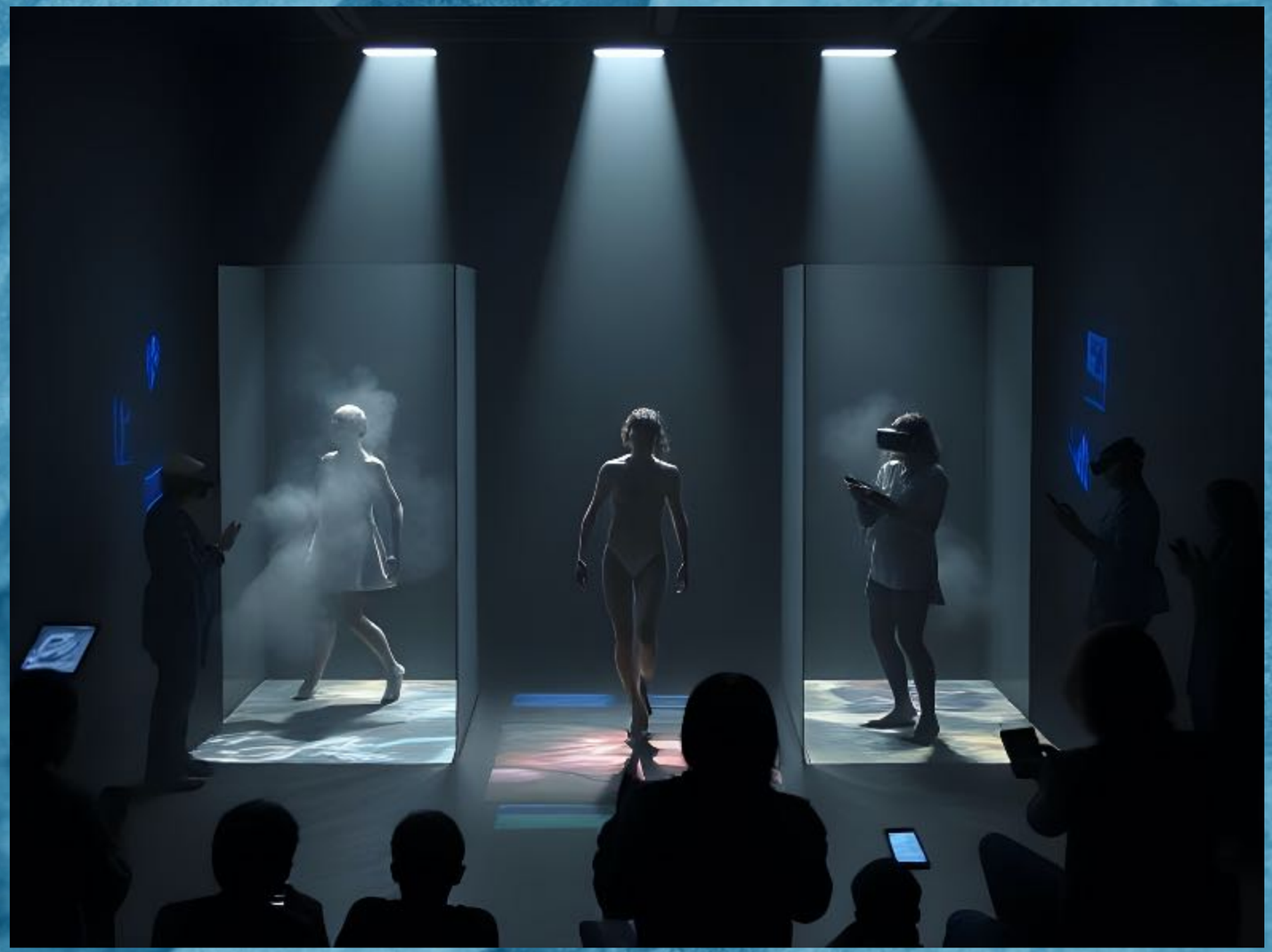
