



Interactive audiovisual installation of micromapping, part of the transmedia project *Hypernatural* by Kònic Thtr. *Hypernatural* explores the relation individual – architecture and landscape. An architectonic scale model serves as a support for the projection of evocative images that will interact with the sound and movement of the audience. A project part of the research and creation program *ViSet _ VirtualSet*, Europa Creativa-Cultura 2015-2016.

LEAD BY:

KònicThtr, Kònic thtr is a Barcelona based artistic platform focusing on contemporary creation at the border between art and new technologies. Its main center of activity is the application of interactive technology to artistic projects. Kònic thtr is internationally renowned for the use and incorporation of interactive technology in creative projects.

Their work has been presented in over 30 countries and amongst other: MACBA, Mercat de les flors -Barcelona-, Institute of Contemporary Arts, Ikon Gallery, Tramway (UK), V2 (Holland), ZKM, Podewill (Germany), Centre Pompidou/IRCAM (France), Centro de la imagen, CNART and CCE, (Mexico), CESC Pompeia and Abrace, Sao Paulo (Brazil), Theatre Mohamed VI, Casablanca (Morocco), Tshekh/Proekt Fabrika Moscow (Russia), EMPAC and 3Legged Dog, New York (USA), RokBund Art Museum, Shanghai and DanStorm, Beijing (China), PIER2 Art Centre, Kaohsiung (Taiwan).



A performer walks in the augmented reality of a theater proscenium, masked on the fourth wall (the invisible one) by a tulle fabric, which acts as a canvas for video projections, telling the key steps of the development cycle of life. Fertilization, birth, growth, play, mutation, relationship, illness and death are evoked in the imaginative space where the artist's imagination, the actor's movements and a sequence of interactive animations plunge in a words and sounds texture vibrating on the archetypes and ideas strings. The water that cradles us in the womb and then permeate our cells along the existence path, appears and disappears in the colors and lights of the digital images, in the resonances of musical carpets and in the echoes of the poetic fragments from "Ossi di seppia", the work of the Nobel prize Eugenio Montale.

Developed by the Academy of Fine Arts in Brescia, through the activities of Andrea Gentili (Artistic Director), Massimo Balestrini (Project Manager), Paolo Servi (creative code programming) and Enzo Gentile (generative art, visual and sound design).

LEAD BY:

LABA (Libera Accademia di Belle Arti di Brescia), recognized by AFAM-MIUR (Alta Formazione Artistica e Musicale), has been working for twenty years in fomenting the cultural patrimony of italian origin by the training of young generation who can be the leaders in the fields of the arts, the new technologies, design, fashion, photography, cinema, theatre, visual arts, architecture, interior design, stage sets, graphic design and multimedia.

LABA is able to combine the strenght of tradition and the innovative strength of the most advanced artistic research.



ViSet Project (Creative Europe) Final Festival

17th-18th November 2016

LABA Theatre - via Don G. Vender 66 – Brescia (Italy)



18th November 2016

- h 15.10 Set-up Show LABA Evolution 2.0 (with Stage Design Laba students)
- h 16.00 Evolution 2.0 - Technical Presentation
- h 16.15 Show Evolution2.0 LABA Libera Accademia di Belle Arti di Brescia
- h 16.45 Questions
- h 17.00 Festival Final Conclusions

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ViSet Project (Creative Europe) Final Festival

The Final Festival ViSet project is the last act of a 2-year journey that has allowed the teams (Italy, Serbia, Spain and United Kingdom), with the help of European Funds, the development and exchange of new knowledge in the field of new technologies applied to scenography (Virtual Set Design).

On November 17 and 18, the different project partners will present their research and stage creations in a participatory way, showing the processes and mechanisms of developing their projects, creating an interactive and transdisciplinary space to discuss and establish stronger relationships between technology, performing arts, motion, text, video, sound and live interaction with digital data.

