

LANDI LANZA

PERFORMANCE AND NEW MEDIA ART

PORTFOLIO

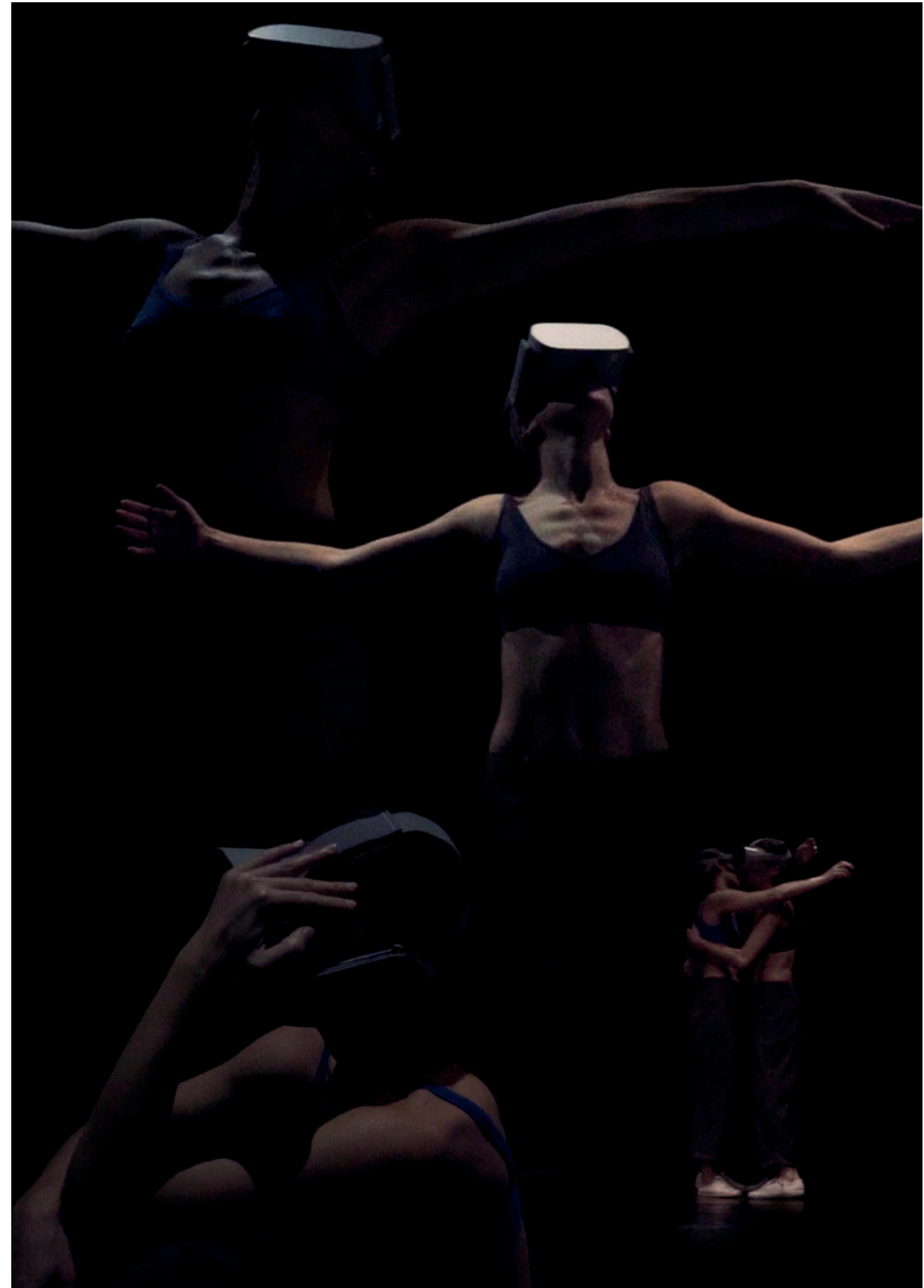
ARTISTS STATEMENT

It is deeply poetic for us to show an attentive, focused, emotional humanity.

A political message that shifts the focus from performance and performative virtuosity to feeling, to inclusion.