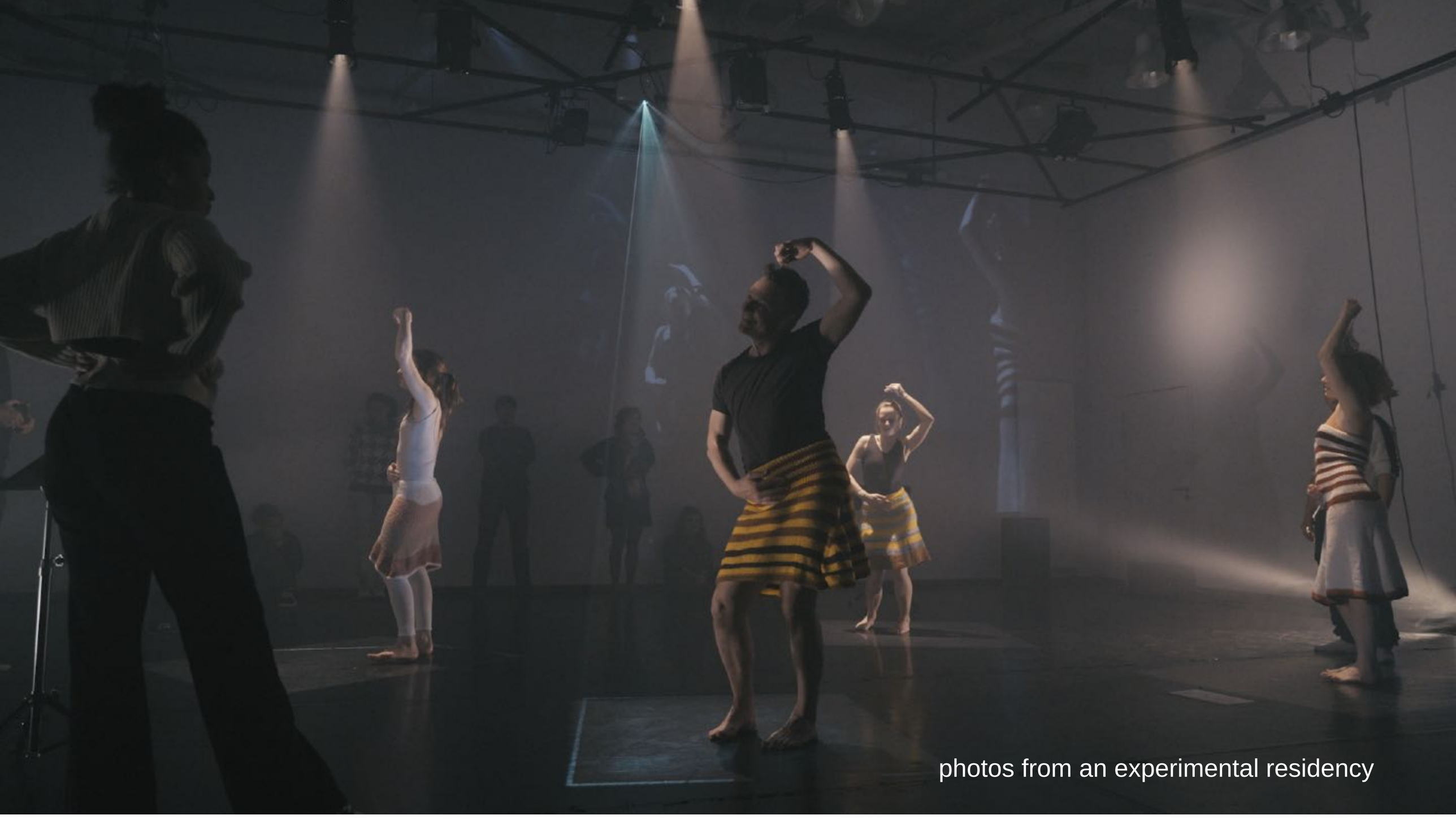
