

# Rana Hamadeh

## Standard\_*Deviation*

In collaboration with Sara Hamadeh

### Credits

Standard\_*Deviation* is a new work by Rana Hamadeh (in collaboration with Sara Hamadeh) – part of The Destiny Project series

Work written, directed and composed by Rana Hamadeh  
In conversation with Sara Hamadeh

Sound design, Sound editing & Mixing: Jorg Schellekens  
Object and space design / Scenography: Rana Hamadeh  
3-D modelling and animation: Ryan Cherewaty; Vasilis Kasselas  
Extra 3-D modelling and animation: Esther de Bruijn  
Video editing: Sara Hamadeh  
DOP & Camera: Sara Hamadeh  
2-D Graphics & animation / Graphic design: Jungeun Lee & Kay Pisarowitz  
Operatic Performance: Gerrie de Vries  
Spoken Word: Rana Hamadeh  
Percussion: Jacobus Thiele  
Recording Sound Engineer: Huub Krom  
Recording Studio: Studio OORbit, Amsterdam  
Recording Sound Engineer: Matthias Landes  
Recording Studio: Klanghafen Studio, Rotterdam  
Colour Grading: Embel Studio Post  
Printer set up: André Castro  
Production Assistants: Isabelle Sully and Pilar Mata Dupont  
Technical Troubleshooter: Ioanna Tomici  
Producer: Rana Hamadeh  
Consultant: Rik Fernhout

“Hydrophone/Lav Recording of 1000 Maggots in sticky wet mud” by Richard Devine, used with permission from the artist.

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