

 fuse\*

**fuse\*** is a studio and a production company founded in 2007 that operates at the intersection between art and science, with the aim of exploring the expressive potential offered by the creative use of emerging digital technologies.

Ever since the outset, the studio's research has focused primarily on the production of installations and live-media performances capable of profound audience engagement amplifying the emotional impact of the narration.

Over the course of the years, the studio has evolved, thereby allowing for an ever more holistic approach to the creation of new projects. Adopting a *modus operandi* which valorizes pure experimentation, the goal is to create works that inspire people, push back the limits and seek out new interplay between light, space, sound, and movement.

fuse\* has always linked its activity and development to that of the community in which it operates, supporting, promoting and developing projects aimed at spreading culture and knowledge. For this purpose, it co-produces NODE since 2016, an electronic music and digital arts festival.

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# MULTIVERSE

## Installation

During the last century, several hypotheses have been formulated involving the nature of our universe. Some theories lead to presume the existence of a multiverse: a system composed of an infinite number of universes that coexist simultaneously outside of our space-time.

Multiverse is an audio-visual installation that draws inspiration from these concepts and, through the creation of a sequence of digital paintings, generated in real-time, attempts to represent the eternal birth and death of infinite parallel universes. The concept of eternity and the idea of infinity are translated also with the modality in which the visitor and the artwork interact with each other.

The installation consists of a vertical projection of 7.5 meters high and two large mirroring surfaces that generate an infinite reflection of the image towards the sky and the center of the earth. The goal is to increase the perception of reality by giving the impression that the installation is going beyond the physical walls projecting itself into a boundless space.

**Year:** 2018

**Production:** fuse\*,

BDC – Bonanni Del Rio Catalog

**Art Direction, Executive Production:**

Mattia Carretti, Luca Camellini

**Concept:** Mattia Carretti, Luca Camellini,

Samuel Pietri, Riccardo Bazzoni

**Software:** Luca Camellini, Samuel Pietri

**Sound Design:** Riccardo Bazzoni

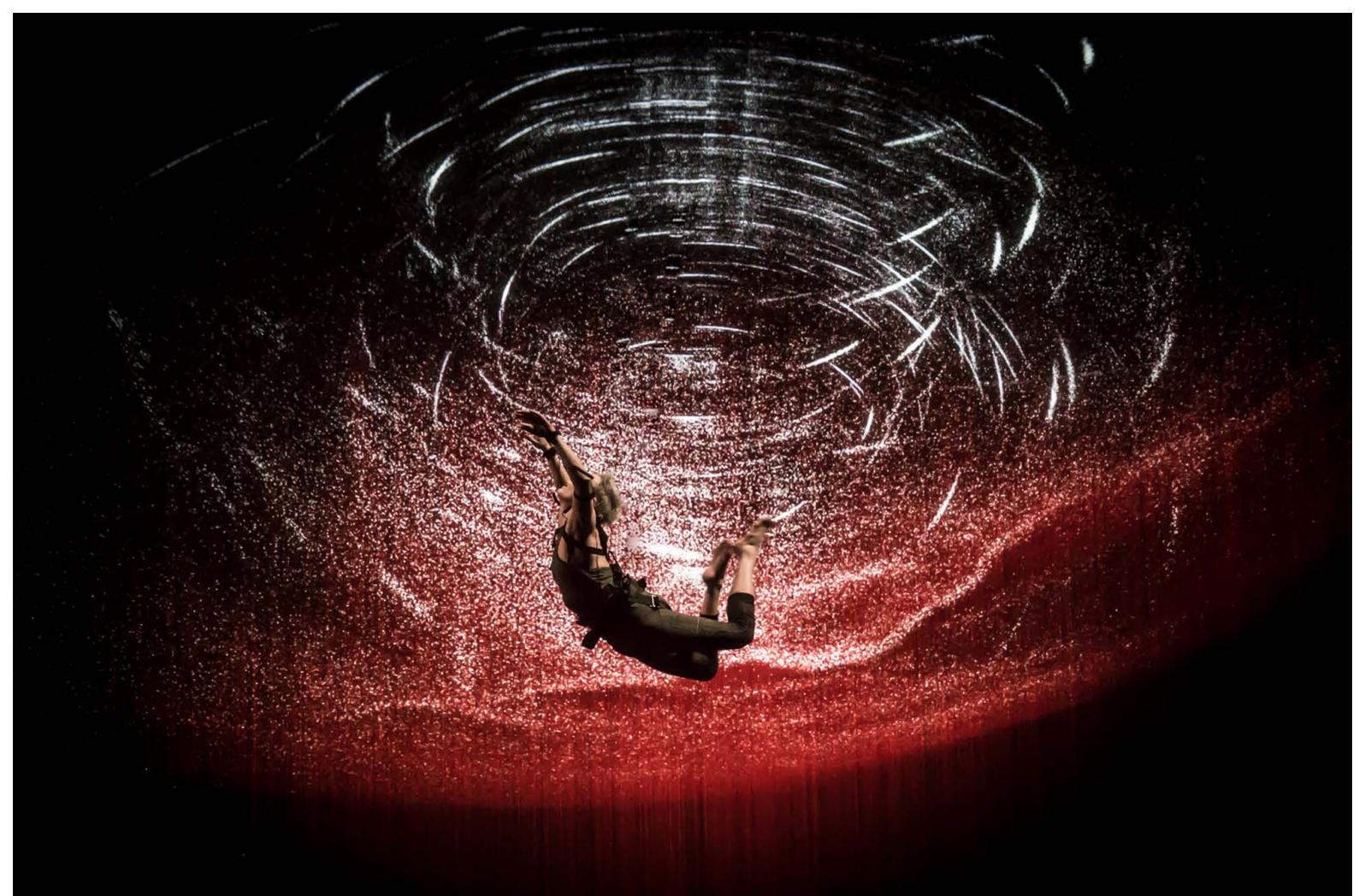
**Hardware Engineering:** Matteo Mestucci

