

COTRONE OFFICINE SINTETICHE PRODUCTION

Directed by: Marcel.li Antúnez Roca

Director's Assistant: Vanessa Vozzo

Consultation for Interactive Dramaturgy: Antonio Pizzo, Pere Vilà Barceló

With: Alessandro Lombardo, Ettore Scarpa

Technical Direction: Oriol Ibañez

Technical Assistance: David Giacomelli, Marco Scevola

Animation: Liliana Fortuny

Colour: Wahab Zeghlache

Graphics: Riccardo Muroni, Juliana Acevedo

Sound/Music: Paolo Armao/ASA Lab, Andrea Valle

Programming: Javier Chavarri

Organisation: Il Mutamento Zona Castalia, Servi di Scena opus rt, Panspermia S.L.

Italian-Spanish Coordination: Officine Sintetiche

Documentation: CIRMA

Running time: about 60 minutes

Cotrone Officine Sintetiche Production is an Italian-Spanish production involving professionals from various working backgrounds, ranging from cultural to technological research.

The show is directed by Marcel.li Antúnez Roca, internationally renowned as one of the most authoritative figures in digital performance, electronic art, theatrical experimentation and the relationship between man and machines.

STORY-LINE

COTRONE is inspired by *I Giganti della Montagna* (The Mountain Giants), the unfinished posthumous work of Luigi Pirandello, a very well known Italian playwright of the early twentieth century.

The unwritten final act, which the author had only recited to his son on his deathbed, becomes the suggestive "mystery" which brought about this performance.

Marcel.li's carnal and fantastic world has an unexpected affinity to the enigmas which shroud the Villa della Scalogna (House of Bad luck) particularly *Arsenale delle Apparizioni*. This last place in particular has been transformed by the Catalan performer's visionary, ironic and technological nature, appointed to take on the unfinished final act of *I Giganti della Montagna*.

Two unknowns take on the role of guide, two crazy characters who maintain that they are the bearers of Pirandello's last words. In the new *Arsenale delle Apparizioni*, they use technological devices designed by Marcel.li to recount their version of the last missing piece.

And so, as if by magic, we also find Ilse and Cotrone, Spizzi and Diamante, Cromo and Battaglia, Quaqueo the dwarf and the young Milordino in the *Arsenale*, who turn to the spectators telling their tales as "characters in search of an author" (like the title of another Pirandello work), deformed by their own desires.

LANGUAGES

COTRONE occurs in an essential scene, made up of a big screen, safety mats, a videocamera and special technological devices such as the "guncam". The two actors wear "dreskeletons", interfaces of an esoskeletal nature, created by Marcel.li from 1998 and developed especially for this performance.

A network of hardware and software devices, including the newly updated version of v4 POL, enable a performance to make use of a specific working style developed by Marcel.li and defined as "systematurgy".

COTRONE transcends traditional forms of theatrical drama, generating new contexts where digital interaction augments reality, and various interfaces allow the actor or the spectators to expand on their own typical roles.

SYSTEMATURGY

The aforementioned Systematurgy is used as the work methodology for the dramaturgy and the narration.

This neologism, invented by Marcel.li, joining the words 'system' and 'dramaturgy' together, is a technique where technology plays a fundamental role.

Just as cinema took on the theatrical and paratheatrical techniques of the 19th century, applying them in a new artform which made use of new innovative technologies, Systematurgy uses theatre and the visual arts to generate new artistic contexts characterised by information technology. So Systematurgy is relatively young, and perhaps this is why it relies on the micro-narration technique, rather short narrative nuclei constructed on the bones of the dramaturgical text, which enable the efficient organisation of material for composition through interactive management.

The main tool used for applying Systematurgy is v4 POL software created by panspermia S.L. which allows the coordination and synchronisation of the other applications which are used for the interactive performance, such as Pure Data, Open Frameworks, GEM and more.

CV

MARCEL.LI' ANTÚNEZ ROCA

Internationally recognised as one of the most authoritative figures in the area of digital performance, electronic arts, theatrical experimentation and the relationship between man and machines, Marcel.li has created a strictly personal and iconoclastic visual universe over a period of 30 years. He unites instinctive vitalism and technological prostheticity on the base of a reflection which led to the implementation of a specific artistic production, which Marcel.li calls Systematurgy, composed of an iconographic and technological personal world.

His works have been presented in more than 35 countries, from Asia to South America, in theatres, museums, galleries and in unconventional places such as London's Institute of Contemporary Arts, DAF in Tokyo, MACBA in Barcelona, the Musée de la Photographie de la Ville de Paris and ZDB in Lisbon.

He includes mechatronic performances, using robots instead of interactive installations. His work also continues developing thanks to collaboration with important collectives such as the Fura dels Baus, which he founded and headed in the eighties.

His performances have been widely reviewed. His working methodology has been the focus of studies and critical analysis throughout the world.

Antúnez has won the following prizes in recognition of his achievements: First place Etrange Festival in Paris 1994, Best New Media Nouveaux Médias Cinéma in Montreal 1999, Max Award 2001, 2001 FAD Award in Barcelona 2001, Honorary Mention Prix Ars Electronica 2003, Ciutat Award in Barcelona 2004.

OFFICINE SINTETICHE

Officine Sintetiche is a platform which originated in Piedmont (Italy), created by Tatiana Mazali, Antonio Pizzo and Vanessa Vozzo, which develops and promotes artistic creations in the area of performance and interactive digital arts.

Officine Sintetiche furthers interaction between new genres (from theatre to video, from performers to the IT programmers).

It enables professionals to collaborate with artists, researchers and students.

Officine Sintetiche is a platform which unites research, training, production and live events inside an international, cross-sector environment. They secure backing from businesses, Universities and Training Centres, public and private entities, and financial institutes.

Officine Sintetiche implements a cross-border methodology, aimed at promotion internationally and reducing costs of productions through economic contributions and services.

Officine Sintetiche came about in 2006 through collaboration between the University of Turin - the Faculty of Education Sciences - MultiDams (Multimedia applied to Arts, Theatre, Film, and Music), the Politecnico di Torino - Cinema Engineering and Communication Media, Servi di Scena opus rt/Malafestival and Marcel.li Antúnez Roca/Panspermia S.L.. They later cooperated with Virtual Reality & Multi Media Park and Il Mutamento Zona Castalia.

CREDITS

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Il Mutamento Zona Castalia – IT

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14th November 2010
Cavallerizza Reale – Maneggio – Via Verdi 9, Torino - Italy
Festival d'autunno – Prospettiva 2
Teatro Stabile di Torino

Première in Spain

2nd December 2010
Centre Cultural la Mercè – Pujada Mercè 12, Girona - Spain
Festival Temporada Alta