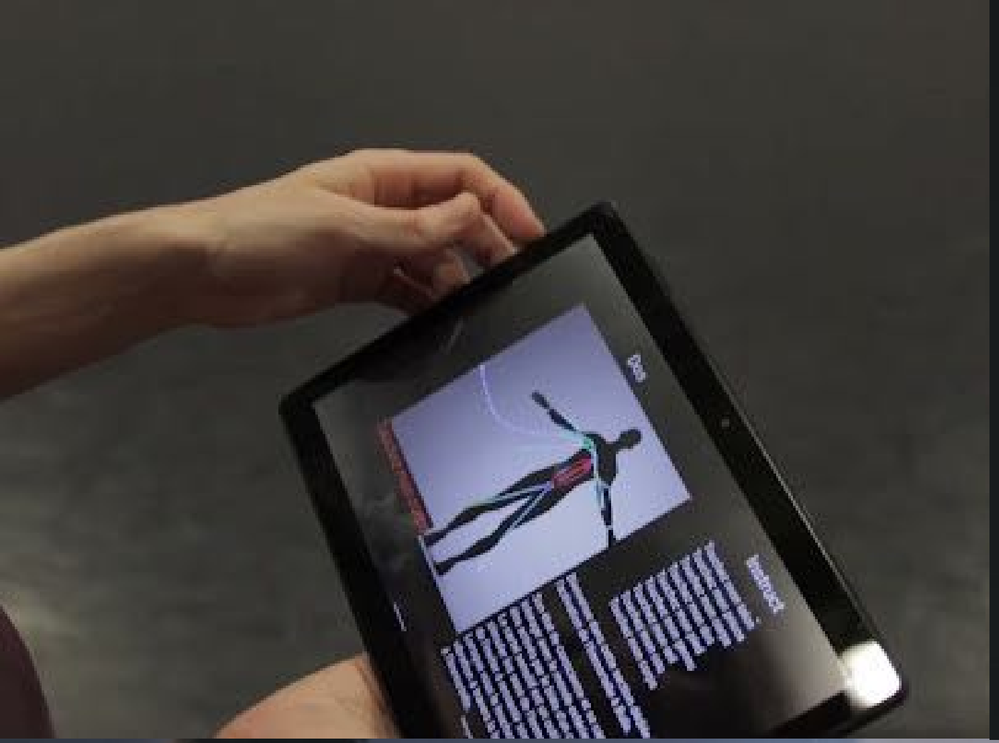
