



EVE

DANCE IS AN UNPLACEABLE PLACE
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Created by **Margherita Bergamo & Daniel González**
Produced by **Compagnie Voix & Omnipresenz**

« **Eve, dance is an unplaceable place** » is a **contemporary dance performance** based on **Embodied Virtual Reality films**, experienced through a ritual of dance. Eve is the meeting between the virtual and the real, to awaken the sensations of displacement.

On stage, one to three dancers - representing Mother Earth - begin a dance ritual. This ritual brings one to three people, randomly chosen among the audience, to three unexpected places, where they enter the skin of someone else and where dance is a revolutionary language: a social situation in an old street of the city of Barcelona; the confrontation with a technological alter ego, precise, cold, multiplies; the collective expression of nature that never reduces its power. The audience is a spectator of a ritual that includes the participation of the dancers and the chosen people.

technical details **TRIO**

The performance takes place with **three dancers**, and includes the three simultaneous experiences of EVR, **for three users chosen randomly among the audience.**

The **VR movies are also projected or displayed on screens**, so the rest of the audience can follow the virtual narratives.

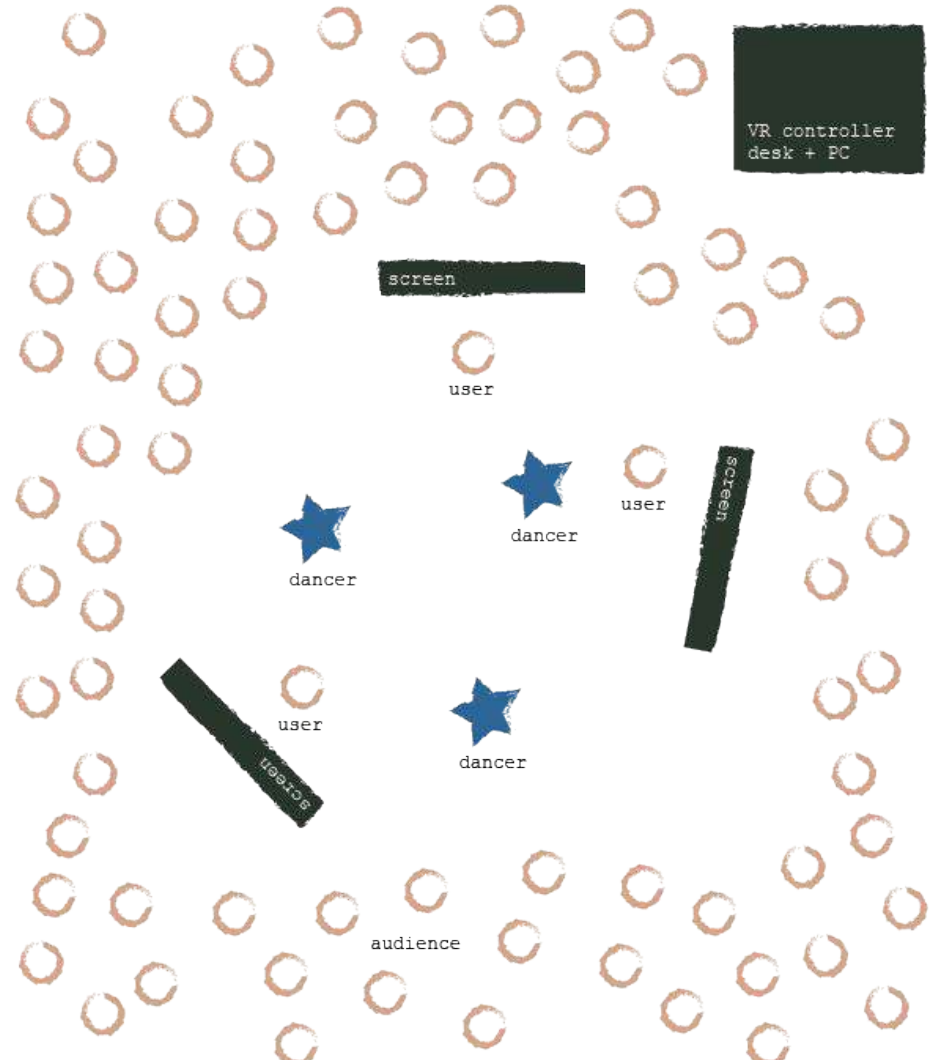
Duration: **35 min**

Surface: **100m2**

3 screens/projectors



technical details TRIO



technical details SOLO

The performance takes place with **one dancer**, and includes experiences of EVR 360° movie, for **one user chosen randomly** among the audience.

The **VR movie is also projected or displayed on screen**, so the rest of the audience can follow the virtual narrative.