**Setting:** Fiera Srl

**Video Report:** Matteo Torsani

**Photo Report:** Emmanuele Coltellacci

Trailer <https://vimeo.com/205071534>



# DÖKK

**Live Performance**  
50 min.

Dökk, the new live-media performance developed by fuse\* and the follow-up of Ljós, will be premiered in autumn 2017 after an intense residency program at La Corte Ospitale.

Dökk is a journey throughout a sequence of digital landscapes where the perception of space and time is altered. Throughout this journey, the performer's experience is deeply interconnected to everything in the world surrounding her. In order to represent this concept of interdependence, a system has been created which processes real-time data from biometric and movement sensors (worn by the performer and placed on the stage) together with data coming from social networks. These data contribute to modify both the digital landscapes and the soundscapes of the performance.

Every time the performance is staged, the system analyzes in real time the messages that people from all over the world share on social networks, inferring the emotional state through a sentiment analysis algorithm (the same algorithm that has been used for the installation Amygdala). These data, together with the performer's biometric data, make the performance different every time it is staged.

*In collaboration with La Corte Ospitale - Progetto Residenziale 2016*

**Year:** 2017

**Production:** fuse\*

**Art Direction, Executive Production:**

*Mattia Carretti, Luca Camellini*

**Concept:** *Mattia Carretti*

**Performer, Choreographer:**

*Elena Annovi*

**Software Supervision:** *Luca Camellini*

**Software:** *Paolo Bonacini, Matteo Mestucci, Samuel Pietri*

**Sound Design:** *Riccardo Bazzoni*

**Hardware Design:** *Matteo Mestucci*

**Production Management:**

*Filippo Aldovini*

**Support for Concept Development:**

*Giulia Caselli*

**Scientific Consultant:**

*Margherita Carretti*

**Trailer:** [vimeo.com/205071534](https://vimeo.com/205071534)



# LJÓS

**Live Performance**  
**20 min.**

Ljós (Icelandic for 'light') has been conceived in continuity with the research carried out by fuse\* in the field of digital and performative arts, which explores the deep connection between light, space, sound and movement. In Ljós, the performer is the means that allows the viewer to access a surreal and dreamlike space, a dimension with no gravity nor time, made by sounds and images reacting and interacting in real time. A shape-changing universe, which evolves from amniotic fluid in the beginning - protecting and supporting the performer - to the setting for violent explosions and transformations later - leading her to a direct contact with ground and Earth.

In Ljós, the movements of the performer echo throughout the space, moving lines, 3dimensional grids and masses of particles lost in the obscurity.

Praised for its capability to lead the viewer into imaginary and remarkable worlds, Ljós aims at connecting digital and real. This is made possible by a software which modifies in real time all scenic elements accompanying the interpretation by performer Elena Annovi. fuse\* came to this result after a long period of research, experimentation and rehearsing, an extensive effort necessary for producing a truly immersive experience, strictly in real time.

