

 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.

CONTACTS:

*FUSE*FACTORY*

c/o FUSE srl

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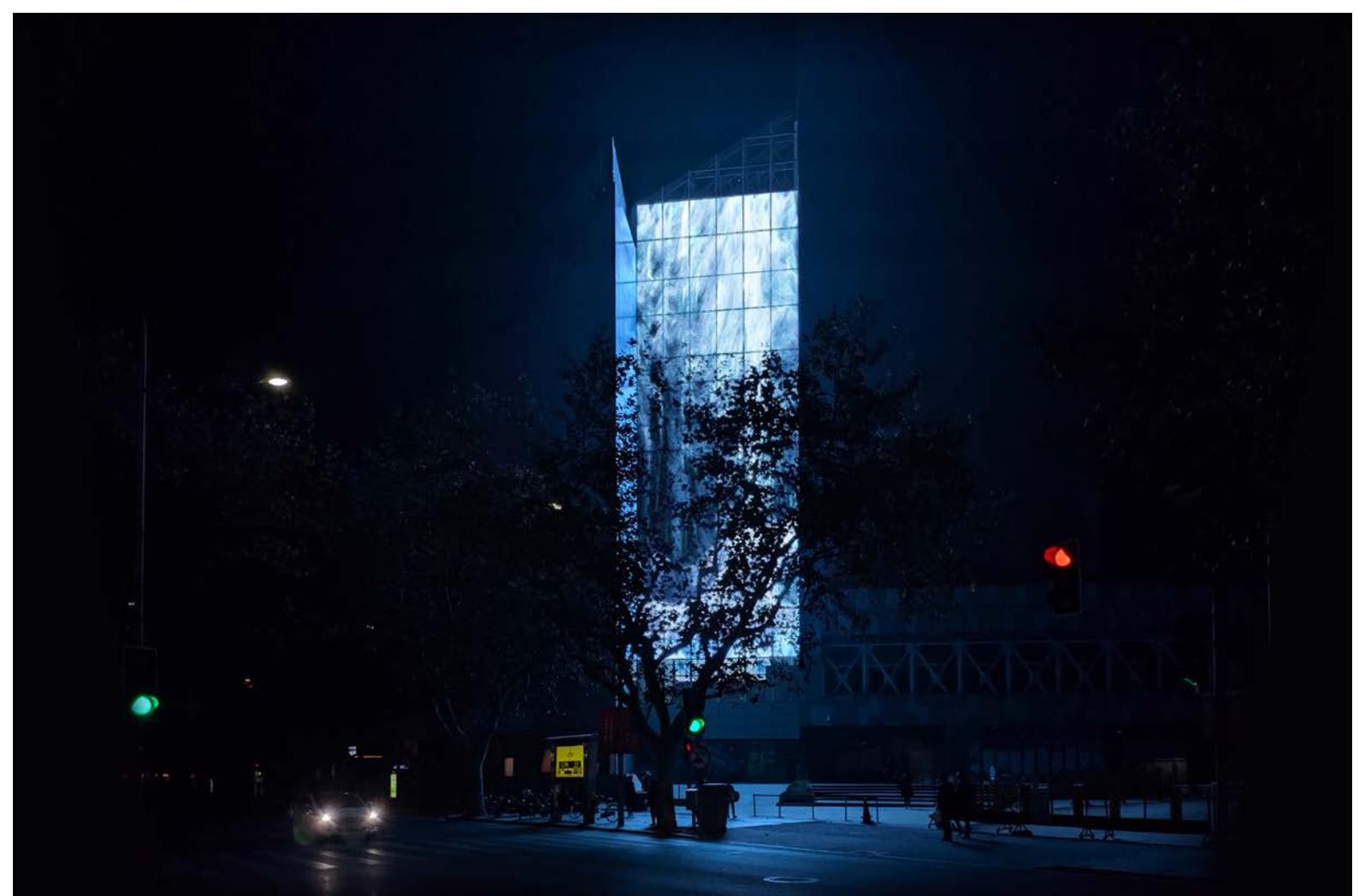
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Italy