In our work, anyone can generously give the beauty of their gesture

Technology is a human artifact. This is how human beings have always expressed themselves; we have always built machines to better understand reality and connect with the world



LANDI'S CUBE

(2022) work still in progress

The project was born thanks to the VRLab of Cinedans 2022 in Amsterdam and is the first step towards the search for a 3D notation system for movement and a XR choreographic tool..

The project is under development and will continue at the Immersive Tech Week in VRDays 2022 Creators' Lab in Rotterdam.

the Virtual Reality headset becomes the threshold between the visible and the invisible. The invisible becomes a concrete presence, providing material and meaning to the performance.

Margherita Landi has developed an approach to the body that involves the VR headset to establish direct communication with the performers, who are engaged in the process through the "Landi's Cube" system. Through Mixed Reality, Landi has constructed a visual language that offers the possibility to direct the performance in real-time, without restricting the creative freedom of the performers. This creates a dialogue that unfolds on stage in real-time, where even the software has a say, generating random elements. It's a three-way discourse between the choreographer, performers, and the apparatus, characterized by collaboration rather than hierarchy.

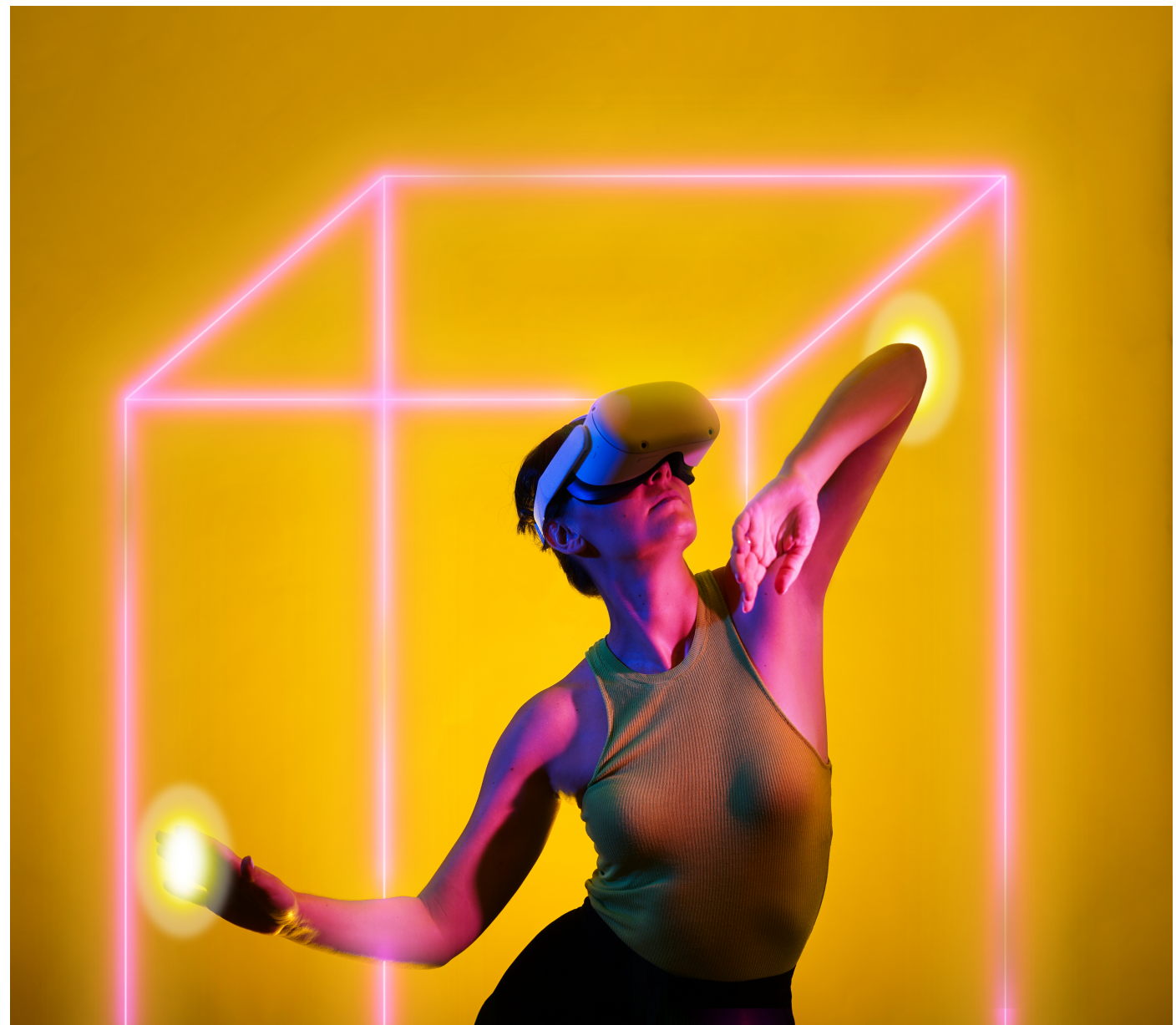
The headset thus becomes an integral part of the process, generating intra-actions more than interactions, as Karen Barad would say, and, above all, creating different meanings. The invisible materializes ("come to matter") in the performance giving importance ("coming to matter") to ever-new aspects and meanings.