**Year:** 2014

**Production:** fuse\*

**Direction, Executive Production:**

*Mattia Carretti, Luca Camellini*

**Software Supervisor:** Luca Camellini

**Software Development:** Paolo Bonacini

**IT Development:**

*Luca Camellini, Matteo Mestucci*

**Sound Design:** Riccardo Bazzoni

**Dancer and Choreographer:**

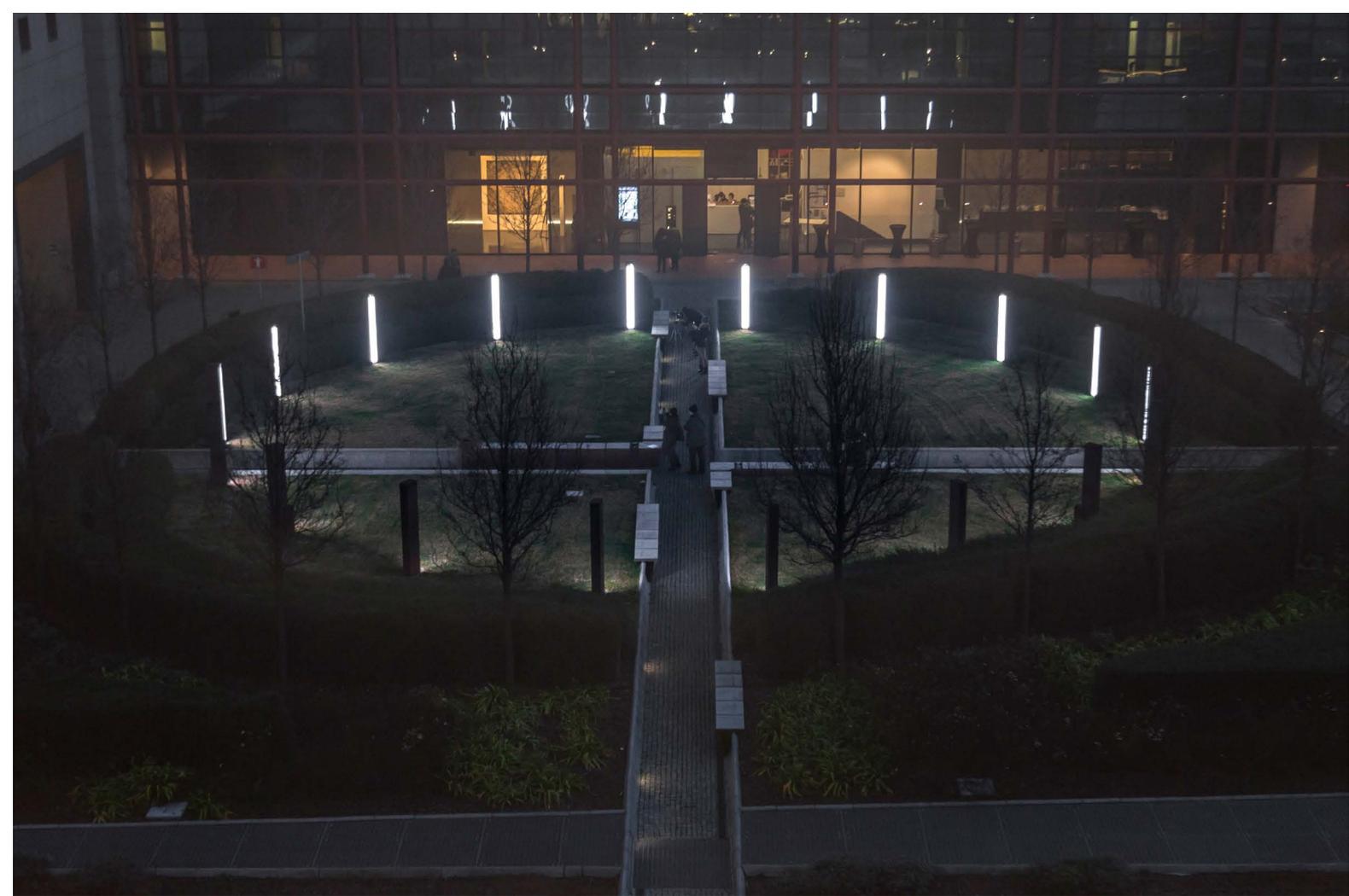
*Elena Annovi*

**Production Management:**

*Filippo Aldovini*

**International Premiere:**

*STRP biennial / Eindhoven, NL*



# AMYGDALA

## Installation

The emotional state of each and every one of us is conditioned by impulses and stimuli from the outside world, from the people we relate to and from our experiences, constantly modifying our perception of ourselves and what lies around us. Ever more often, these interactions take place through digital social channels and networks, turning into data which may be listened to, interpreted and used.

