



## K. Danse Bio

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[K. Danse: www.k-danse.net/en](http://www.k-danse.net/en)

Dance company involved in numerous creative projects mixing contemporary dance and digital arts.

Dancer, choreographer, and artistic director. Trained at the Cunningham Studio in New-York, he has performed with David Gordon (Judson Church). He is interested in the impact of digital technology on society, to develop a meaningful relationship between dance and new media. He has choreographed more than 48 pieces, which have been presented extensively in France (Avignon Festival, the Pompidou Center, etc.) and in many countries (Europe, Central and South America, USA, Canada, North Africa, India, Pakistan).

Since 1983, K. Danse has been present in major festivals and cultural events in France and abroad: Festivals of Aix en Provence, Avignon In, la Rochelle, Châteauevallon, Métafort of Aubervilliers, American Center of Paris, Georges Pompidou Center, Grande Halle of la Villette, Maison des Arts de Créteil, Maison de la Danse of Lyon, National Center of Art and Technology of Reims, Centre National de la Danse, ISEA 2000 in Paris, Monaco Dance Forum, Espace Odyssud de Blagnac, Cité de l'espace of Toulouse, Electrochoc Festival, Digital Art Center Le Cube of Issy Les Moulineaux, Arts Center of Enghien les Bains, the Ardenome Gallery in Avignon, the CENTQUATRE in Paris, Le Louvre Pyramid in Paris (with the *BodyFail* project), CURIOSITas Festival and Scène de Recherche of the ENS, Nemo Biennale (Paris-Saclay, 2019, 2020 and 2021), Scène44 Artistic Factory (European scene for choreographic creation&digital innovation) in Marseille, 2022 ...

The company has toured in Central America, Senegal, India, Vietnam, Morocco, Spain, Mexico, Venezuela, Italy, Great Britain, Germany, Pakistan, Belgium, Hungary, Canada and USA and has presented performances at the Soros Center of Budapest, Video Fest and Podewill Centrum, Berlin, Hamburg International Festival, Foundation Polar in Caracas, Festival Medi@rte in Monterrey, Festival VAD Girona and IDN Barcelona (Catalonia), The international Video Art Festival of Casablanca (Morocco), The National Theatre of Guatemala, NIAS of Bangalore (India), Festival Llunes d'EsBaluard of Palma de Mallorca (Balearic Islands), ScenoFest Festival Quadrennial of Prague (Czech Republic), International Forum of Dance and Theater of Huesca, Spain (*Price for the most innovative performance, 2012, with the Tactile Sensations project*), Casa Paganini (Genoa, Italy), Romaeuropa Festival (Rome), The Sorbonne Abu Dhabi, United Arab Emirates (2018), Mercurio Festival of Palermo, Italy (2021), International Festival of Video Art (Casablanca, Maroc, 2019-2021) ...

Laureate of the call for proposals « Cultures Connectées » launched by the Drac and the Regional Council Nouvelle Aquitaine with the DANS project (Dance, Digital arts, and Social inclusion), 2022-2023. Laureate of the call for proposals "fonds de soutien covid19" from the Euroregion Pyrénées Méditerranée with the « *Dis-TDance* » project (Occitania, Catalonia, Balearic Islands), 2021. Recipient of a grant "projet Phare 2017" from la Diagonale Paris Saclay with the RCO project, recipient of the Fellowship Residency from the Bogliasco Fondation 2017 (Genoa Italy, New-York), laureate of the Open Art Pulsar Prize 2017 with the *BodyFail* project. Involved in several European projects [Metabody](#), [WhoLoDanceE](#), [Bodynet-Khoros](#) (2022-2024).

The choreographic approach of **K. Danse** develops a contemporary movement language by the dialectic confrontation between the physical body (lived, experienced) and the visual body (seen, virtual). The performances question the borders between fiction and reality, the social construction of the body, and the psychological structures in human relationships. He explores choreographic composition and its links with computer sciences. Jean-Marc Matos, in close collaboration with other artists, creates immersive performances ([Gameplay Level2](#), [Myselfs](#), [\\*Magh](#), [Monster](#), [Metaphorá](#), etc.), participatory interactive projects ([RCO](#), [BodyFail](#), [Narcissus Reflected](#), [Errance](#)) and site-specific performances.