17th November 2016

- h 11.00 Set-up Show Serbia (with Stage Design LABA students)
- h 14.45 Superhero of our Times - Technical Presentation
- h 15.00 Show Superhero of our Times - Kulturanova + FAM
- h 15.30 Questions



Presentation of the project developed by the ViSet partners Kulturanova and FAM (Serbia). 'Superhero of Our Times' is inspired by theatre performance based on the novel 'Kazohinia' written 1941 by Shandor Szathmari. Story of travel, exploitation, social isolation, hunger and sex, through brutally clear physical actions, finds itself in virtual setting.

We have also a plan to involve the audience through posting their selfies as quanta of scenography, slashing and voting for characters' actions via smart phones. I have decided to use combination of documentary and filmed material with live behaviour of same actors. Experimenting the possibilities of breaking the "simple stage illusion" and creating not just fascination effect, but the reaction of simultaneous humour and terror, lust and disgust, fear and laugh.

Any similarity with the real and the fictional is - fictional and real. Ivan Pravdić, director, dramaturge.

LEAD BY:

Kulturanova, (Novi Sad, Serbia), ONG funded in May 2001 in Novi Sad. The organization was funded as an 'umbrella' association of the diverse non formal groups of independent arts and particulars, young artists from Novi Sad. The objective of the organization is the development of culture and cultural entrepreneurship and to sensitize in social thematic relevant to Novi Sad and its area.

FAM (Serbia), funded in 2001 as a result of the increasing demand in a time of transition and reviving of the market economy in Serbia. The main objective and function is the management and education for the future. The Faculty is the fruit of knowledge, adquired experience, love and work of the people outside of our country.

17th November 2016

- h 15.30 Set-up Show UK The Alchemist (with Stage Design LABA students)
- h 16.45 The Alchemist – Technical Presentation
- h 17.00 Show The Alchemist - LEMON COLLECTIVE (UK)
- h 17.30 Questions



The Alchemist is a collaborative performance between The Lemon Collective and Bring The Fire Project that will tour Europe in 2016 as part of our Creative Europe 'ViSet Project'.

It was premiered as the opening show at Threshold Festival 2016 in Liverpool.

The Alchemist uses animated projections to augment and explore the intrinsic relationship between performance, movement and sacred geometry.

Interactive LED double staffs show the patterns and symmetry apparent in object manipulation, seeking to bridge the gap between virtual and physical interaction.

LEAD BY:

Lemon Collective (UK), Dennis Outten -freelance visual artist, creative director and prop maker specialising in wood turning, multimedia installations and performance art.

Szymon Mamys is an experienced fire performer and flow arts instructor, choreographer and producer of spectacular fire and light displays, founder of Bring the Fire Project and creator of Liverpool Fire Arts Festival.

Alex Herring is a freelance Theatre designer, specializing in set, costume and puppetry. She is also a keen performer and deviser, currently developing skills in Workshop Leading, Physical Theatre, Clowning, Fire Poi, Site Specific Performance, and Multimedia Costume.

18th November 2016

- h 10.00 La scena virtuale. Le nuove tecnologie, il teatro, la città - Institutional Meeting
- h 11.30 Set-up Show SPAIN The Alchemist (with Stage Design Laba students)
- h 14.15 Hypernatural – Technical Presentation
- h 14.30 Show Hypernatural. INSTALLATION - KònicThtr
- h 15.00 Questions

Speakers include:

Luigi Morgano, Member of European Parliament
Umberto Angelini, Teatro Grande of Brescia Supervisor
Gian Mario Bandera, Centro Teatrale Bresciano Director
Roberto Dolzanelli, LABA Director

Moderator:

Andrea Gentili, LABA Stage Design Dept. Coordinator

The meeting proposed the leaders views of the two major theatrical institutions of Brescia, the **Teatro Grande** and the **Centro Teatrale Bresciano**, regarding the cultural and social function of the theater, which are increasingly introducing the use of new technologies for the creation of virtual sets.

Luigi Morgano, Euro MP member of CULT Commission, will introduce the report "A coherent EU policy for cultural and creative industries", recently approved by European Parliament.