In 2024 the first performance **TREMENDA PRESENZA** debuted in Bergamo directing in real time 3 dancers.

In 2025 **SITUATED BODIES** is the second performance with the tool Landi's Cube and will be a participative performance by Landi Lanza.

[More info here](#)

[Watch the presentation here](#)





CONCEPT AND VR

MARGHERITA LANDI

CHOREOGRAPHY

MARGHERITA LANDI

CHOREOGRAPHY ASSISTANT

AGNESE LANZA

PRODUCED BY

GOLD ENTERPRISE (VR)

With the support of

VRDays, Eindhoven Design Academy, Cinedans, An Icon (University of Milan), Bolzano Danza, Compagnia Degli Istanti/Simona Bucci

EMBODYING ABSENCE

(2023)

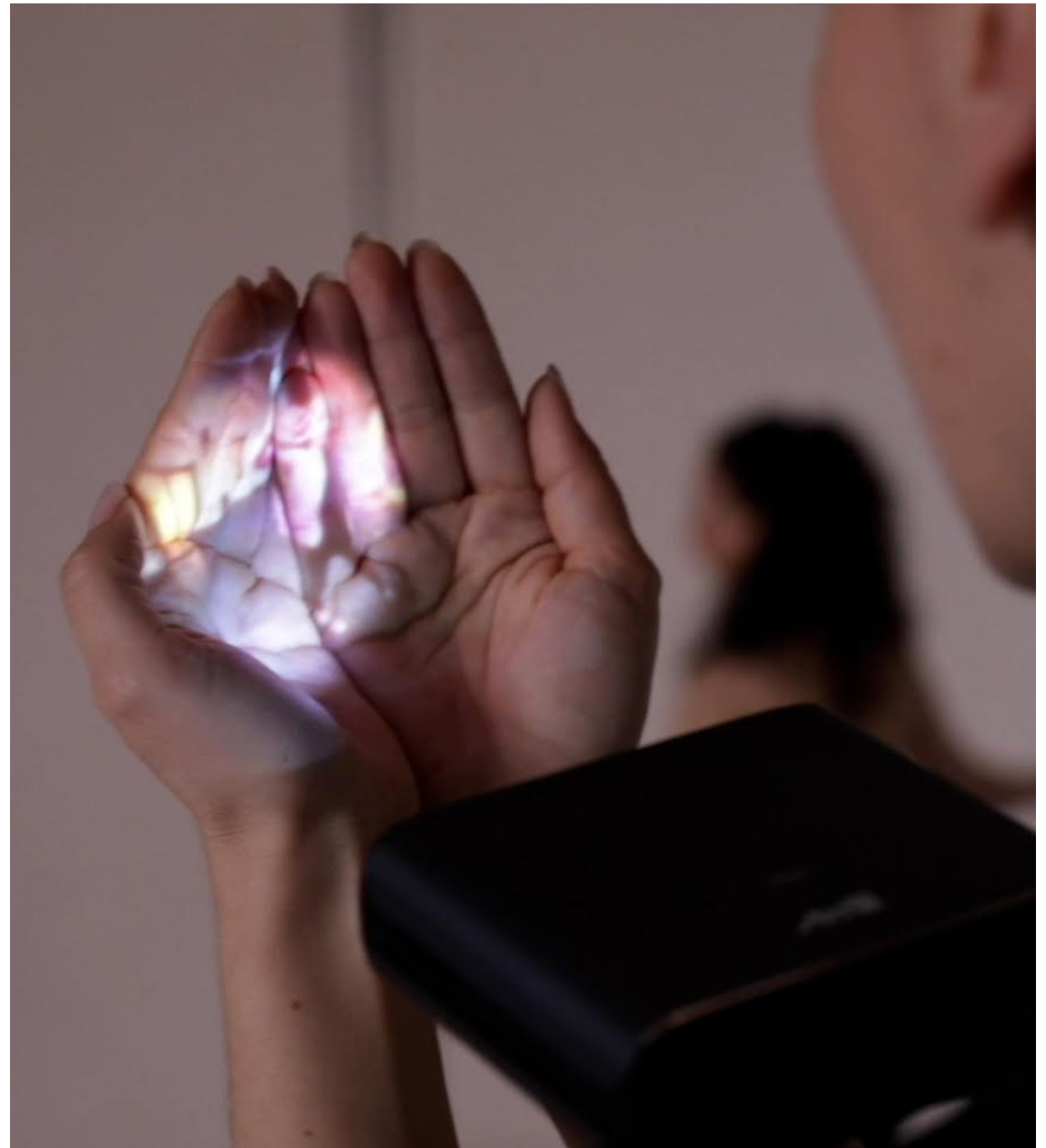
One tends to think of presence and absence as two antithetical terms, forgetting how much presence requires letting go into absence. We also tend to think of absence as immaterial, forgetting that it requires access to our physical and emotional memories to be perceived. In fact, we cannot miss what we do not deeply know.