The company develops work in four main areas of activity: **performance making, mediation, research, and transdisciplinary platform.**

**Performance making:** K. Danse produces performances (full evening long pieces and short pieces), informal and participative performances, inclusive productions, site-specific choreographies for outdoor and architectural spaces, telematics pieces connecting via internet distant cities and countries, VR projects, international collaborations.

**Mediation:** K. Danse directs numerous workshops on contemporary dance and digital arts, for children and adults, artists and non-artists, disadvantaged youngsters. Other proposals contain meetings with audiences, collaborations with local citizens and artists, lecture demonstrations, master classes on structured improvisation, conferences, open rehearsals, theoretical courses: dance analysis.

**Research on Art, Science and Dance:** artistic research linked with technological development (partnership with the IRIT, Research Institute in Computer Science, InfoMus Casa Paganini Research Center, Genoa, Italy). European [WhoLoDance](#) project (2016-2018, H2020 program).

**Transdisciplinary platforms:** [Metabody Toulouse](#) ([2013](#), [2014](#), [2015](#), [2016](#), [2017](#), [2018](#), [2019](#), [2020](#), [2021](#),...), as the expanded local antenna of the [Metabody](#) European project (2013-2016), offering each year workshops combining creative research oriented towards young artists and organizing performative events with international invited artists and thinkers / [CorpusMedia](#) project (2007-2012): *Digital Performance* / artistic advice / curator ship.

K. Danse receives financial aid from the Toulouse City, the Ministry of Culture (Drac Occitanie, Dicream/CNC), the Regional Council of Occitanie Pyrénées Méditerranée, the Local Council of the Haute-Garonne, the Toulouse-Metropole Community Area, the French Institute (for touring abroad) and the European Union.

### **Artistic collaborations**

Dancers ([Marianne Masson](#), [Mario G Sáez](#), Fabien Gautier, Ambre Cazier, Pauline Lavergne, Izaskun Insausti Lorente, David Mazon Fierro, Naomi Charlot, Marie Giquel, Jade Pélaprat, Camille Revel, Er Ge Yu, Yuko Yamada, etc.), actors/actress (Julie Pichavant), digital artists ([Antoine Schmitt](#), [Arnaud Courcelle](#), [Thomas Peyruse](#), [Thomas Guillemet](#), [Clément Barbisan](#), [Tatiana Vilela](#), [1minute69](#), [Scenocosme](#), [Guillaume Bautista](#), [Albin Bousquet](#), [Claude Jeanmart](#), [Karine Labrunie](#)), Indian choreographer and scientist Sharada Srinivasan, composers (Pablo Palacios, [Emmanuel Mondolfo](#), [David Fieffé](#), [Roland Cahen](#)), researcher and artist [Sarah Fdili Alaoui](#), Spanish choreographer Muriel Romero ([Stocos](#)), Moroccan choreographer Ahlam El Morsli ([Col'jam](#)).

The performances make use of the latest digital technologies to create live interactive environments (mobile phones, reactive clothing, physiological sensors, optical tracking sensors, body sensors, online internet performances, VR pieces, etc.):