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MIMESIS

AV Installation

Mimesis is a large scale installation which takes inspiration from the biological evolution of life on the planet while investigating the influence that anthropic action has on earth. It wants to explore our positive vision towards what can be preserved, changed or improved in our ecosystem and the consequences of our practices on different habitats. Since the beginning of our history, we as humans have tried to imitate and reproduce aspects of reality in order to create a meaningful representation of everything that surrounds us. How can we represent the scenario that is ahead of us, our future planet? Through this work we try to reveal how the future will be influenced by the way we interact with the environment. In order to do this we created a generative system which collects and elaborates data from the local environment where the installation is staged. These data constantly affect the visual and sonic outcome creating an audio-visual generalization of the future environment that we'll inhabit.

This concept is not understood just in the mere sense of reproduction or illusory image of nature but rather as a manifestation. Thanks to the real-time interaction of data from atmospheric measurement, nature appears in the digital image to be intensified in its processuality and unpredictability. Thus, Mimesis not only gives back an unprecedented knowledge of the aspects of nature that usually escape the vision, but also increases awareness of the effects of human action on the environment.

Year: 2020

Production: fuse*

First Commission: JL Design

Artistic Direction: Mattia Carretti,
Luca Camellini

Concept: Mattia Carretti, Luca Camellini,
Samuel Pietri, Riccardo Bazzoni

Software Artists: Luca Camellini
Samuel Pietri

Sound Design: Riccardo Bazzoni

Hardware Engineering: Matteo Mestucci

Support to Concept Writing:
Saverio Macri

Trailer: vimeo.com/mimesis



a bunch of flowers that are in a vase .



a vase filled with lots of purple flowers .



a vase filled with flowers on top of a table .

ARTIFICIAL BOTANY

AV Installation

Artificial Botany seeks to explore the latent expressive capacity of botanical illustrations through the use of machine learning algorithms.

Public domain archive images of illustrations by the greatest artists of the genre such as Maria Sibylla Merian, Pierre-Joseph Redoutè, Anne Pratt, Mariann North, and Ernst Haeckel were collected. These illustrations have become the learning material for a particular machine learning system called GAN (Generative Adversarial Network), which through a training phase is able to recreate new artificial images with morphological elements extremely similar to the images of inspiration but with details and features that seem to bring out a real human representation. The machine in this sense re-elaborates the content by creating a new language, capturing the information and artistic qualities of man and nature.

The text underlying each artwork is generated by the exploitation of another neural network algorithm. This type of system is called “image to text translation” and while commonly it’s used to classify images, here it has been tested by asking it to recognize other artificial-generated images frame by frame.

Year: 2019

Production: fuse*

Art Direction, Executive Production:

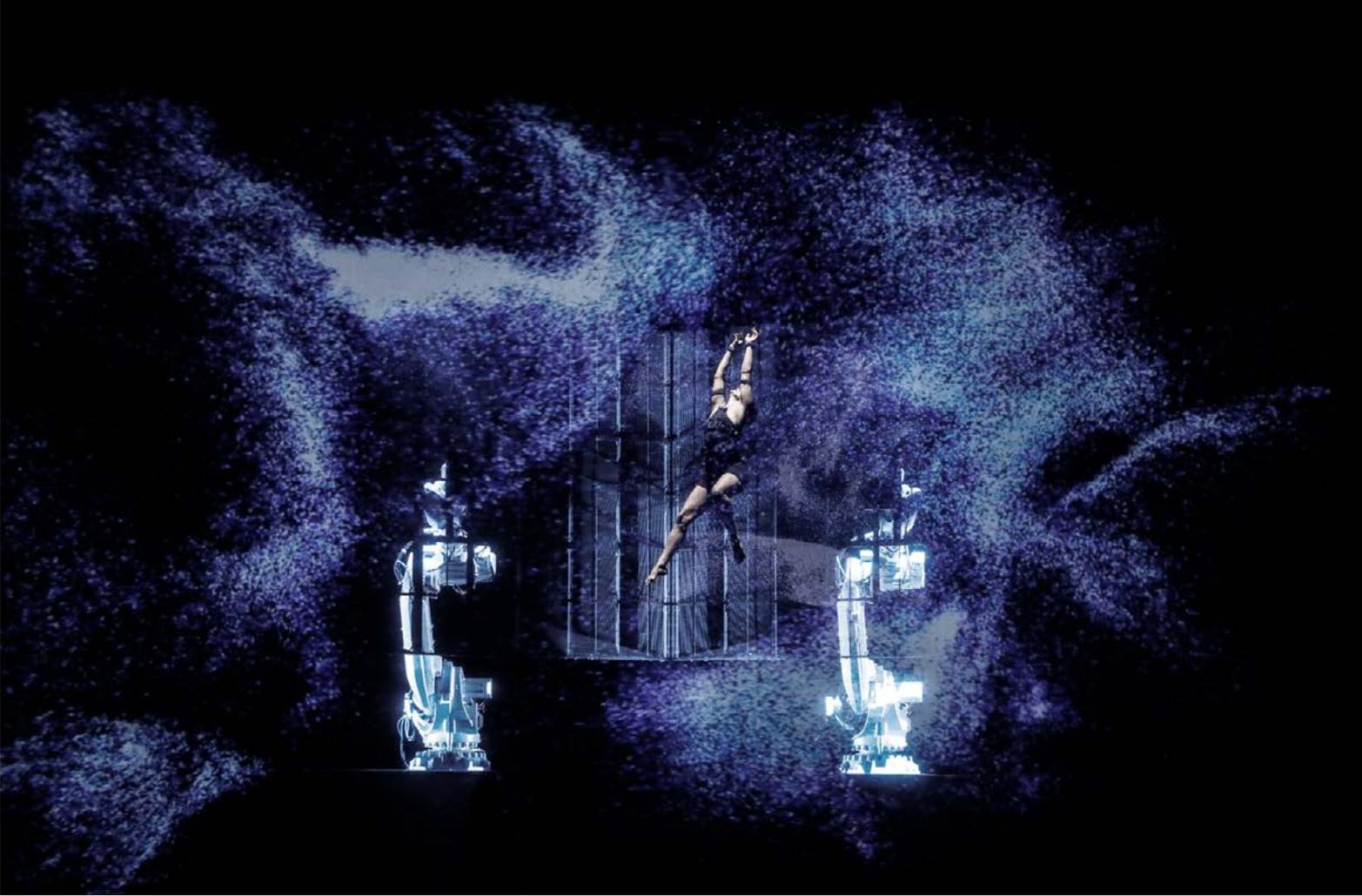
Mattia Carretti, Luca Camellini

Concept: *Mattia Carretti, Samuel Pietri*

Software: *Samuel Pietri*

Sound Design: *Riccardo Bazzoni*

Trailer: [editions/artificial-botany/](https://www.editions-artificial-botany.com/)



2047 APOLOGUE

Live Performance
8 min.

In September 2019, the National Center for the Performing Arts (NCPA) in Beijing hosted the third edition of “2047 Apologue”, a show created by Chinese director and visionary Zhang Yimou. The director extends the traditional form of stage performance, combining Chinese folk art with modern technologies. The show consists of seven acts, each led by an international team in collaboration with performers belonging to Chinese cultural heritage. fuse* was commissioned to create and direct a Live Media Performance integrating Hua'er music, contemporary dance, a holographic projection system and two robotic arms in collaboration with AndyRobot - a robotic animation studio.