"Embodying Absence" is the latest phase of approaching the theme of absence, following "Dealing with Absence," a project developed remotely as a choreographic delivery, and "Touching Absence," a project that explores absence as a relationship. The final step is a process of research and acceptance of absence within ourselves.

Memory becomes central to the activation process, together with the emotional baggage that it often carries. The project aims to work on real-time learning of a short choreographic score by the viewer and then practicing staying in the memory gaps of what has been learned.

The choreographic contents are scenes that evoke something that we all know well: children's play, free and imaginative movement when they are around 4-5 years old and have not yet been contaminated by prejudices or expectations.

Staying in the memory gap produces a mobile and attentive stasis that is not static but brings back an incessant inner movement, a search among memories and sensations to find lost gestures. Continuously retracing the previous and subsequent moment. A past and future disconnected from that gap, then letting go into the presence of that single empty moment, which will no longer be "between" two moments but will be "the moment," the present.





CONCEPT AND VR

MARGHERITA LANDI

CHOREOGRAPHY

MARGHERITA LANDI, AGNESE LANZA

PRODUCED BY

GOLD ENTERPRISE (VR), Compagnia Simona Bucci, Festival Fabbrica Europa.

DEALING WITH ABSENCE

(2021)

The project has been developed by sending Virtual Reality (VR) headsets containing choreographic materials to the dancers we have chosen to collaborate with through calls on Instagram. It's a sort of delivery of choreography.

A reflection on Virtual Reality (VR) on two levels: the dimension of an "inside" of the headset, where an intimate experience takes place enjoying a 360 content visible only to the user through a special headset; and an "outside" of the headset, showing how the VR experience that affects the body of the user/dancer can become a resource for generating movement.

The project's Instagram profile ([dealing_with_absence](#)) has become a diary that tells the artistic process, a rehearsal room to share and test materials, reflect together and involve the audience in the research. The Instagram page is handed over to the involved dancers who use it to tell their journey, transforming it into an artistic product and becoming a tool for reflection on the perceptive dimension of VR and how choreographic material adapts to different bodies and is reinterpreted in different spaces.