[Gameplay Level2](#), 2021, interactive dance performance with [Antoine Schmitt](#)  
[\\*Magh](#), 2020, dance and robotics interactive performance  
[Myselfs](#) 2018-2019 (interactive dance performance) with [Antoine Schmitt](#) and [Marianne Masson](#)  
[RCO](#) (Radical Choreographic Object) 2017-2018 (dance and mobile phones) with [Sarah Fdili Alaoui](#)  
[Narcissus Reflected](#) 2017 (participative performance) with [Arnaud Courcelle](#)  
[BodyFail](#) 2017-2018 (interactive installation with choreographic mediation) with Thomas Guillemet and Clément Barbisan  
[Errance](#) 2015, [Metaphorá](#) 2016 (interactive installation-performance-physical audience participation) with duo [1minute69](#)  
[Monster](#) 2014 (visual design and digital scenography) with duo [1minute69](#)  
[The Tiger's Bride](#) 2013, [Tactile Sensations](#) 2011-2012 (reactive costumes and augmented tactility) with [Scenocosme](#)  
[Echo Room](#) 2009, [Para site](#) 2007 (physiological sensors)  
[Gameplay](#) 2005 (semi-autonomous objects and interactive tracking) with digital artist [Antoine Schmitt](#)  
[Nuit Ecran](#) 2006, [Lovely user](#) 2004/5 (interactive real time image-sound environments)  
[Icare Ecart](#) 2003 (body sensors, interactive 3D and motion capture)  
[Danse e-Toile](#) 2009, [Fronter@](#) 2004, [Danse et Toile](#) 2002 (tele presence via internet) ...

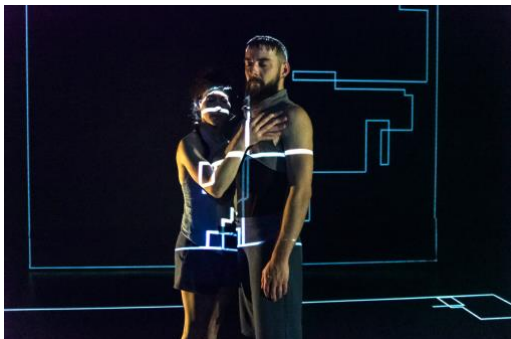
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**I - Productions offering immersive, contemplative interactive scenic performances:**

### [Gameplay Level2](#)



**2021 production** [video excerpts](#) [full take](#)  
**New collaboration with digital artist** [Antoine Schmitt](#)

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.

Premiere: May 6-7, 2021, Bellegarde cultural Center, Toulouse

Institutional support: 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

## \*Magh



### **2020 production**

Collaboration [Caliban Midi](#) – K. Danse /  
**Work in progress 2020-2021**

Dance and robotics: 3 women + 1 semi-autonomous animated machine.

Jean Marc Matos – Thomas Peyruse

[One page](#) - [dossier](#) - [video teaser](#) - [full take video](#)

– **Residency for Participative Open Lab: Halle de la machine, Toulouse, October 26-30 2021**, [photos](#)

– Presentation for children: October 6, 2020, Theater Marcel Pagnol, Villeneuve-Tolosane

– Premiere: October 2-3, 2020, le Ring Scène périphérique, Toulouse

### Partners:

Peripheral Scene le Ring – Toulouse

Theater Marcel Pagnol – Villeneuve-Tolosane

Studio the Vannerie – Toulouse

Bellegarde Cultural Center – Toulouse

Quai des Savoirs – Toulouse

La Halle de la machine – Toulouse

International Institute of Puppetry – Charleville Mézières

IRIT – Toulouse (scientific partner)

LIRMM – Montpellier (technical partner)

University of Montpellier, art/culture

INRIA – Bordeaux (technical partner)

Caliban Midi (Sponsor - construction of the machine)

Institutional support : City of Toulouse, Occitanie Regional Council (« digital and innovation » cultural projects), Council of the Haute-Garonne, Spedidam

## Myselfs



### **2019 production**

A human being – Her multiple selves – A digital creature

**Myselfs** is an interactive choreographic performance which stages a dialog between a dancer and her multiple selves, embodied in an autonomous and unpredictable visual and aural creature, which emanates from her psyche as interpreted by optical and body sensors.