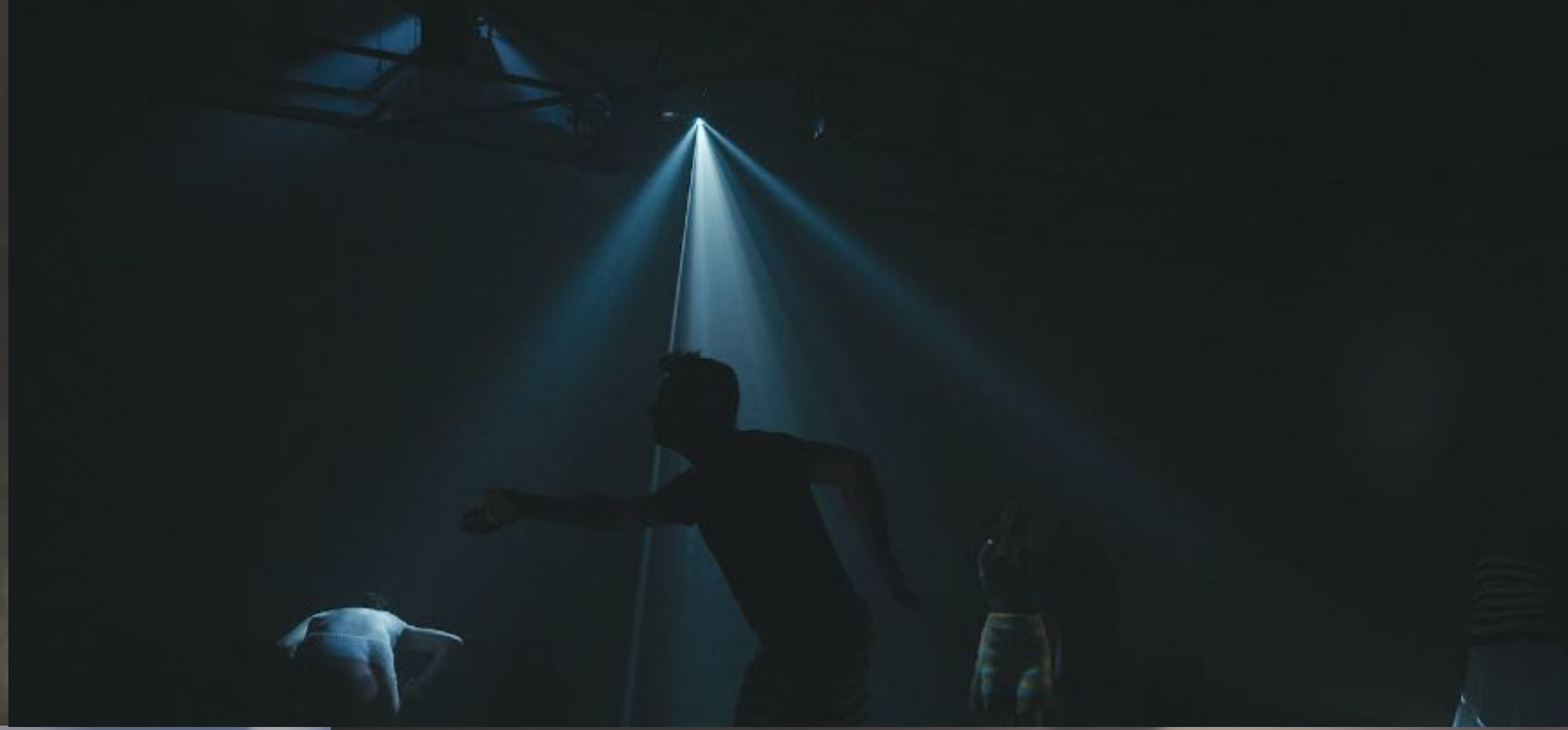
ETERNITY

