



DUST

 Compagnia della Quarta

GENESYS

The research starts from the scientific foundations which support Physics of Representation: transparent and opaque bodies that reflect and adsorb light in a “continuum” of space and time.

The creative process follows the same conduit and it uses coherent and symbiotic codes about experimentation and realization of performing action.

The path to affirm one's **PERSONAL EXPRESSION** evolves crossing **8 THRESHOLDS**:

01. BLOWING

02. WHISPERS

03. FUNKY TOWN

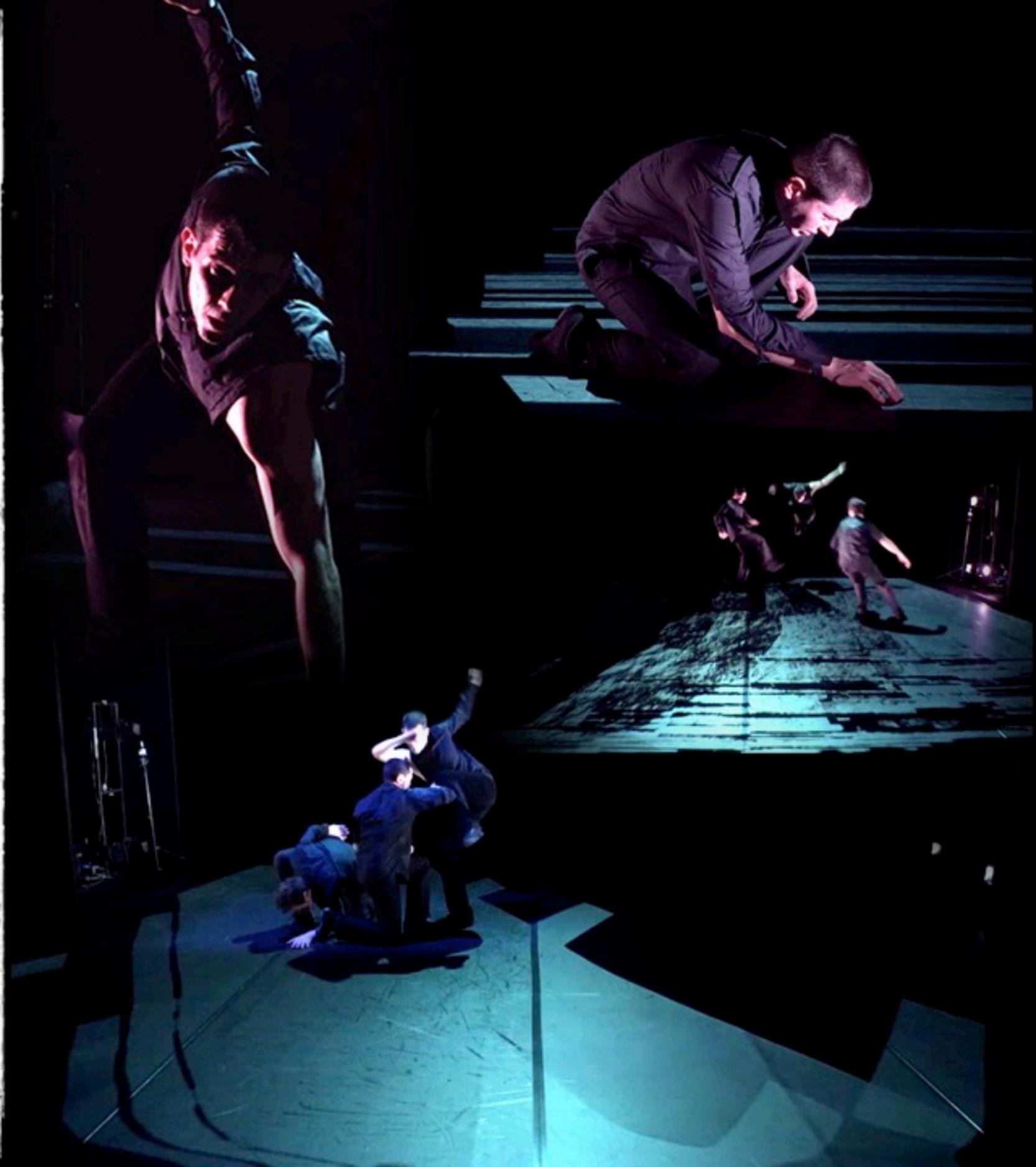
04. the PUPPETS' CARUSEL

05. the SIEGE

06. WE'VE HAD A PROBLEM HERE

07. the RIGHT and the EASY

08. OUT of CONTROL





the SHOW

Choreographer: **Mario Coccetti**

Music and sound creator: **Andrea Rizzi**

Visual Designer: **Sara Caliumi**

Light Designer: **Paolo Bonapace**

Performers: **Fabrizio Molducci, Simone Maurizzi, Mario Coccetti**

Organization: **Valentina Bressanin**

Dust covers, dust buries, dust hides from us what we want to get lost.

Forgotten and abandoned things, that's what, time after time, turned us into something else.

Dust is how we keep in touch with our past, the one we chosen to leave behind us.

Dust is forgotten and still pulsating body and thoughts, coming back to life to escape stillness and turn into air.

DUST investigates how different artistic and expressive codes interact, creating, from their peculiarities, an essential unity where to melt and mix LIGHT (seen as the space dimension), BODY (the sign which transforms circles of experiences) and MUSIC (to be intended as director who unites the different artistic languages in a common belief).

Bodies on stage live on more collaborative inputs than usual, in particular they live on choreographies and gestures amplifying, like in a short circuit, the narrative and emotional dimensions of the performance.

Video and lights co-exist with the specific role of re-creating the space/emotional dimension of the scene, working on essentiality to enhance the gesture.

Music is the time which regulates the evolution of narrative action in the space: it's the invisible force which keeps the matter together.

The way they re-combine at the same time, between harmony and disharmony, gives birth to a new reality which is Unique, but is also perceived in a multiple and original way, depending on the position of the audience/observer.

Narrative gesture explores the bodies of the performers, their daily experiences, their internal universes, their emotional dimensions, their way of communicating, alternating static and dynamic moments, breaks and compressions transforming inside a strong structure defined by lights and music: the gesture becomes the way to express a real thought, overlooking the aesthetic and dynamic code of dance.

DUST has been presented at **Reverb Dance di New York** and won **Prospettiva Danza Prize 2014**.

Hosted at **CCB** (Center for Choreography Bleiburg – Austria).