[full dossier](#) - [artists bios](#) - [tech sheet](#) - [video teaser](#)

A contemplative, metaphysical artwork. An inner journey. In touch with the mystery of the breath of life. [Full take](#)

Jean-Marc Matos: co concept, choreography

Marianne Masson: co concept, co choreography, dance

Antoine Schmitt: co concept, interactive visual and aural creation [www.antoineschmitt.com](http://www.antoineschmitt.com)

Collaboration on the technology: Stefano Piana (engineer)

[Research Center Casa Paganini](#) [InfoMus](#), Genoa, Italy, Dir. Antonio Camurri

Residency at the Bogliasco Foundation, Genoa, Italy (Fellowship 2017) <https://www.bfny.org/>

Touring dates:

- September 26, 2021, [Imperio Festival, Palermo, Italy](#)
- October 8, 2021, Festival of Grenade sur l'Adour
- January 16, 2020, Salle du Jeu du Mail, Pamiers (residency start-up January-September 2020)
- April 25, 2019, [FIAV \(Video International Festival\)](#), Theater of the French Institute, Casablanca, Morocco
- May 9, 2019, Theater Marcel Pagnol, Villeneuve-Tolosane
- March 22-23, 2019, premiere, Theater le Ring, Toulouse

Institutional support : City of Toulouse, Occitanie Regional Council (« digital and innovation » cultural projects), Council of the Haute-Garonne, Spedidam

## II - Productions combining immersive, participatory, and interactive, site-specific performances and installations:

### [RCO \(Choreographic Radical Object\)](#)



#### 2017-2022 production

with [Sarah Fdili Alaoui](#) (scientist and artist)

[teaser 1](#) [teaser 2 \(outdoors\)](#)

[full take](#) (password: RCO) outdoors

[full take](#) (password: RCO2) indoors

Participatory and site-specific choreographic performance with interaction via smartphones, at will...

**RCO** is an interactive participatory dance performance, on variable scales, which unfolds according to the physical behavior of audience participation and their

reactions instructed via their smartphones. Audiences, as they desire, trigger rules which they discover little by little. Messages, as invitations (in French, Chinese, English, or any other language) are being sent, via a local mobile telephone network (which we provide), on the smartphones of participating audiences.

A unique choreography which adapts itself to the participants, the architectural spaces and the number of dancers-performers.

[Dossier- tech sheet](#) - Outdoor version [Video teaser](#)

VR version (virtual reality): [RCO remixed](#)

#### Recent presentations:

- November 9, 2021, Scène de Recherche, ENS Paris-Saclay, as part of the ["séquence Arts & sciences" Biennale Nemo](#), in the frame of the International Biennale of digital arts of the Region Île-de-France. A Le CENTQUATRE PARIS production.
- November 5, 2021, inauguration evening of the future Lab Art within the engineering school INSA of Toulouse

#### Other presentations:

- January 31, 2020, inauguration of the new building of the ENS Paris-Saclay, EXPLORE! event
- November 15, 2019, as part of the [CURIOSITAS](#) Art&Science Festival, Conservatory of Paris-Saclay (Orsay)
- September 26, 2019, as part of the [Tomorrow Stories \(Les Storygraphes\)](#) Festival, Bellegarde Cultural Center, Toulouse [Video teaser](#)
- July 21, 2019, "RCO Moon", in the context of the 50th anniversary of the first landing on the moon, Cité de l'espace, Toulouse [Video teaser](#)
- June 16, 2019, as part of the European event Womarts, Caj Grand Font, Angoulême
- April 8, 2019, Créteil, Val de Marne (near Paris)
- July 14, 2018, [Museum les Abattoirs](#), Toulouse ([Science in the City Festival/ ESOE](#))



- May 18, 2018, Theater Marcel Pagnol, Villeneuve-Tolosane
- April 13-14, 2018, [Theater Le Ring, Toulouse](#) [video teaser](#)
- March 30, 2018, Opening Exhibition at the [Ardenome, ancien Grenier à sel](#), (EDIS donation fund), Avignon
- December 19, 2017, [Bellegarde Cultural Center](#), Toulouse as part of [Metabody Toulouse 2017](#)
- November 7, 2017, [Le CENTQUATRE, Paris](#) (50th anniversary of the INRIA) [video teaser](#)

Choreographers: Jean-Marc Matos & Sarah Fdili Alaoui

Dancers-performers: Ambre Cazier, Izaskun Insausti, David Mazon, Mario Garcia Sáez

Technological collaboration: Arnaud Courcelle (main designer of the interactive set via mobile phones) and Jean-Philippe Rivière (LRI Laboratory)

Costumes: Aline Pérot

Partners: la Diagonale Paris-Saclay, Investissements d'Avenir, Laboratoire de Recherche en Informatique, INRIA ex(situ team, Cultural Center Bellegarde, CDCN of Toulouse, Studio the Vannerie, Theater le Ring (Toulouse).

