

DIGITAL TALK

HYBRID BODY IN PERFORMING ARTS

4 JULY 2023

H 17.00 - 18.45

Join Zoom Meeting

<https://us02web.zoom.us/j/83367102992>

The fusion of performance and new technologies has made it possible to expand the expressive possibilities of live performances with immersive and interactive elements. During this panel, the artists involved will present their research in relation to the performing arts and explore the relationship between performer and audience, between virtual and hybrid body, and between the importance of the experience and of the immersiveness, thus opening up the dialogue to new possibilities of interdisciplinary collaboration combining art, science, research, and technology.

First presentation

Title:

The participatory performance in mixed reality "Eve 3.0"

Abstract:

The multimedia stage creation "Eve 3.0" (Bergamo Meneghini, Boniotti, Desnoyers-Stewart and González-Franco, 2023) can be an example of reflecting how combining virtual reality and live performance, can affect audience participation and change conventions. "Eve 3.0" is a contemporary dance performance with elements of sound, visual projection, and mixed reality (XR) media. The live performance envelops the XR experience, composed of three parts: a 360° stereoscopic film, an interactive CGI part, and an augmented reality part. At different times, 12 people, in a larger audience, are invited by the performer to enter the performing space, wear a virtual reality headset, and actively participate in the stage experience, guided by the VR content and the performer. Participants embody the point of view of the character Eve, in a visual narrative where they meet a group of teenagers and listen to fragments of a story told by voices. They encounter six sensitive characters affected by addiction, anxiety, depression, obsession, jealousy, and paranoia. Their stories emphasize the incentive to share that non-verbal dialogues between bodies can generate. The narrative is complemented by multi-sensory elements such as touch, smell, and movement. This can provoke a sense of presence and control of actions and their consequences.

Bio Speaker:

Margherita Bergamo Meneghini is a dancer, choreographer, and researcher. She has dedicated herself to contemporary dance and completed her studies in Choreography in Barcelona after a professional career with the Italian Rhythmic Gymnastics Team. She worked with the dance company Erre que erre, and she was co-artistic director of Les filles Föllén. Margherita has been working with virtual reality since 2017 when she founded Compagnie Voix. Her creation "Eve, dance is an unplaceable place" (2018), co-created with Daniel González-Franco, won the Laval Virtual Award Recto VRso 2019, the VR Grand Prize at the Kaohsiung Film Festival, and is part of the Institut Français Digital Catalog. She has created XR choreographies for Trizz Studio, Atelier Daruma, Digital Rise, and Tamanoir, and has been collaborating on research with other dance companies in Italy (Seesaw) and Germany (Zeit/Geist Eva Baumann). She is currently working on the hybrid live / XR performance "Eve 3.0", on which she is basing a PhD dissertation. She has been attached to the research units Scènes du monde at EDESTA University of Paris 8, and Visual, Performative, and Media Arts at the University of Bologna.

Website:

<https://compagnievoix.com/en>

Second presentation**Title:**

What it means to be human in a digital world

Abstract:

Humanverse is a research project that visually explores the Metaverse and the potential of artificial intelligence. The Digital Talk focuses on performing arts and web3 theater, providing a collective experience of digital immersion.

The main objective of Humanverse is to analyze the role of the body in the digital dimension. The dynamic narrative engages the spectators, transforming them into active participants in interactive storytelling, guided by an artificial voiceover within a virtual space.

Artificial intelligence assumes the role of an orator, using words and linguistic suggestions to assist the spectator in their navigation and exploration of this new environment.

An actor-avatar will act as a guide, leading the audience along a path defined by AI and facilitating the discovery of their digital identity.

The show pushes boundaries, involving multiple actors and creating a layered, interactive experience. It can be enjoyed both in-person and remotely, by using different platforms and devices that leverage the power of real-time multiplayer.

The project supported by the Italian Council (11th edition, 2022), the program aimed at supporting Italian contemporary art in the world promoted by the Directorate General for Contemporary Creativity within the Italian Ministry of Culture

Bio Speaker:

Martin Romeo is an Italian-Argentine visual artist who explores the relationship between nature and technology through various mediums, including dynamic sculptures, VR performances, and multimedia installations. His research enables him to interpret and intimately perceive the world, dividing his production into tangible and intangible works. Tangible works give shape to data, while intangible works return data in the form of experiences.

He has participated in international exhibitions as both an artist and designer, including the Expo in Astana 2017, Kazakhstan, and the Venice Biennale 2018. He has also been a resident artist in various international residences, such as the Swatch Residency in Shanghai and the Inside-Out Art Museum in Beijing.

Martin has collaborated with companies on the design of new Web3 ecosystems, including Bulgari, Apple, Dolce&Gabbana, and Red-Eye Magazine, among others. He was awarded the Italian Council grant from the Italian Ministry of Culture in 2022 and is part of the “Quadriennale di Roma - Italian Art 365°”. Additionally, he has been selected as a reference artist at the Italian Design Pavilion in Hong Kong, was an artist of the Uffizi Diffusi by Uffizi Galleries, and his work is currently exhibited at the EU Parliament in Brussels.

Martin is the coordinator of the MA in Visual Arts in the Digital Age at IED, a lecturer at NABA in Milan, and is represented by Reasoned Art - a digital art gallery.

Contact:

<https://www.instagram.com/martromeo/>

PROGRAM

17.00 - 17.15

Welcome and introduction to the experts/speakers

Introduction to the first presentation

By Alessia Gervasone

17.15 - 17.45 h

The participatory performance in mixed reality "Eve 3.0"

Expert Mrs. Margherita Bergamo Meneghini

17.45 - 17.50 h

Introduction to the second presentation

17.50 - 18.20 h

What it means to be human in a digital world

Expert Mr. Martin Romeo

18.20 - 18.45 h

Final conclusion and questions