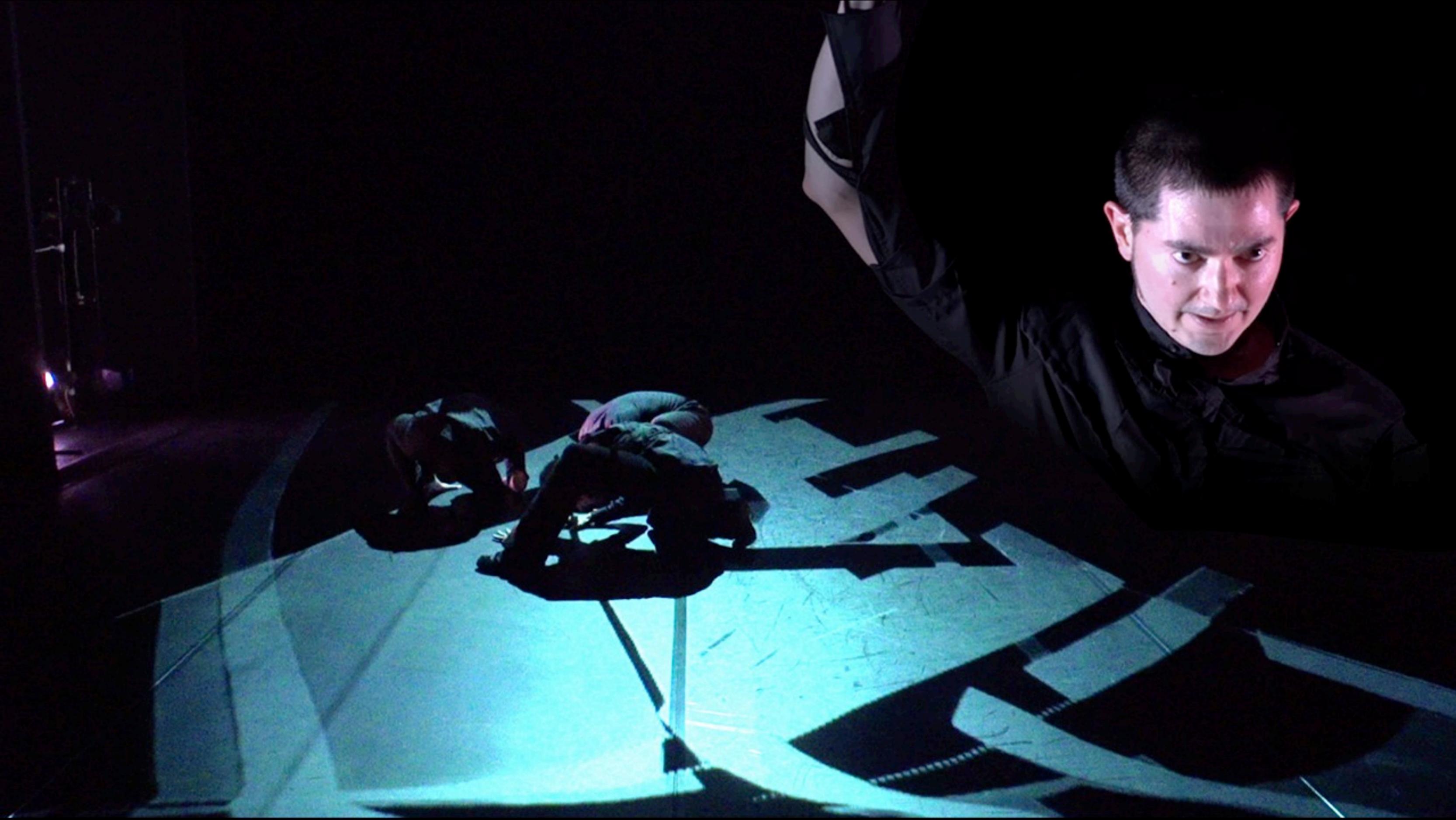
TRAILER - <https://vimeo.com/152911839>













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Music and sound creator: **Andrea Rizzi**

Visual Designer: **Sara Callumi** - Light Designer: **Paolo Bonapace**

Performers: **Fabrizio Molducci, Simone Maurizzi, Mario Cocchetti**

Organizer and press office: **Valentina Bressanin**

Reverb Dance Festival (New York, USA)

CCB (Center for Choreography Bleiburg – Austria)

Winner at Prospettiva Danza (Padova, Italy)

www.compagniadellaquarta.it

www.mariococchetti.org

www.saracaliumi.com

CONTACT projects@compagniadellaquarta.it

PRODUCTION

 **Compagnia della Quarta**

CO-PRODUCTION

 **Fondazione**
Cassa di Risparmio di Padova e Rovigo

 **REGIONE DEL VENETO**

 **COMUNE**
DI PADOVA
Assessorato
Cultura
e Turismo

 **PADOVA**
NURSERY
OF ARTS

arteven
lo spettacolo nelle città

 **associazione**
spazioD



MARIO COCCETTI • Choreographer



SARA CALIUMI • Visual Designer



ANDREA RIZZI • Music and Sound Creator



CREATIVE TEAM



FABRIZIO MOLDUCCI e SIMONE MAURIZZI • Performers



PAOLO BONAPACE • Light Designer



VALENTINA BRESSANIN • Organizer