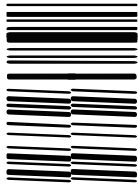




**QUDUS ONIKEKU**  
**CREATION 2025**

# TERRAPOLIS



[QDanceCenter.com](http://QDanceCenter.com)



# ABSTRACT

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**TERRAPOLIS** is a dance, music, fashion and visual art creation. It is the last part of a trilogy which began with **Re:INCARNATION (2021)** which explored the collective will to renaissance, followed by **OUT OF THIS WORLD (2023)**, which centered on the West African Yorùbá culture's artistic, scientific, and philosophical concerns, it serves as the necessary incubation for **TERRAPOLIS (2025)**, which is an exploration of the human condition. It's a poetic play that explores how the planet and the community of living beings can live together, with 16 artistes coming from diverse disciplinary and cultural backgrounds.

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# TIMELINE

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September 2023 / **Afropolis 2023 Lyon**, 2 weeks testing at the Biennial De Lyon.

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Oct. 2023 / **TERRAPOLIS transdisciplinary workshop**, 1 week residency in France.

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February 2024 / **TERRAPOLIS research**, 2 weeks voyage in The Caribbean.

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Oct./Nov. 2024 / **TERRAPOLIS creative research (Dance+music)**, 4 weeks at the QDance Center. Lagos.

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March 2025 / **TERRAPOLIS creative research (with other collaborators)**, 4 weeks at La Ferme du Buisson. Paris.

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June / **TERRAPOLIS at Africologne Festival**, Cologne, Germany.

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October-November 2025/ **TERRAPOLIS at Roma Europa Festival**, Rome.

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2026 / **TERRAPOLIS** / National Centre for Arts, Ottawa.



# CONCEPT NOTE

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## *We need new myths, Qudus Onikeku*

**TERRAPOLIS** combines the Latin 'terra' for earth, with the Greek 'polis' for city or citizens. In our context, TERRAPOLIS is a strategy for surviving the end of the world, set against the backdrop of our current conditions, climate anxiety, viral pandemics, lingering ghosts of colonialism and slavery, the incessant threat of a nuclear war, complex matrices of racial, patriarchal, capitalist, and fascist oppressions.

*"Hard times require furious dancing."*

We lead the audience into a parallel world where the bodies take the lead over the minds and form a composite of humanity made of multiple trajectories, all chasing the ungraspable phantoms of life, chasing illusion, chasing after death. Our dancing bodies aren't looking for ways to solve the crises, they are not aiming to treat chaos as an anomaly, but to compose them into a choreography.

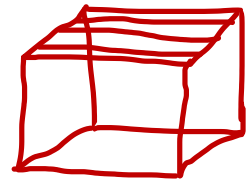
This could be a journey through a carnival in Limbo, a parallel world flooded with light, or a tale in which one regains faith in an otherwise dark world. TERRAPOLIS is a vast arena for the interplay of forces at the crossroad of the living and the dead, where the human spirit wonderfully resists an abridgment of its humanity. To realise that we all have inherited all the worlds pasts and futures, all the worlds riches and messes. What matters is what we do with them and offer as inheritance to our collective unborns.





## SOME TECHNICAL DETAILS

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### **Touring**

1 Choreographer  
16 Artists  
2 Technicians  
1 Tour manager

### **Space:**

Minimum stage size 12 x12m. If possible, we can create additional experience in a separate space from the work on stage. eg, Totems with the interactive sonic archive, library, video installation, interactive session with audience, AR/VR experience, etc.

### **Light:**

Light design of this creation is of particular interest to Qudus, he will be working closely with the light designer to deliver this work.

### **Scenography:**

The set design will be minimal, mostly focused on how to create a set design that creatively caters for all the various components.

### **Sound:**

Out Of This World (2023) is in part a sonic research project, working in partnership with IRCAM, the sonic archive developed in this research will find its way into TERRAPOLIS, live music will therefore create an additional layer to the soundscape in the Terrapolis.

### **Art Design:**

The aesthetics we are working with will be a continuation of the visual research for Out Of This World and Re:INCARNATION. In TERRAPOLIS, costume and new technology will play a major role.

# THE CHOREOGRAPHER

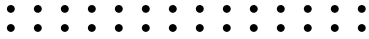
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Qudus Onikeku is an internationally renowned artiste, researcher, innovator, and social impact engineer, who subliminally uses art for non-art outcomes. Over the decade, he has established himself as one of the preeminent multitalented artistes, working today with different media: performance, research, installation, curating and community organizing. His artistic practice intersects between his interest in visceral body movements, kinesthetic memory, disruptive practices and finding new forms for performances that aren't centralizing Eurocentric approaches, embracing an artistic vision and a futurist practice that both respects and challenges Yoruba culture and African diaspora dance forms.

After his higher education in France in 2009, Qudus created his first company YK projects in Paris, with which he created several solo and group dance pieces of critical acclaim. In 2014 he returned to Lagos with his partner Haji, and together they co-founded an artistic development project, The QDance Center, a creative incubator for art practices, talent development and community engagement, a unique structure with which they examined and experimented the possible intersections between arts and society.

Qudus has been a favorite on major international stages, biennials, and festivals across 59 countries including Venice Biennale, Biennale de Lyon, Festival d'Avignon, Roma Europa, TED Global, Torino Danza, Dance Umbrella, Festival TransAmerique, Centre Pompidou, Philharmonie de Paris, etc.



The QDance Company is a contemporary dance company with international outlook, working with dancers from different cultures and background. After creating internationally renowned works, that have toured globally over the last decade under YK Projects Paris, Qudus Onikeku, now base his choreographic works, with company dancers and musicians between Lagos and Paris.



**PAST WORKS:**

- Out Of This World (2023) post genre
- Re:INCARNATION (2021) Piece for 10 dancers and 2 musicians
- SPIRIT CHILD (2019) Solo piece with 3 musicians
- YUROPA (2018) Piece for 3 dancers and 1 musician
- INFINITE NOWNESS (2017) Solo performance (Venice Biennial)
- RIGHT HERE RIGHT NOW (2017) Performance video installation
- RAINMAKERS (2017) Piece for 7 dancers
- WE ALMOST FORGOT (2016) Piece for 6 dancers and 1 actress
- AFRICAMAN ORIGINAL (2015) Solo dancer and 1 video maker
- IWA L'EWA (2015) Piece for 10 dancers and 5 musicians
- QADDISH (2013) Solo piece with 4 musicians
- STILL / LIFE (2011-2012) Solo piece with 2 musicians
- MY EXILE IS IN MY HEAD (2010) Solo piece with 1 musician
- LOST FACE (2006) Solo Piece



# THE QDANCE COMPANY

[www.qdancecenter.com](http://www.qdancecenter.com)

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**PRODUCTION**

*YK Projects. Paris*

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