



Gameplay Level2

Production 2021 [video excerpts](#)

Interactive choreography.

An eutopia* for two human beings immersed in a milieu with complex rules, which emphasizes the power of a relationship dealing with outside and inside authority.

Co-concept, choreography: Jean-Marc Matos

Co-concept, design of the interactive visual and sonic tableaux:

Antoine Schmitt www.antoineschmitt.com

Dancers: Izaskun Insausti & Lucien Brabec

Lights: Fabien Leprieult

Costumes: Flaire Diallo

Voice recording: Anne-Valérie Thauront (sound engineer: Sébastien Bramardi)

Sound design: Jean-Marc Matos

Music (excerpts): Mark Pritchard, Gadi Sassoon, Ana Roxane, Guy Andrews, Givi Gelashvili, Selm, Marin Gore, Kagami Smile, Spangle, Caterina Barbieri, Doris Day, Alva Noto, Clark

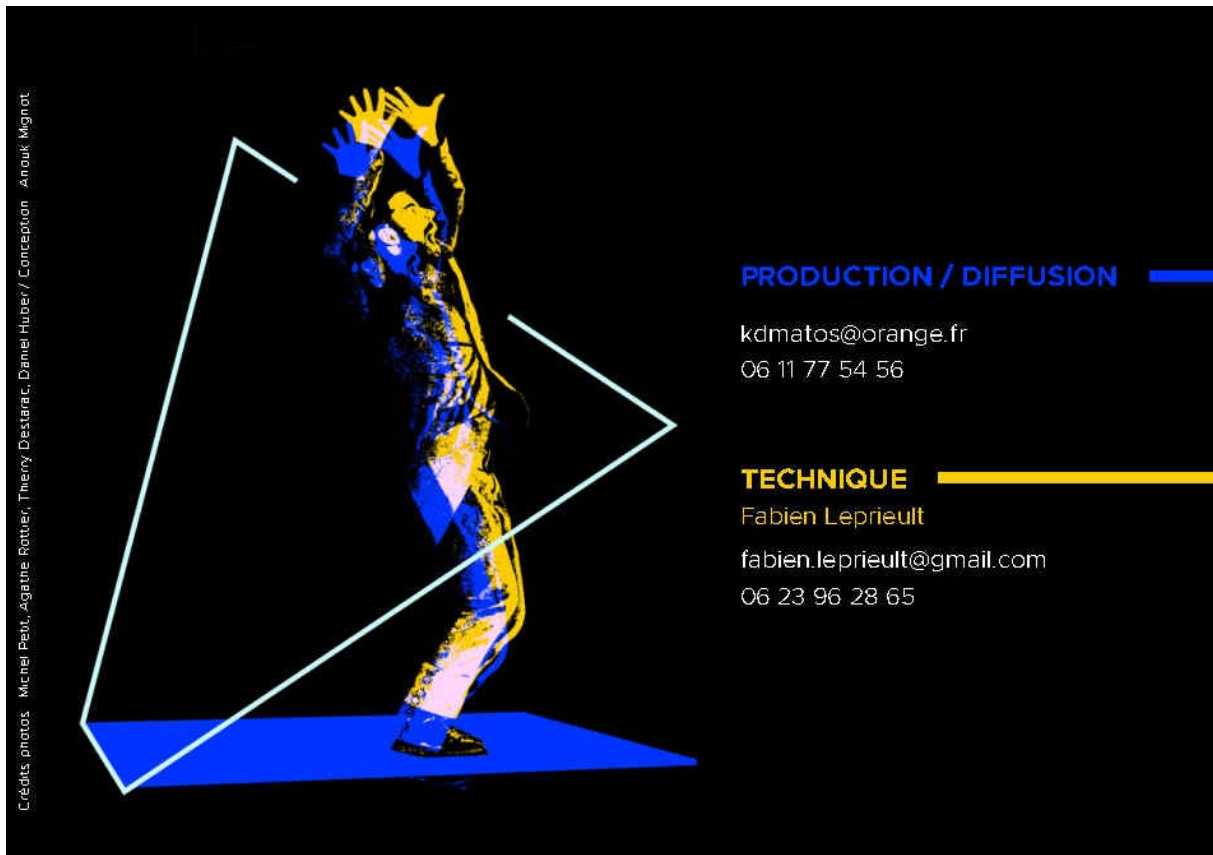
*Eutopia is the neologism invented in 1516 by the English writer Thomas Moore in his book *The Utopia* which gives its name to the Imaginary Island. Different from utopia whose privative prefix u and the radical topos mean "a place that does not exist", different from dystopia whose prefix mean "bad", eutopia is constructed with the prefix eu-, which means « a place of good ».

[animation-photos-rehearsal](#)

photo credits: Fabien Leprieult
video editing: Glenn Felix
video shooting: Glenn Felix et Marcos Riesgo

Partners: City of Toulouse, French Ministry of Culture, Occitanie Regional Council, Haute-Garonne Council.

Residencies: Centre Culturel Bellegarde, Friche culturelle La Vannerie, Théâtre Marcel Pagnol de Villeneuve-Tolosane, CDCN La Place de la Danse, Toulouse and [Scene44](#), Artistic Factory (European scene for choreographic creation & digital innovation), Marseille



Crédits photos: Michel Pavat, Agathe Rottler, Thierry Destarac, Daniel Huber / Conception Anouk Mignot.

PRODUCTION / DIFFUSION

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TECHNIQUE

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