TRAILER and other [video](#)





CONCEPT AND VR

MARGHERITA LANDI

CHOREOGRAPHY

MARGHERITA LANDI, AGNESE LANZA

PERFORMERS

**CORA GASPAROTTI; LUCREZIA GABRIELI, FRANCESCA
SANTAMARIA**

PRODUCTION

GOLD ENTERPRISE (VR)

WITH THE SUPPORT OF

RESIDENZE DIGITALI 2021 : Ass Marchigiana Attività Teatrali - AMAT,
Cooperativa Anghiari Dance Hub, Armunia, Capotrave/Kilowatt, ATCL - Ass.
Teatrale dei comuni del Lazio, L'Arboreto - Teatro Dimora Mondaino, La Corte
Ospitale - Rubiera, Fondazione Luzzati Teatro della Tosse di Genova, Ass. Zona K

PEACEFUL PLACES / EMBRACING PLACES

(2021 e 2025)

PEACEFUL PLACES is an experimental project that combines physical and emotional experience through virtual reality (VR). The 360-degree film - winner of the 2021 Auggie Award for Best Art, an important international award for the virtual and augmented reality industry - is designed to invite people to move and therefore actively participate, creating a participatory and inclusive experience.

In contrast to the image of "bodies as weapons", an image that has been used by various thinkers to define our relationship with others, we propose the image of "bodies as peaceful places". In the video, the viewer encounters five couples with real and different emotional relationships (grandfather and grandson, mother and son, mother and adult daughter, childhood friends) and imitates their gestures.

The user will have the opportunity to incorporate the hugs and affectionate gestures they see in the video, thus starting to move and compose a simple instant choreography made of affectionate gestures. In this sense, virtual reality becomes a tool to "enhance" the bodily experience and, at the same time, a tool for transmitting a language.

Peaceful Places aims to be an experience of proximity, thanks to virtual bodies, and at the same time an experience of absence, of solitude. In fact, the audience will see a flock of bodies embracing the void.

The project recently debuted in its site-specific version, *EMBRACING PLACES*, becoming a network of small towns connected by the theme of 'embrace

[TRAILER](#) and other [video](#)





CONCEPT AND VR

MARGHERITA LANDI

CHOREOGRAPHY

MARGHERITA LANDI, AGNESE LANZA

POST PRODUZIONE

SASAN BAHADORINEJAD, COSIMO LOMBARDELLI

CAST VIDEO 360

MIRKO CUTTINI, SARA DELLA MARA, MARGHERITA LANDI, AGNESE LANZA, IRIS PELLIZZARI, ARMANDO PUICHER, DARIA RIZZARDI, GIADA ROSSI, ANNA TOSCANO, ENEA ZANCARO

Production

GOLD

CON IL SOSTEGNO DI

Dialoghi/Residenze delle arti Performative a Villa Manin, Festival Contaminazioni Digitali, PimOff, Giardino Chiuso.

TU-TORIAL

Movement and movies

(2019)

Tu-torial #1 aims to deepen the learning of a physical language from the screen, an action that we unconsciously do every day, and the possibility of creating a choreographic score starting from a video montage.

The reflection stems from the concept of attention, involvement, precariousness, and de-contextualization of movement, which led to the construction of gestural scores to be learned on the spot by copying movie scenes, in an attempt to incorporate the content experienced into the body.

Through the selection of scenes from films by director Jim Jarmusch, movements were extracted that, de-contextualized from the narrative, could, based on pure physicality, transform into dance.

Two swivel chairs allow for the enjoyment of the content in movement accessible to all, and the choreography is designed to be interpreted with extreme ease. The work has the formula of a participatory installation.

TRAILER.





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MARGHERITA LANDI, AGNESE LANZA

PRODUCED BY

GOLD

With the support of

COMPANY BLU e KINKALERI

P2P – FROM PEOPLE TO PROFILES

New forms of loss in the digital era (2015)

A digital performance developed by the Kokoro collective

The project originates from a reflection on the absence of the physical body in social relations. The chosen borderline case is represented by the exploration of those profiles that remain active after the user's disappearance and by the relationship that develops in relation to these digital identities, kept alive by those who remain.

The idea came from the group's communal need to comprehend this new form of absence, to comprehend dynamics such as placing flowers-comments on the headstone-profiles of loved ones who have passed away, searching for their presence in posts and photographs, seeking that last "share" which marks the boundary between before and after.