Institutional support: City of Toulouse, Regional Council Occitanie Pyrénées Méditerranée, local Council of the Haute-Garonne. Recipient of the call for « projet Phare 2017 », la Diagonale Paris-Saclay.

### \*Magh Machine



**2021 production**

[photos of the open Lab](#)

[teaser of the scenic performance](#)

Collaboration [Caliban Midi](#) – K. Danse

Dance and robotics: visitors + 1 semi-autonomous animated machine.

Jean Marc Matos – Thomas Peyruse

[One page](#) – [dossier](#)

– **Residency for Participative Open Lab: Halle de la machine, Toulouse, October 26-30, 2021**

– Presentation for children: October 6, Theater Marcel Pagnol, Villeneuve-Tolosane

– Premiere: October 2-3, 2020, le Ring Scène périphérique, Toulouse

Concept, choreography: Jean-Marc Matos

Digital Puppetry manipulator: Claire Madern

Robotician: Thomas Peyruse

Visual artist (Machine): Manon Schnetzler

Partners: Peripheral Scene le Ring – Toulouse, Theater Marcel Pagnol – Villeneuve-Tolosane, Studio the Vannerie – Toulouse, Bellegarde Cultural Center – Toulouse, Quai des Savoirs – Toulouse, La Halle de la machine – Toulouse, International Institute of Puppetry – Charleville Mézières, IRIT – Toulouse (scientific partner), LIRMM – Montpellier (technical partner), University of Montpellier, art/culture, INRIA – Bordeaux (technical partner), Caliban Midi (Sponsor - construction of the machine)

Institutional support: City of Toulouse, Occitanie Regional Council (« digital and innovation » cultural projects), Local Council of the Haute-Garonne, Spedidam

## Narcissus Reflected



2017-2021 production with [Arnaud Courcelle](#)

Participative performance via smartphones

[teaser](#) [10mn video](#)

[full take video](#) (password: NR)

Residency for re-enacting, September 20-24, 2021, [Maison du Savoir](#), Saint Laurent de Neste (near Tarbes), with workshops for primary and graduate schools

### Other presentations:

- September 14, 2018, [Maison du Savoir](#), Saint-Laurent de Neste (near Tarbes)
- February 16, 2018 - Theater Roguet, Toulouse
- March 21 & 22, 2018 - [Electrochoc](#) Festival, Bourgoin-Jallieu (near Lyon)
- November 10, 2017, [French Institute](#), Barcelona (as part of the [Fenomens](#) Festival)
- April 28 and 29, 2017, [Theater Le Ring, Toulouse](#)
- June 16, 2017, Marcel Pagnol Theater (Villeneuve-Tolosane)

Interactions with audiences are made through messages sent (in French, Chinese, English or any other language), via a local mobile telephone network (which we provide), on the smartphones of participating audiences.

Choreography: Anne Holst & Jean-Marc Matos

Digital scenography, design of the participative set: Arnaud Courcelle

Dancers-performers, creative partners: Fabien Gautier & Marianne Masson

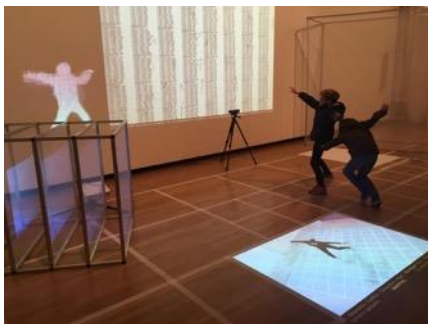
Music: Emmanuel Mondolfo

Lights: Yarol Stuber

Residencies and support: Theater Le Ring, Toulouse – CDCN, Toulouse – School of artistic education, Tournefeuille – Theater Marcel Pagnol, Villeneuve-Tolosane.