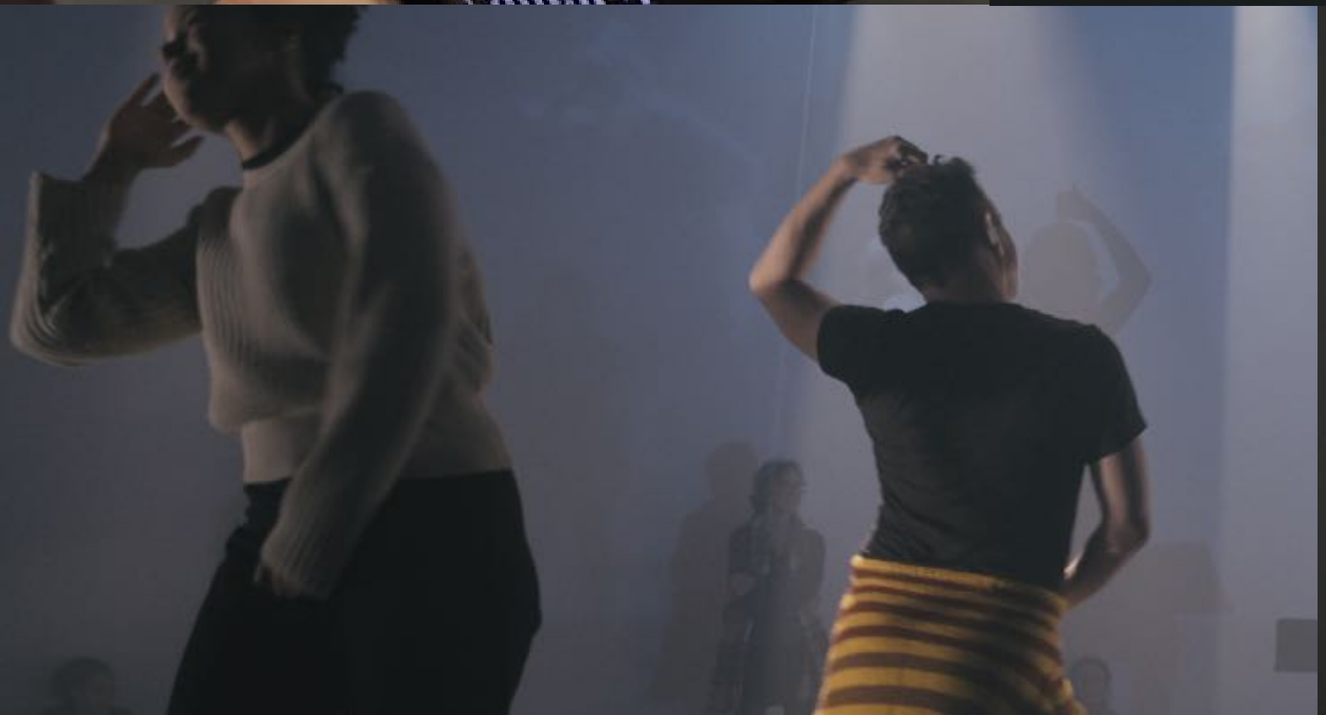


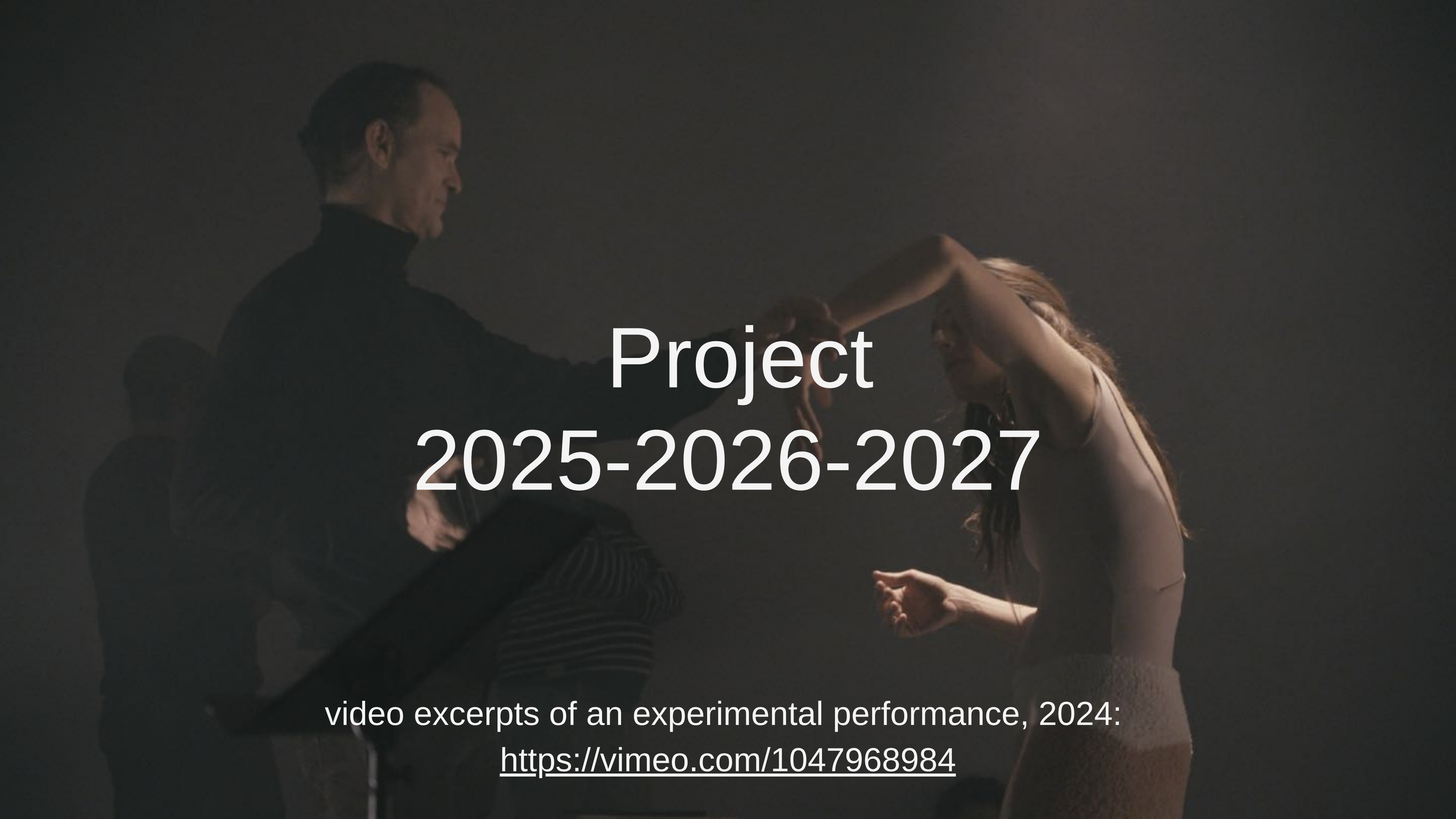


photos from an experimental residency









Project
2025-2026-2027

video excerpts of an experimental performance, 2024:
https://vimeo.com/1047968984

Choreographic and interactive performance/installation, integrating contemporary dance, Artificial intelligence (AI), XR scenography, and participative audiences.

ETERNITY

The ETERNITY project explores the theme of immortality through an interactive and choreographic performative installation, integrating contemporary dance, artificial intelligence (AI), XR scenography, and audience participation. The performance, conceived by Jean-Marc Matos, imagines a techno-scientific fiction set in a future where immortal creatures, created by advanced technologies, are exhibited as curiosities, and where there is a possible physical contact between these creatures and the participating audience.

Introduction

The project features three dancers as hybrid creatures, "near-humans”, in a dark space, enclosed inside vertical and protective beams of light, and controlled by an AI. This AI coordinates interactions between the audience and the creatures, adjusting lighting, sounds, and projections based on the creatures’ reactions and audience stimuli. Visitors-spectators, free to navigate around, using their smartphones, tactile interfaces, other interactive sensors,
and for some, VR headsets, can interact with the creatures,
influencing their behavior and movements.

Science Fiction Dance and Technological Interaction