Amygdala listens to shared thoughts, interprets states of mind and translates the data gathered into an audiovisual installation capable of representing the collective emotional state of the net and its changes on the basis of events that take place around the world.

The aim is to make visible the flow of data and information that are constantly being created by users, and that may be heard and interpreted by anyone, in the attempt to stimulate a reflection on the opportunities and dangers of the digital revolution that we are currently going through.

**Year:** 2016

**Commissioned by:** UNIPOL

**Premiere at:** FLUX-US @ CUBO /

January 26 – April 16 2016

**Awards:** 20th Japan Media Arts Festival,

Jury Selections – Art Division

**Video Shooting:** Gianluca Bertoncelli



# CORTEX

## Light sculpture

The universe is an ensemble of atoms and electromagnetic fields that vibrate and resonate. Particles and energies that our brain turns into colors, smells, fragrances and tastes, generating a flow of emotions that give meaning to our lives. The whole world we live in is created by the way reality is reflected in our minds.

Cortex explores the sense of sight. As our eyes capture light, our mind turns the frequencies of the colors reflected by all objects into electric impulses. These impulses reach our cortex, where billions of neurons are responsible for making sense of what we see. By observing Cortex, the viewer gets the feeling of being immersed in a flow of particles travelling at the speed of light: particles that might turn into delicate reflections – slightly visible – or into violent lightstorms enveloping the viewer.