The soundtrack is a Hua'er chant, folk music popular in the Northwestern Chinese provinces and named to the Representative List of the Intangible Cultural Heritage of Humanity by UNESCO in 2009. It is from the musical dynamics and the themes treated in the piece that the performance took shape. The lyrics, written by Zhang, contain symbolic elements of Chinese culture: the light of the sun and the moon, the incessant passing of time, the flow of rivers. In several ancient cultures, including the Chinese, the image of the river has often been compared to that of the celestial vault: the Milky Way was considered a celestial counterpart to the main waterways. This parallelism between earthly flows and astral movements has become one of the keys to the development of the project.

Year: 2019

Production: Kingway Live Events

Art Direction, Executive Production:
Mattia Carretti, Luca Camellini

Concept: Mattia Carretti, Luca Camellini,
Matteo William Salsi

Dancer and Choreographer:
Elena Annovi

Software Supervision: Luca Camellini

Software Artists: Luca Camellini, Matteo
William Salsi, Samuel Pietri

Sound Design: Riccardo Bazzoni

Hardware Engineering: Matteo
Mestucci

Project Management: Sozo Artists

Robot Animation: AndyRobot

Photo Report: Kingway Live Events

Trailer: vimeo.com/apologue



EVERYTHING IN EXISTENCE

Solo Exhibition

Everything in Existence was the first solo exhibition by fuse* in the United States that took place at ARTECHOUSE in Washington DC from January 17th till March 10th 2019. Over the past ten years, the studio worked to imagine new modes of expression at the confluence of art, science, and technological research, creating new languages to reveal our human nature and create unique experiences that give audiences a sense of common ground and participation. Everything in Existence traces a line that highlights the evolution of the studio's practice, presenting four multimedia installations that invite audiences to experience different perceptions of reality and new perspectives that are designed to remind us that we are all part of something bigger. The exhibition is inspired by the notion of interconnectedness, the belief that we are all part of everything in existence.

Year: 2019

Production: fuse*

Art Direction, Executive Production:

Mattia Carretti, Luca Camellini

Concept: Mattia Carretti

Performer, Choreographer:

Elena Annovi

Software Supervision: Luca Camellini

Software: Matteo Mestucci, Samuel

Pietri, Matteo Salsi

Sound Design: Riccardo Bazzoni

Hardware Design: Matteo Mestucci

Production Management:

Filippo Aldovini

Support for Concept Development:

