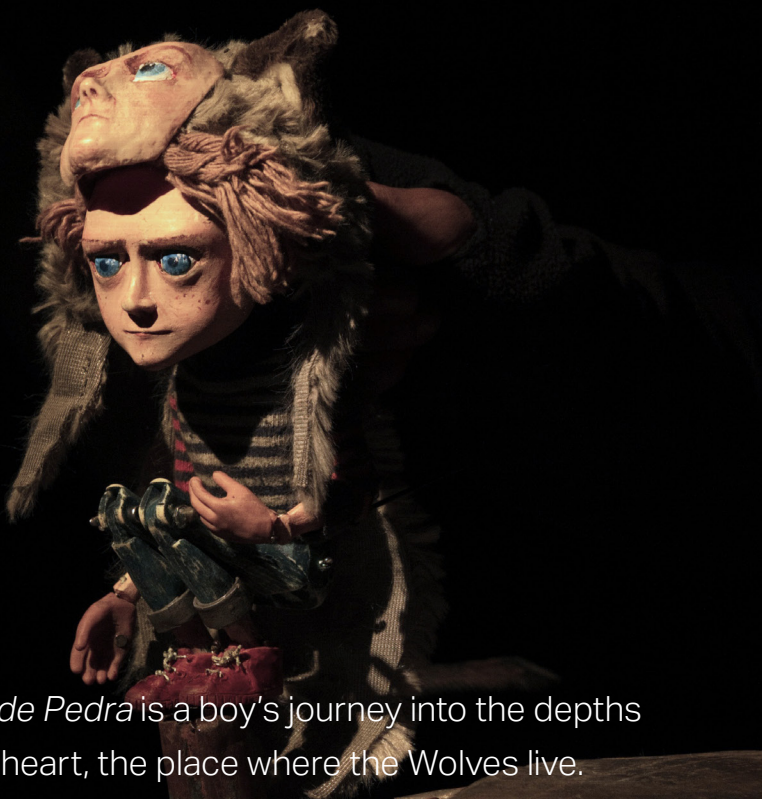


Os Lobos de Pedra



TRUPE
FANDANGA

CRL CENTRAL
ELETRICA



Os Lobos de Pedra is a boy's journey into the depths of his own heart, the place where the Wolves live. Black, white... sometimes grey. Wild, just, feared and tender, they are part of him: his fears, his victories, his dreams. Is it a journey, is it a dream?... It is play. And it is growing up.

Using puppet manipulation within a mobile and articulated scenic device, we seek to give form and space to a dreamed journey — a place inhabited by metaphors that stage Pedro's imagined narratives.



This game unfolds on an island of metal sheets and objects that breaks apart and transforms into improbable spaces, suspended on legs, as if emerging from an imaginary aquatic surface. The interior of a psyche where the various facets of this boy coexist.





Pedro is a consciously human puppet who, throughout this journey, transforms, gets confused, and merges with other inhabitants — hybrid puppets blending animal, human, and object.







TECHNICAL INFO

Premiere year: 2025

Duration: 40 minutes

Target audience: A show for all ages, especially designed for young audiences between 6 and 12 years old.

Capacity: 30 people per session.

Possibility of more than one session per day.

Presentation space: Conventional and non-conventional venues, and open-air spaces.

Minimum setup area: 6.5 m length × 5 m width × 3.50 m height.

Setup time: 7 hours

Breakdown time: 2 hours

Technical needs: Access to a power outlet

Touring team: 3 or 4 people (to be confirmed, depending on the venue)

The set consists of a wooden structure that surrounds the stage space, integrating the audience's seating.

Blackout required. For outdoor daytime sessions, the structure is covered with an opaque canopy to ensure the necessary blackout.

The performance includes spoken text in Portuguese.





ARTISTIC INFO

An associated project of **Circolando - Central Elétrica**

Artistic direction and puppeteering: Sandra Neves

Original music: Carlos Adolfo

Text: Ricardo Alves

Set design: Sandra Neves and Miguel Cantante

Auditorium-tent: Miguel Cantante

Light design: Mariana Figueroa

Video: Patrícia Viana Almeida

Voice off: Rita Cantante

Sound mastering: Tiago Ralha

External look: Patrick Murys

Production direction: Ana Carvalhosa

Production: Joana Alves and João Gravato

Light and sound operation: Francisco Alves

Photographs: João Octávio Peixoto TMP, Gonçalo Mota and
Thiago Liberdade

Co-production: Teatro Municipal do Porto and CRL – Central Elétrica



SANDRA NEVES

Holds a degree in Fine Arts – Sculpture from the Faculty of Fine Arts of Porto. She develops work in the conception and construction of scenography, stage objects and puppets, mainly in the field of theatre. In parallel, she pursues personal work in Drawing and Sculpture. She has collaborated with Teatro da Palmilha Dentada since its foundation, creating and building visual and scenic elements. She also works regularly with Circolando in the creation of stage objects and visual construction.

She has designed and built scenography for Teatro Art'imagem, Teatro Regional da Serra do Montemuro, Teatro Municipal da Guarda, Jangada Teatro, Lufa-Lufa, Fértil – Associação Cultural, Astro Fingido, Teatro da Didascália, Teatro da Rainha, Pele, Fogo Lento, Grupo Dançar com a Diferença, among others. She has collaborated with directors and creators such as Ricardo Alves, Victor Hugo Pontes, Steve Johnston, Luciano Amarelo, André Braga & Cláudia Figueiredo, Fernando Carminho, Paulo Calatré, John Mowat, Madalena Vitorino, Isabel Barros, Vera Santos, Patrick Murys, Fernando Moreira and Costanza Givone.

In the field of puppetry, notable collaborations include projects with Patrick Murys, Mau Artista, Teatro da Rainha, Palmilha Dentada, Teatro Art'imagem, Limite Zero, Teatro de Marionetas do Porto and Jangada Teatro. She is also co-organizer of Marionetas Vadias, a gathering of puppeteers.

In cinema, she designed the scenography for the short film O Coveiro by André Gil Mata, and was art director for the films BAF by Patrícia Viana Almeida; Drvo – A Árvore, O Pátio do Carrasco and Sob a Chama da Candeia by André Gil Mata. She also served as art director for the stop-motion animation film Anamorphose by João Rodrigues.

In 2014, she founded Trupe Fandanga.

TRUPE FANDANGA

Trupe Fandanga was born in Porto in 2014 under the artistic direction of Sandra Neves. It establishes itself as a space for research and creation dedicated to the construction and manipulation of puppets and objects, exploring puppetry beyond conventional performance contexts. The company has a particular fondness for intimate, small-scale productions where proximity to the audience is an essential part of the experience.

In 2014, it presented itself for the first time in a WIP at FIMP – Porto International Puppet Festival, with the show Botequim. In 2019, it created the micro-show Onirotóptero, inspired by the tradition of lambe-lambe theatre. This was followed, in 2021, by Qubim, a puppet and box-based performance built from the memories accumulated by two gleaners who organise and disorganise them; and in 2023 by Ai de Mim, Ai do Eu – the story of an ephemeral puppet, made of clay and hands, alone in a landscape of remains. In 2025, it premieres Os Lobos de Pedra, a poetic journey into the heart of a boy, the place where a pack of wolves lives.

The creations of Trupe Fandanga are sensitive, finely crafted works designed for intimate audiences, and have been featured in major puppet theatre festivals, both national and international.



Teaser:



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