The performance is set in a speculative future where visitors observe and interact with an immortal creature confined within a defined space by an azimuthal light projection. This setup, akin to a sideshow attraction, allows the audience to engage with the creature, making it relive past experiences through gestures and stimuli controlled via smartphones and tactile labels. The AI collects and interprets these interactions, generating new scenographic elements in response.

Scenography and choreography

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Dramaturgical Context

Projected into the year 2084, the ETERNITY project imagines a world where the war against death has been won, leading to the confinement of immortal beings by their creators. This narrative backdrop sets the stage for the creative experience, where the immortal, a sophisticated humanoid specimen, attempts to reconnect with humanity. The audience, free to explore and interact, becomes part of the creature's last attempt to understand human emotions and existence.

Choreographic Research and the Role of AI

Jean-Marc Matos explores the movement of an immortal being by dissociating different body parts and varying rhythms, while the computer programming focuses on integrating AI into the performance. This involves the use of sensors and generative programming to create interactive and adaptive scenography. The AI's role extends to sociological, technological, and artistic domains, including gesture tracking, automatic generation of texts, images, and sounds,
and deep learning processing of movement data.
The AI coordinates scenographic elements based on interactions between the immortal creatures and the audience, adapting visual, textual, and sound elements. This setup aims to evoke a matrix of strong emotions such as pain, madness, dread, and tenderness through a sophisticated choreographic expression.