Giulia Caselli

Trailer: vimeo.com/323152271



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

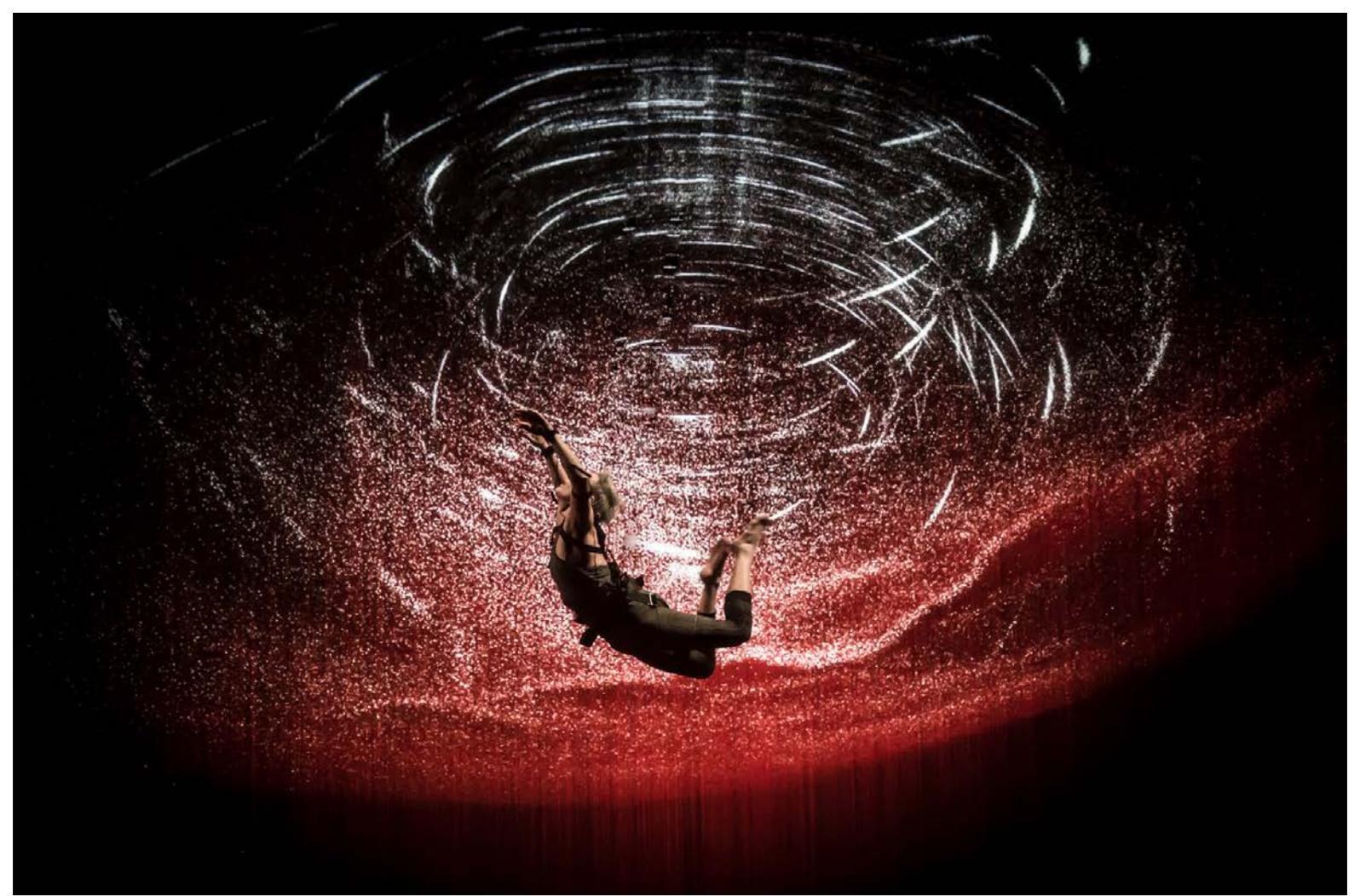
Hardware Engineering: Matteo Mestucci

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