**Year:** 2016

**Production:** fuse\*

**Direction, Executive Production:**

*Luca Camellini, Mattia Carretti*

**Software Development:** Luca Camellini

**IT Development:** Matteo Mestucci

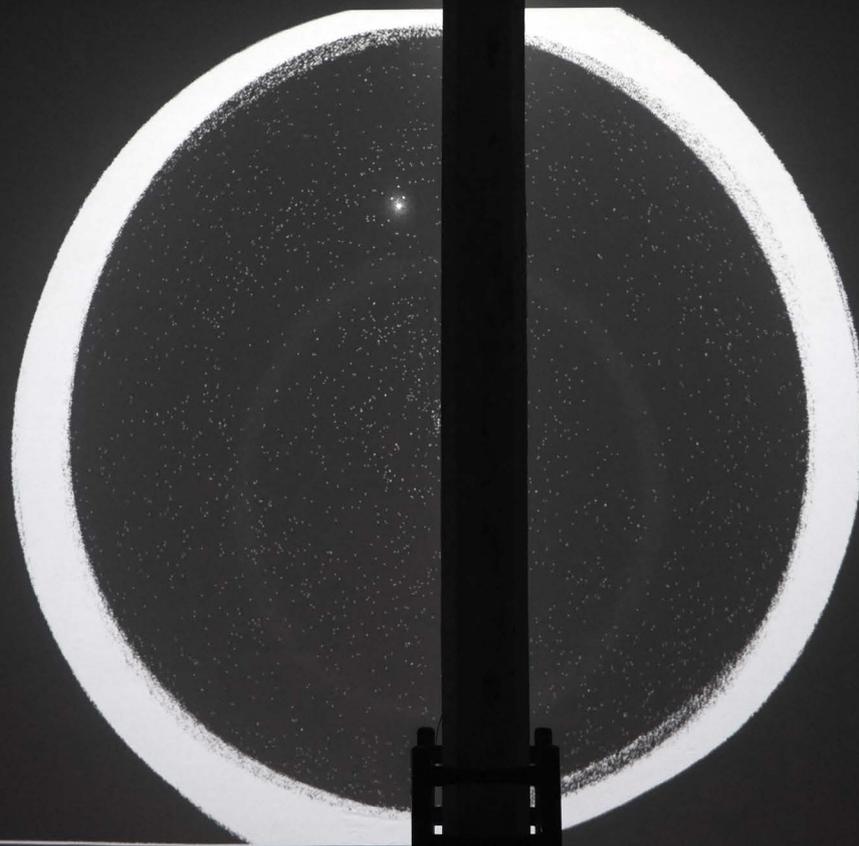
**Sound Design:** Riccardo Bazzoni

**Production Management:**

*Filippo Aldovini*

**Prototyping:** Daniele Iandolo

**Premiere at:** Scopitone Festival 2016



# CLEPSYDRA

## Installation

Clepsydra is an immersive installation premiered at DIESEL BLACK GOLD's party at the Milan Fashion Week 2016. The concept attempts at the representation of gravity, a mental construct long used to measure time. The key feature of the installation is the close connection between audio and video, the correlation of which is achieved through a real-time analysis of samples from the right and left channels which go on to influence and modify their corresponding universes. The visitor thus finds himself immersed in a non-place, crossed conceptually by sounds and images shifting from one universe to the another.

**Year:** 2016

**Production:** fuse\*

**Commissioned by:** Diesel Black Gold

**Direction, Executive Production:**

*Mattia Carretti, Luca Camellini*

**Software Development:** Luca Camellini

**IT Development:** Matteo Mestucci

**Sound Design:** Riccardo Bazzoni

**Production Management:**

*Filippo Aldovini*



# N

## Architectural projection

The physical laws governing the behaviour of the elements are particularly fascinating for the rigor and precision with which they create and sculpt the world surrounding us. N was born from the interest to explore, interpret and represent nature's laws, in an attempt to recreate these processes and to trigger in the viewer the impression to be in front of a living organism.

The work has been presented for the first time in 2010 at NODE Festival and in 2016 it has been completely redesigned for Lumina Festival in Cascais, Portugal.

**Year:** 2010 ~ 2016

**Premiere:** NODE festival / Modena, IT

**Prize:** Digital Graffiti 2011 –

*Most Innovative Visual Installation*

**Commissioned by:** NODE festival

## SELECTED EXHIBITIONS/LIVE:

### 2019

MUTEK / Montreal, CA - Dökk  
TodaysArt / Den Haag, NL - Dökk  
Arts@Tech c/o Georgia Tech Arts / Atlanta, US - Dökk  
MUTEK.SF / San Francisco, US - Dökk  
Artehouse - Washington DC, USA - Solo Exhibition  
Nuit Blanche des Chercheurs / Nantes, France - Dökk  
Kopergietery Festival Digital / Ghent, Belgio - Ljós

### 2018

IMPACT festival - Hasselt, Belgium - Dökk  
RomaEuropa - Rome, IT - Dökk  
Bonanni Del Rio Catalog - Parma, IT - Multiverse  
Week53 festival - Salford, UK - Dökk  
Athens Digital Arts Festival - Athens, GR - Dökk  
Di palco in palco – Matera 2019 - Matera, IT - Dökk  
AvantScène - Cognac, FR - Dökk  
In BETWEEN. Dialoghi di luce @ CUBo - Bologna, IT - Dökk

### 2017

ACT Festival / Gwangju, South Korea - Dökk  
TAXT Festival / Taoyuan, Taiwan - Dökk  
Biela Noc / Bratislava, Slovakia - Dökk

### 2016

ACT festival - Gwangju, KR - Ljós  
RomaEuropa - Roma, IT - Ljós  
Maintenant Festival - Rennes, FR - Ljós  
Scopitone - Nantes, FR - Cortex + Ljós  
Castel dei Mondì - Andria, IT - Ljós  
Lumina festival - Cascais, PT - N  
VIA festival - Maubeuge, FR - Ljós  
FLUX-US @ CUBO - Bologna, IT - AMYGDALA  
Milan Fashion Week - Milan, IT - Clepsydra  
Right Here, Right Now - Manchester, UK - Snow Fall

### 2015

NODE festival - Modena, IT - Ljós  
Lunchmeat festival - Prague, CZ - Ljós  
roBOt festival - Bologna, IT - Ljós  
Biela Noc - Kosice / Bratislava, SK - Ljós  
BuitenGewoon - Doetinchem, NL - N4.0  
Time in Jazz - Berchidda, It - Ljós  
Digital Graffiti - Alys Beach, FL, USA - Ljós  
STRP biennial - Eindhoven, NL - Ljós  
HI>DANCE festival - Roma, IT - N4.0

### 2014

Festival Della Fiaba - Modena, IT - Ljós  
Spazio Arte, CUBO - Bologna, IT - Independent Frequencies

### 2009 - 2013

Electropark - Genova, IT - Fragments  
Digital Graffiti - Alys Beach, FL, USA - N4.0