XR scenography

The entire stage setup made of the "immortal" creatures, confined within their azimuthal light columns, along with the free spaces between them and the video projection surfaces on the floor and surrounding walls, is the scenography itself for an XR mixed-reality experience. Within this environment, some audience members will be able to live a parallel journey through additional information, narrative fragments, and other audiovisual content, accessible via VR headsets.

Team

Jean-Marc Matos, choreographer
Laure Lapeyre, performer
Ariadna Logvinova, dancer performer
Stefan Veselinovic, dancer performer
Arnaud Courcelle, digital artist and programmer
Clément Combes, video artist
Flaure Diallo, costume designer
Guilhem Cléry, light designer
Loïc Matos, video and photos

Ecological and Societal Commitment

The artists aim for a sustainable approach:
Minimizing the environmental impact of digital tools and travel.
Using open-source software with low energy consumption.
Reducing plastic use and encouraging DIY (Do It Yourself).
Promoting fair social and wage conditions for all collaborators.
Providing free or reduced-cost access to workshops and presentations, depending on available funding.
By combining poetry, technology, and performance, ETERNITY invites a speculative contemplation of immortality, where humans and machines meet and question each other.

Methodology

Artistic Creation and Research:
1- Collaboration between a choreographer, dancers, and a digital artist to design a performance where a two-way communication is established between the participating audience and the dancing "creatures."
The audience receives invitations to interact with the creatures, who respond in turn.
The performers' reactions then modify the initial messages and influence the visual and auditory environment.
2- Development of the Scenic and Technological Device:
Design and creation of a system equipped with intelligent sound and body sensors capable of detecting the performers' movements and intentions.
Programming of touchscreen tablets, similar to museum labels, to allow remote audience participation.
3- Experimentation and Iterations:
Testing the system in an experimental setting to refine the interactions between dance and technology, incorporating feedback from participants.
4- Public Performance:
Presentation of the ETERNITY performance in artistic venues to offer the audience a unique, immersive, and poetic experience exploring the relationship between humans and technology.
The project builds on a series of experiments conducted in 2002, 2023, and 2024 with a pilot system that has yielded excellent results, both artistically and technologically.