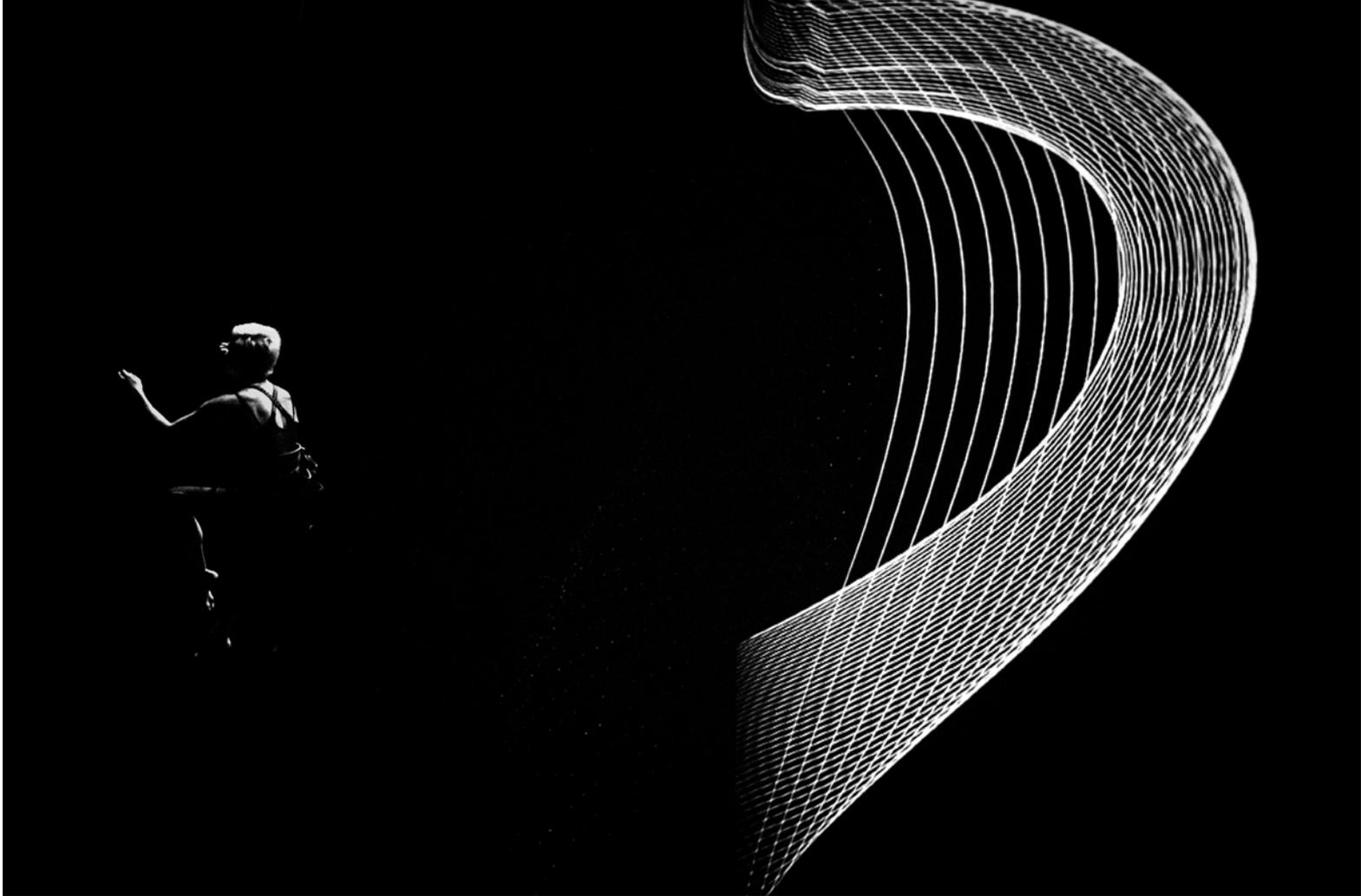
Support for Concept Development:

Giulia Caselli

Scientific Consultant:

Margherita Carretti

Trailer: vimeo.com/205071534



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:

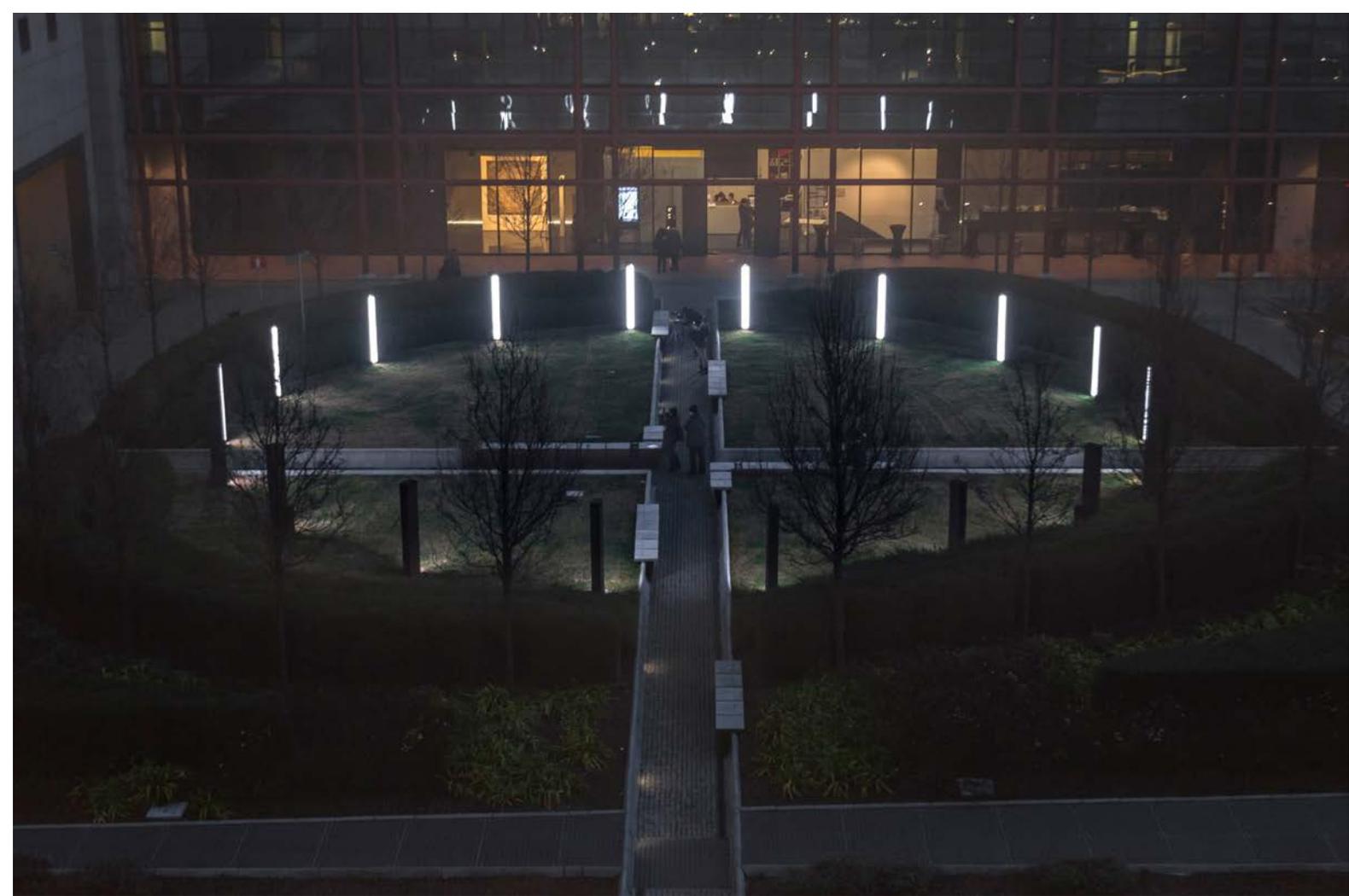
Elena Annovi

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

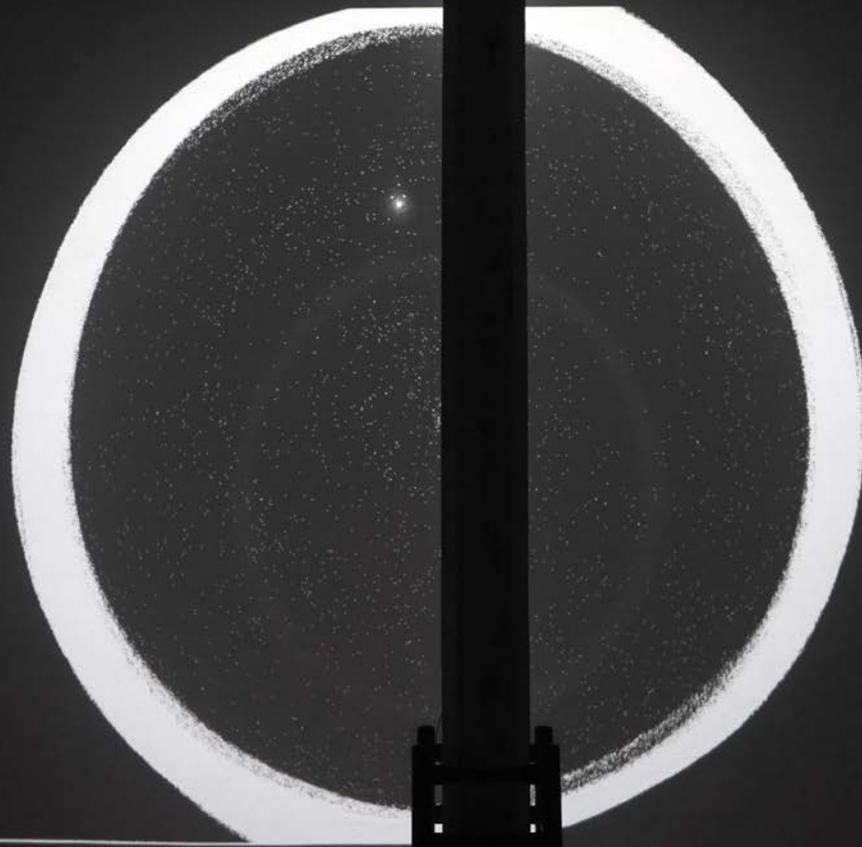
Sound Design: Riccardo Bazzoni

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

CLIENTS

Ray-Ban

Unipol
GRUPPO

CUBO
CANTIERI DI BIELLA

GRANITI
ANDRE

MaxMara

MUSEO
Repubblica
di Montefiorino
Resistenza
italiana

MUSE

COLMAR
COLMAR

SAMSUNG

FLORIM



DIESEL

IVECO

FONDAZIONE
CITTADINANZA
MODENA

FONDAZIONE
Città di Montefiorino di Montefiorino

porcelaingres
de_siles

MUSEI
CIVICI
REGGIO
EMILIA

SAINT-GOBAIN

emmegi

THE LOWRY
ART & ARCHITECTURE

CHEVROLET

SELECTED AWARDS

Wu Guanzhong Art and Science Innovation Award - Multiverse
Digital Design Award 2019, Installations - Multiverse
Digital Design Award 2019, Sound Design - Multiverse
German Design Award 2019 Special Mention - Dökk
Digital Design Award 2017, Sound Design - Dökk
20th Japan Media Arts Festival, Jury Selections Art Division - AMYGDALA
Celeste Prize 2011, Best Live Media Performance - N4.0
Celeste Prize 2010, Best Live Media Performance - Corpo Elettrico
Digital Graffiti 2010, Most Innovative Installation - N3.0

SELECTED PUBLICATIONS

artfutura 2017 - Dökk
20th Japan Media Arts Festival, Jury Selections Art Division - AMYGDALA
Light Works Experimental Projection Mapping di Francesco Murano 2014
Celeste Prize Catalogue 2011
Celeste Prize Catalogue 2010
Premio Celeste Catalogue 2010
Premio Celeste Catalogue 2009

SELECTED EXHIBITIONS/LIVE:

2019

FESTSPIELE 2019 / Ludwigshafen, GERMANY - Dökk
AS-Helix c/o National Museum of China - Multiverse
KIKK Festival / Namur, BELGIUM - Dökk
Bailar Apantalla Festival / Guadalajara, MEXICO - Dökk
Digilogue c/o Zorlu Performing Arts Center / Istanbul, TURKEY - Dökk
Tbilisi International Festival of Theatre / Tbilisi, GEORGIA - Dökk
Signal Festival / Prague, CZECH REPUBLIC - Multiverse
Arts@Tech c/o Georgia Tech Arts / Atlanta, USA - Dökk
TodaysArt / Den Haag, NETHERLANDS - Dökk
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