARTS COUNCIL
ENGLAND**

About

HIGH TIDE FESTIVAL

The High Tide Festival is a five-month arts project located in Kent and themed around the analogy of mental health recovery and its relationship with open water. Hosted by Naked Frank Theatre, the High Tide Festival consists of:

- A five-week R&D process for artists and audiences to participate in a series of workshops, masterclasses, webinars, and exhibitions.
- A six-week production process for selected artists to create a promenade theatre production filmed aboard LV21, ready for streaming in VR. Open rehearsals, production Q&As and onboard tours and exhibitions will also be available to participating audiences.
- A four-week engagement process for vulnerable adults to meet the cast and experience the production in VR.

Providing Artistic Opportunity

Aim - To support young artists in training and/or the early stages of their career, by providing a safe and sustained platform to develop, refine and share their creative practice, with audiences that would otherwise have no means of experiencing their work. We recognise that this is a very difficult time for young creatives to kick start their careers and appreciate the need for inclusive opportunities that can support the arts industry to survive for long enough that new talent is able to thrive and make their mark.

Artists will be encouraged to use this project to:

- Reform, reinvent, and refine their craft.
- Test their ability to respond to a defined stimulus.
- Network with like-minded creatives to share their creative practice.
- Produce material/puppets/music/choreography/designs/etc that will have a legacy.
- Collaborate with artists to achieve a common goal.
- Exhibit their work to new audiences, on new platforms and in new locations.

Exploring Local Heritage

Aim - To aid re-engagement with local heritage sites and support the cultural revival of their appeal. We understand the damage that extended lockdowns have had on the influence of heritage within local communities and recognise the disconnection of sites that play an essential role in making local areas diverse and culturally plentiful places to live.

Artists/participants/audiences will be encouraged to use this project to:

- Access the great outdoors at a time when it's nationally difficult to do so.
- Re-engage with local heritage sites in your area.
- Learn about the history of sites and the influence they have had on the local area.
- Reduce sensations of restriction, confinement, and incarceration.
- Gain an appreciation of the local landscape, its forms, textures, and tones.

Engaging Vulnerable Communities

Aim - To supply accessible opportunities for vulnerable communities to reform in the aftermath of lockdown and re-engage with live art and performance. We appreciate the need to rebuild strong relationships between health care and the arts, and acknowledge the impact that social isolation has had on vulnerable individuals whom have been particularly secluded due to COVID-19.

Participants/audiences will be encouraged to use this project to:

- Discover the arts in a variety of new mediums.
- Use creative devices to ensure social inclusion is prioritised.
- Engage with local communities and professional artists.
- Learn new skills, techniques, and practices.
- Enjoy cathartic experiences that promote escapism.
- Use arts engagement to enrich health and mental well-being.