Projected Timeline

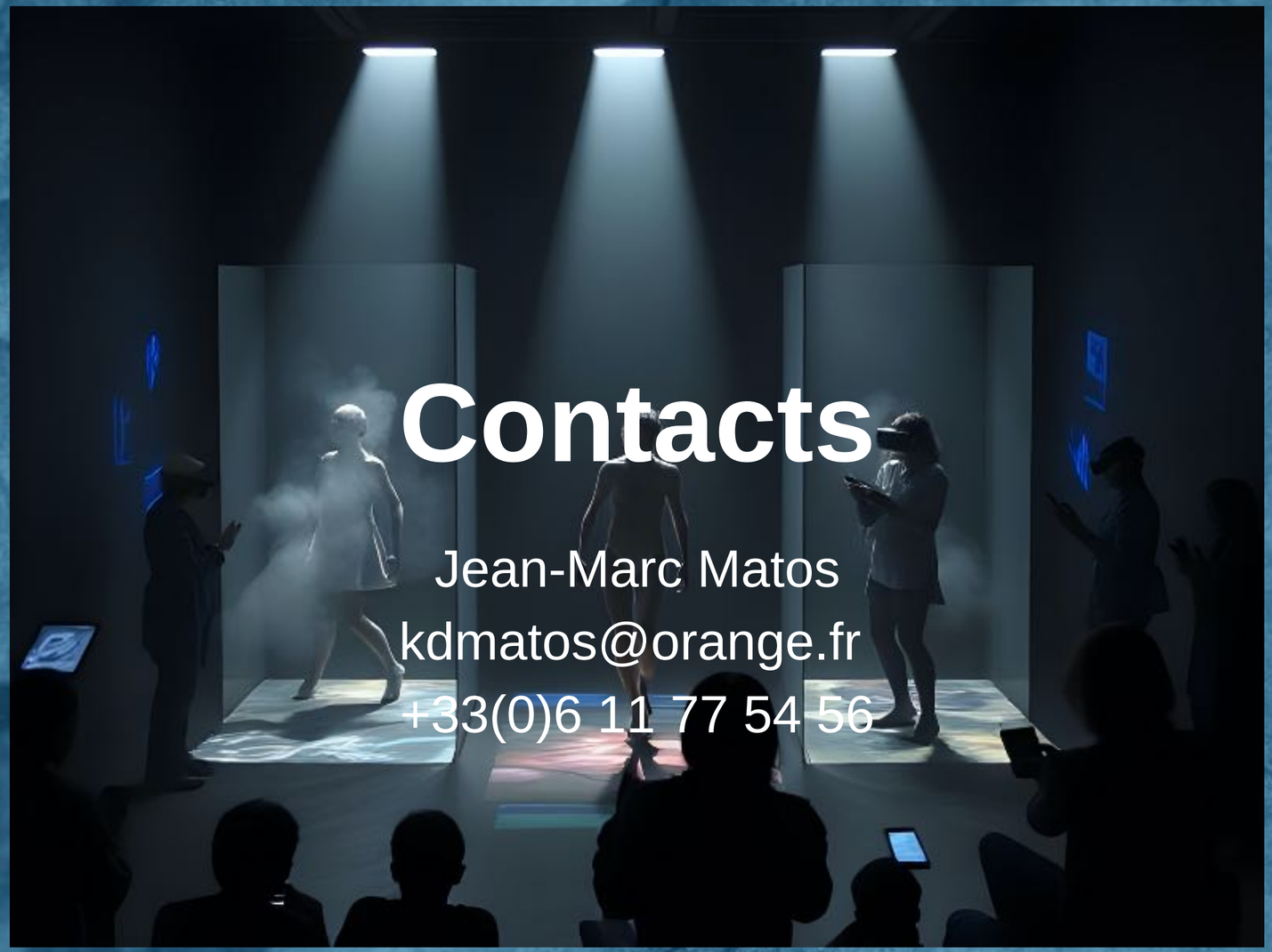
Pre-conception – various remote preparations: Autumn 2025
Research, development, tests, and experiments: Autumn 2025 – Winter 2026
Advanced design and tests with initial audiences: January–June 2026
Research-creation residencies, experiments, and tests with participating audiences: October–December 2026
Further development, advanced tests, and experiments: January–July 2027
Public premieres: Autumn 2027 (2027–2028 season)

See the portfolio of the performance - installation: https://www.k-danse.net/en/portfolio/eternite/

Projected support, for future production (confirmed and under investigation)

European Project AEPYDEA (CSGO Best) France/Bulgaria/Greece (2025-2026)
European Project Bodynet-Khoros France/Spain/Greece (2022-2025)
Institut Français Paris (IF digital)
Euro-regional Project Cos(ArtEina2) Occitanie/Balearic Islands/Catalonia
(Festival Ecoss, Barcelona) 2025
City of Toulouse
General Council of Haute-Garonne
Bellegarde Cultural Center, Toulouse
Cultural Services of Villeneuve-Tolosane (Toulouse Métropole)
Le Quai des Savoirs, Toulouse
InfoMus, Casa Paganini, Research Center, Genoa, Italy
LAAS (Laboratory for Analysis and Architecture of Systems - CNRS, Toulouse)

Planned complementary residency locations:
La Gare aux Artistes, La Vannerie, Le Qui des Savoirs (Toulouse),
ArsFabrik (Combaillaux) - Cie Yann Lheureux



Contacts

Jean-Marc Matos
kdmatos@orange.fr
+33(0)6 11 77 54 56

photos from an experimental residency