Institutional support: City of Toulouse, Occitanie Regional Council (« digital and innovation » cultural projects), Local Council of the Haute-Garonne, Spedidam

## BodyFail



2017-2021 production [project site](#)

Interactive installation with performance

Dance and artificial intelligence

[teaser](#)

Collaboration with artist designer [Thomas Guillemet](#) and programmer [Clément Barbisan](#).

Recipient of the [Pulsar Open Art Prize 2017](#).

[Video excerpts of the making of >> teaser](#)

[full dossier](#)

Recent presentation:

- September 24, 2021, **European Night of Researchers, Quai des Savoirs, Toulouse / Cancelled because Covid.**

Other presentations:

- September 30, 2018, Entretiens de Royaumont, **La Sorbonne Abu Dhabi, United Arab Emirates** (Institut Français)
- February 2018, **Pyramid of the Louvre, Paris (private Accenture evening)**
- May 2018, exhibition « mutations/creations: coding the world », **Georges Pompidou Center, Paris**
- April 2018, Galerie of the Crous, Paris (personal exhibition by Thomas Guillemet)
- December 2017, [Groupe EDF Foundation](#) , Paris

Automated analysis of movement qualities with EyesWeb: **Casa Paganini-InfoMus Research Centre**, DIBRIS, University of Genoa. EyesWeb patches developed by Stefano Piana.

Concept & creation: Clément Barbisan (programmer), Thomas Guillemet (artist and designer), Jean-Marc Matos (choreographer)

Team: Pauline Lavergne (dancer-performer), Yoan Rihouay (video film maker), Stefano Piana (computer engineer at the Research Center InfoMus Casa Paganini, Director Antonio Camurri, Genoa, Italy)

Partners: [Pulsar The Open Art Prize](#), [Fondation Groupe EDF](#), [TechShop Paris/Ivry](#), DRAC Ile de France, The Contemporary Art Center of Auvers sur Oise, The Fondation de France, campus for startups [Station F](#), [Accenture](#)

### (In)tact



Production with [Tatiana Vilela](#)

- Installation performance - May 22-27, 2017, with Pauline Lavergne & Mario Garcia Sáez  
[Le Cube, Issy Les Moulineaux](#)

- 1st prototype – September 3-4, 2016, in situ, with Marianne Masson & Mario Garcia Sáez, Horizons numériques Festival - [Escaladieu Abbey](#) (Hautes-Pyrénées)

The installation comes alive only via the physical participation of visitors [Video excerpts](#)

### Metaphorá (Transport en commun)



2015-2017 production

[video excerpts 1](#)

[video excerpts 2](#)

[full take](#)

**Metaphorá (Public transport)**, continuation of [Errance](#).

Interactive, immersive installation, choreographic performance, audience participation. A unique environment as a shared experience between choreography, sensitive bodies, and a community of audience members.

Touring dates:

- Performance at the [Ramonville Cultural Center](#), Novembre 17, 2017



- [Quai des Savoirs](#), Toulouse, for Metabody\_Toulouse, in the context of the [European Night of Researchers](#), September 30, 2016
- Theater Le Ring, Toulouse, April 1-2, 2016
- Theater Marcel Pagnol, Villeneuve-Tolosane, May 27, 2016
- [Theater Le Ring](#), Toulouse, December 10-11, 2015
- Festival Horizons numériques, [Abbaye de l'Escaladieu](#) (65), September 3-6, 2015

Choreography/staging / concept: Anne Holst & Jean-Marc Matos  
 Partners (interactive design, video, generative images): Aurélie Dumaret & Emilie Villemagne (1minute69) [www.1minute69.com](http://www.1minute69.com)  
 Dancers, performers: Marianne Masson & Mario G. Sáez  
 Interactive environment programming: Arnaud Courcelle  
 Original musical composition: Emmanuel Mondolfo  
 Technical installation: Yarol Stuber

