## fuse\* *Dökk*

(virtual programming)

For videos, photos, and more information about fuse\*: <a href="http://www.elsieman.org/artist-roster/fuse/">http://www.elsieman.org/artist-roster/fuse/</a>
<a href="https://www.fuseworks.it/">https://www.fuseworks.it/</a>

Dökk is a live, multimedia performance of light, sound, and movement conceived and produced by the Italian digital art studio fuse\*, in collaboration with performer Elena Annovi.

One-hour in length, *Dökk* is a solo journey through the subconscious. The performance takes audiences into an endless universe, into a mandala-like experience. *Dökk* evokes the random, unforeseeable experience that is life itself. It looks at the circle of life as a search for the balance between light and darkness. (Dökk is the Icelandic word for "darkness").

For Dökk, fuse\* created a software to synthesize the data collected in real time from four sources: the show's score, the movement of the performer, her heartbeat, and the emotional analysis of what people around the world are posting at that moment on social media. Thus, each performance is one-of-a-kind, singular experience. The innovative technology, combined with multiple projection layers and the moving body of the performer, create an incredibly unique experience for the audience. The spectacular production design delivers a stunning 3D illusion, ultimately fed by the collection of data.

For pandemic programming, fuse\* has developed a tridimensional experience for the audience with the addition of three live-cameras: one positioned on the performer looking outward from the stage, another on the backstage tech person, and a third camera located in the house, focused on the stage action. Through these three lenses, at-home audiences will be able to have a closer experience from afar.

The company will perform live in Italy, with a live-stream available for venues to broadcast. If presenters can host audience, they could also choose to install three large screens in an open room/space or inside their theater. Audiences could then gather to view the live-stream - while social-distancing.

Length of performance: 55 minutes Advance time required: 2 months



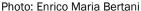




Photo: Jaime Martin