Duration: **18 min**

Surface: **16 m2**

1 screen/projector



technical details SOLO



VR controller
desk + PC

screen



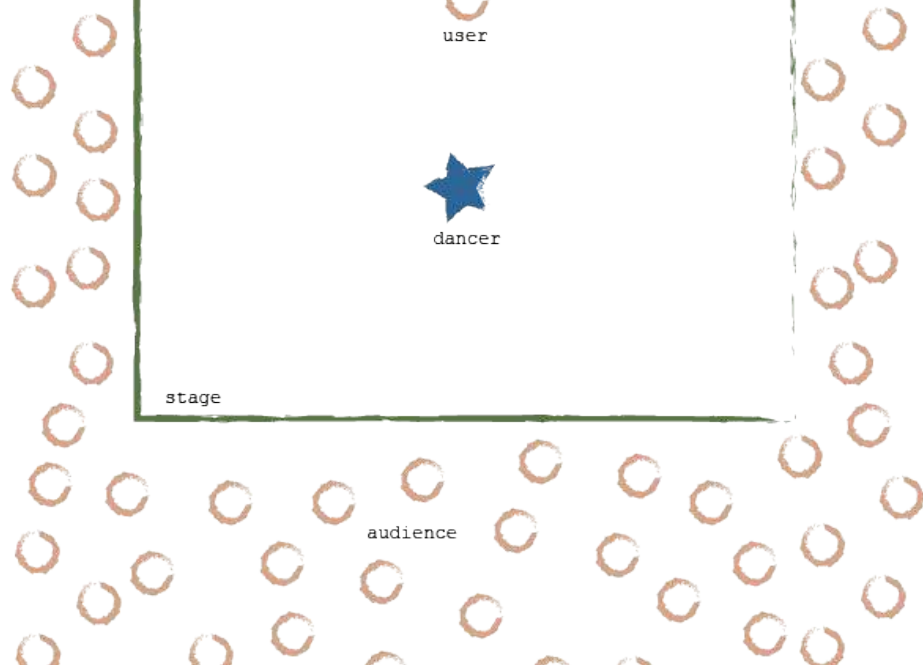
user



dancer

stage

audience



VR Grand Prize - *Kaohsiung Film Festival*
Art&VR Award - *Laval Virtual*



« A unique and sublime show, representative of the infinite possibilities of VR. » [Fisheye magazine](#)

« An ode to letting go » [Laval Virtual](#)

« A close bond is created between the three viewers, the dancers invite them to move, move and experiment with them. » [DFDanse](#)





Margherita Bergamo

(alias [Telma Ha](#)) is a **contemporary dancer** since 2000, having left her career in the Italian rhythmic gymnastics team (gold medal in 1996 and 1997). She studied Communication at Ca' Foscari University in Venice, and Choreography at the Conservatory of Dance in Barcelona. After working with several Catalan and international artists, in the company **Les filles Föllén**, which she co-founded in 2010, she directed and performed several projects on stage. She **recently directed the show "Revisiting Bowie"** produced by the Auditorium of Barcelona, and regularly conducts choreographies for music videos, art videos and commercials, while cultivating her teaching skills. She began working in virtual reality films with Muvvers / Erre que erre, and Omnipresenz in 2016. In 2017 she founded [Compagnie Voix](#).

Daniel González

is a **digital artist** born in Colombia and based in Barcelona. He considers himself as an electronic art explorer and interaction design creative, **with special interest in empathy research**, extended reality, embodiment, telepresence and social innovation. He received, among other awards, an **honorary mention in Prix Ars Electronica 2014 & 2017** (Linz, Austria) along with the non-profit association Be Another Lab, creators of ["The Machine to Be Another"](#), an EVR system which uses Body Ownership illusions, Performance Art and Virtual Reality for understanding the relationship between identity and empathy from an embodied perspective. Daniel is also founder of [Omnipresenz](#), a creative XR studio based in Barcelona **focused on Embodied Virtual Reality**, telepresence and immersive storytelling.



Choreographer, Producer & Co-creator: Margherita Bergamo / Interaction Design, VR Developer & Co-creator: Daniel González / Writer & Associate Producer: Mark Lee / Associate Producer: Lucia Candelpergher / Music Composer & Sound Designer: Dale Nichols / Visual Designer: Kirstin Huber / Costume Designer: Paloma Bomé / Lighting Designer: Hugo Dalphond / Developer: Cédric Lachasse / Photographer: João Queirolo / Video Capture: Émilie Léveillé / Interpretation: Mathilde Allemand, Naomi Charlot, Camille Chevalier, Jane Fournier. / Production & Distribution: Compagnie Voix & Omnipresenz / With the support of: Département de Saône-et-Loire, BeAnother Lab, Le Réservoir Ville de Saint Marcel, École de Danse Contemporaine de Montréal, Oculus VR / Première 11 to 14 October 2018 at Tangente Danse and Festival de Nouveau Cinéma, Montréal QC

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