*Errance is an integral part of the research and creative experimentation being developed in the context of the European project [Metabody](#)*

[WITH THE SUPPORT OF THE CULTURE PROGRAM OF THE EUROPEAN UNION](#)

Institutional support: City of Toulouse, Occitanie Regional Council, Local Council of the Haute-Garonne

## [Monster](#)



2014-2017 production [8 mn video](#) [photo animation](#)  
[full take part 1 \(pas: kdanse1\)](#)  
[full take part 2 \(pw: kdanse2\)](#)

A performance combining contemporary dance and interactive digital media based on a contemporary rewriting of *The House of Asterion* by Jorge Luis Borges (inspired by the myth of the Minotaur).

The performance can be seen from inside or outside.  
[press](#)

[Press in Barcelona](#)

[brief artistic dossier](#) [technical rider](#)

Choreographers: Anne Holst & Jean-Marc Matos  
 In close collaboration with [1minute69](#), Interactive audiovisual illusion  
 Digital artists: Aurélie Dumaret & Emilie Villemagne  
 Created with and danced by: Marianne Masson & Mario Garcia Sáez  
 Yarol Stuber, technician and light designer

### **Performing dates:**

- May 17, 2017, Espace Franquin, Festival "Je suis en corps humain...", Angoulême
- February 23, 2017, Salle du Jeu du Mail, Pamiers (Ariège)
- October 4, 2016, Altigone, St Orens de Gameville (near Toulouse)

### **Performing dates abroad:**

- October 1st, 2 and 3, 2015, [Hiroshima Theater](#), Barcelona  
 This performance is part of the Ciclo Fenomens, in collaboration with the Espacio Erre.
- March 24, 2015, Electrochoc Festival, Bourgoin-Jallieu (near Lyon)
- February 27, 2015, Théâtre Le Bascala, Bruguères (near Toulouse)

- December 2014 (in the context of “Décembre en Danse”), Théâtre Le Ring, Toulouse
  - October 2014, Centre Culturel Alban Minville, Toulouse
  - Premiere: March 28, 2014, Théâtre Marcel Pagnol, Villeneuve-Tolosane [video 18mn](#)
- Monster is an integral part of the research and creative experimentation being developed in the context of the European project [Metabody](#)  
[WITH THE SUPPORT OF THE CULTURE PROGRAM OF THE EUROPEAN UNION](#)  
 Institutional support: City of Toulouse, Occitanie Regional Council, Local Council of the Haute-Garonne

### [Fées<sup>3</sup> \(2015\)](#)



#### **2015 production**

Performance commissioned by the *Festival Laréole*, “*Le Château se donne en spectacle*” – Conseil Départemental de la Haute-Garonne, near Toulouse, France. [video excerpts 2mn40s](#)

**Castle of Laréole, July 25 and 26, 2015**  
[full videos part 1 and part 2](#)

Site-specific dance performance that invites audiences to move across distances, fields, forests, buildings and proposes people to dance themselves.

Duration: between 20 mn and 30 mn, depending on context

Fées<sup>3</sup>, within the natural and architectural spaces around the Castle of Laréole, being used for original short choreographies, imagines secret singular stories contextualized by the perspectives offered by the site.

Different dances are experienced by audience members wandering through a parcours composed for them as an invitation. An invitation to travel... Inspired by fairy tales and mythological stories of free Amazons whose spaces carry the sensitive memories, let us be taken by their strength, mystery, magic and fragilities.