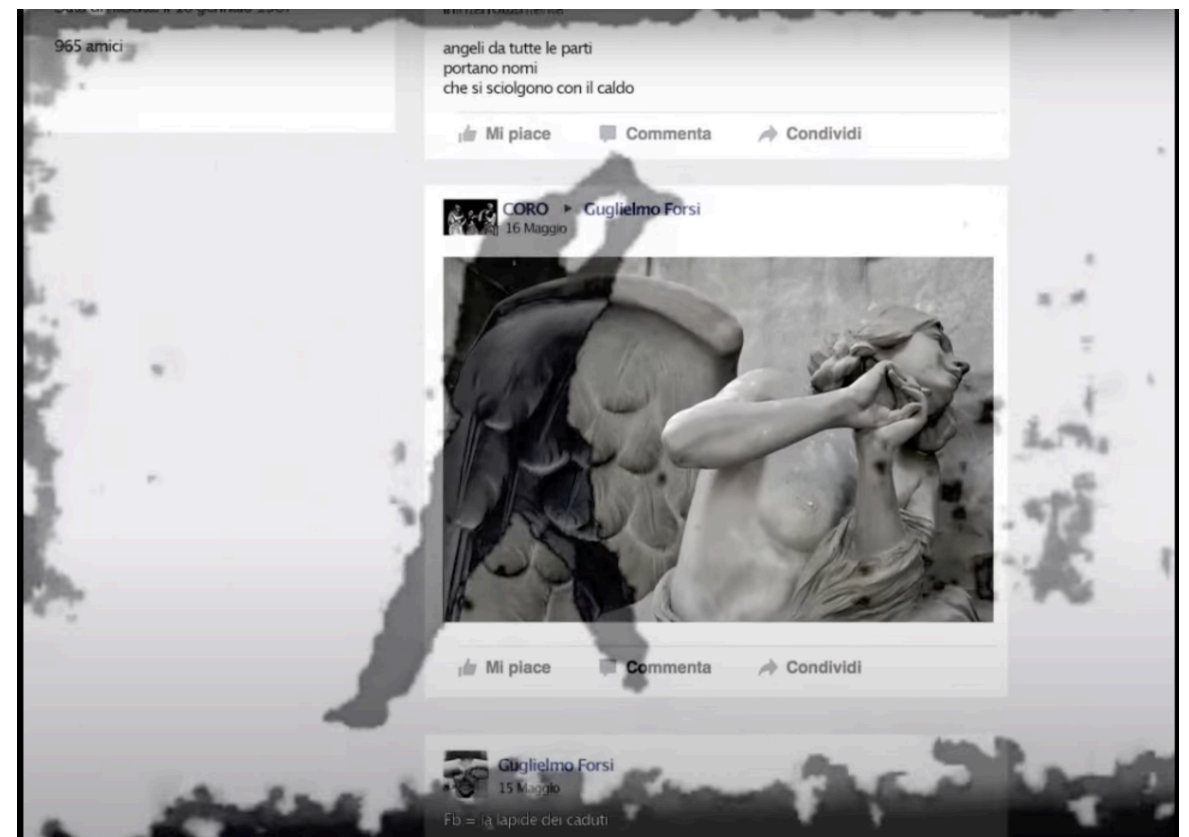
The performance's main characters, freely inspired by Facebook profiles of missing persons, are outlined by the words of Laura Accerboni through a poetic journey of their imprisonment within the limits of their latest photos, shares, and comments.