Choreography and artistic direction: Anne Holst & Jean-Marc Matos

Created with and danced by Ambre Cazier, Pauline Lavergne, Marianne Masson, Cassandre Munoz

### **III - Performances as community artistic work, combining interactivity and site-specific interventions, for/with youngsters, adults, disadvantaged, and disabled children:**

#### [ANDS project](#)



Project with/for children and adults (living in rather poor conditions and semi abandoned neighborhoods), in close collaboration with the CSCS CAJ Grand Font of Angoulême, combining full immersion with citizens of all ages, master classes, multidisciplinary workshops, commun creative research and site-specific performance making ([3 Ravens](#), [Site specific](#), [Commune Beauté](#), etc.), regular activities since 2014, leading to the “ANDS” (Arts numériques, Danse, inclusion Sociale) participatory project, supported by the Nouvelle Aquitaine

Drac and Region, 2022-2023. [Video excerpts](#)

## Dance and Tales



Project dedicated to young and very young children, coming from poor families living in the City of Clamart (South of Paris) with the objective of providing them with the necessary discovery of existing tales for them to write their own, and co creating a dance performance. Project lead by the Petite Bibliothèque Ronde, in collaboration with the Music Conservatory, with the support of the Drac Ile-de-France and the Fondation de France, 2022.

## Numerik Danse, Dance in graduate, secondary, primary, nursery schools, The Human rights



Participatory workshops for children (nursery, primary, secondary and graduate schools), offering tools for collective creation in contemporary dance, “Danse à l’Ecole” (Academy of the Haute-Garonne), the city of Villeneuve-Tolosane, and various cities of the Occitanie Pyrénées Méditerranée Region, since 2007, ...2022, and mixed participatory workshops proposing a hybrid approach on contemporary dance and digital technology, as part of the “Corps et jeu numérique” (“Passeport pour l’Art”) project supported by the City of Toulouse, 2018-2022.

[Look at each project for video teasers](#)

## A fleur de peau



Residency in the territory of the City of Millau, addressing children of 4 primary school classes and 3 groups of disabled adults, combining workshops and site-specific performance making, including interactive contact technology, and a final inclusive event. Recipient of a call for proposals launched by the Millau city (Aveyron) and the Drac Occitanie, 2015. June 2015, [video excerpts](#)



## My Favorite things



### **“Dance-multimedia-distant dialog” project, supported by Toulouse Métropole 2013-2018**

As part of the “Jeunes e-Toile” project for and with children with the support of Toulouse Metropole in many cities and small towns of the Toulouse Metropolitan area, each year involved 3 community centers of 3 different cities, offering workshops, performance making and exchanges between towns, 2008-2018. [video excerpts](#)

- City of Aigrefeuille (2018)
- Cities Tournefeuille at the Escale, Saint-Jean salle Palumbo, Balma Auditorium (2017) [press \(FR\)](#)
- Cities of Balma, Gagnac sur Garonne, Fenouillet (2016)
- Cities of Pibrac (TMP), Balma, [Castelginest](#) (2015)
- City of [Dremil-Lafage](#) (2014)
- Cities de Launaguet, Mondonville (2013)

Project conceived and choreographed by Anne Holst and Jean-Marc Matos  
assistants: Marianne Masson, Chloé Caillat, Ambre Cazier, Pauline Lavergne

## The k project, Dialogues en traverses



Dance-multimedia projects supported by the "Grand Toulouse"

Performances made by Anne Holst and Jean-Marc Matos with children from the cities of the Toulouse Metropolitan area.

[video excerpts](#)

2012: Tournefeuille, Saint-Jean, Fonbeauzard [video excerpts](#)

2011: [Pavillon Blanc](#), Colomiers (Médiathèque Pavillon Blanc), Mondonville, Cugnaux

2010: Tournefeuille (Le Phare), Saint-Orens (Théâtre Altigone), Aussonne [video excerpts](#)

2009: Pibrac (Théâtre), Brax, Cugnaux [video excerpts](#)  
[video excerpts of performances made in 2009 \(Pibrac\) and 2010 \(Saint-Orens\)](#)

2008: Aucamville, Launaguet



### [Dance for disabled children](#)



A Dance and multimedia project for Clai/Clae providing creative activities with mixed groups of non-disabled children together with children with severe cognitive and physical disabilities, including performance making, leading to public presentations, a collaboration between the Educational and Medical Institute Bousquairol, and the Community Center of the city of Villeneuve- Tolosane, each year, 2007-2012. [Look at the project' site for video teasers](#)