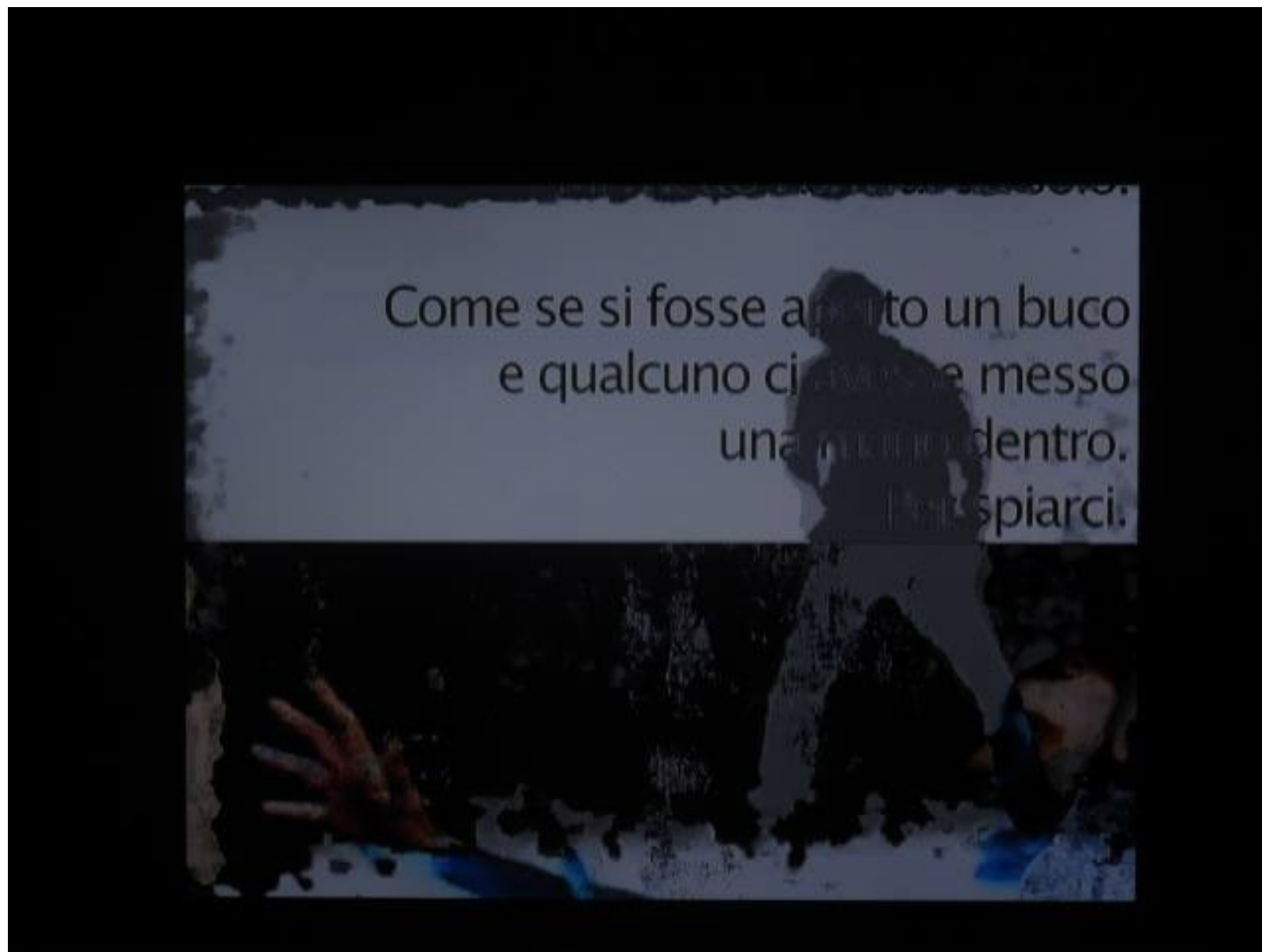
The poems took shape through Margherita Landi's choreography while being turned into a three-dimensional ghost by Giovanni Landi's digital elaboration.

The audience is invited to frame the scene-marker with a purposely provided iPad: the first character, visible only on screen, will move in a real environment and tell his personal path and dimension through gestures, words, and music.

During the performance, similarly to the profiles of missing persons (where movements and updates are only due to those who still seek them) the movements of the virtual tracks are only due to the viewer's willingness to watch.

[Watch the trailer here](#)





CHOREOGRAPHY

MARGHERITA LANDI

POETRY AND PHOTOGRAPHY

LAURA ACCERBONI

PERFORMERS:

MILENA FOIS, MARGHERITA LANDI, PAOLO LAPONTI, GIULIO VENTURINI

TECNOLOGIA AR

GIOVANNI LANDI

INSTALLAZIONE

MILENA FOIS

PRODUCED BY

COLLETTIVO KOKORO

With the support of

COMPAGNIA DI SAN PAOLO

TO SEE PREVIOUS
WORKS

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www.margheritalandi.it