
MATERIZE

Materize is a 1-hour long performance for 4 dancers and the wearable instrument *Hreyfð*. The piece is the initiative of composer and instrument maker **Sól Ey** and is developed in collaboration with choreographer and dancer **Alvilda Faber Striim**, dancers **Paulina Šmatláková** and **Abraham Rademacher**, wearable sculpture maker **Daphne Karstens**, and light designer and creative technologist **Nathan Marcus**.

Materize is the first piece written for the wearable instrument *Hreyfð*, which is the result of Sól Ey's extensive research on instruments that create sounds with gestures. The instrument uses microphones and speakers to create audio feedback, processed with a microcontroller and sensor signals in real-time, all attached to the performer's body. The feedback creates a field of audible possibilities that are performed with movement. The sound world of *Hreyfð* varies between drone-electronic music, theremin sounds with delicate vibrato, multiphonics between voice and feedback, and noisy drum rhythms. The sound world of the instrument affects how the dance is composed, and vice versa. As a part of the creative process for *Materize*, the instrument will be expanded with lights, making the performing bodies the primary source of all stage elements of the performance.



Materize aims to interweave sound, movement, and space where four dancers play the role of choreographed sound sculptures. Since *Hreyfð* is a wearable electronic instrument, the indication of cyborgs is inevitable. This has greatly influenced the instrument's design and the concept of the work. *Materize* will have a modern reference to the sci-fi novel *Frankenstein* with performers playing cyborgs and delivering the plot through music and movement. The story of *Frankenstein* is no less relevant today regarding humanity's fear of technological development, and its possibility of taking over humanity. It raises questions about ethics and empathy towards technology, care towards digital human and non-human creatures, and whether robots would ever be seen as human. The development of intelligent technology is primarily focused on the technicality, while the moral aspects are often left behind. With the piece, we want people to reflect on these ethical aspects.

The piece will be performed in a shared space where audiences can walk freely around the space while the dancers move among them and play with friction and power play.

Materize will premiere at Reykjavik Art Festival in June 2024, and is planning a short European tour in the period October-December 2024. The confirmed performances are at MINU festival in Copenhagen and NEXT festival in Bratislava. The rehearsal- and production periods are already partly funded.



LINKS

DOCUMENTATION

- Demo version of the piece from the Academy of Theatre and Digitality <https://vimeo.com/754422620>
- Short documentary about the wearable instrument Hreyfð <https://www.youtube.com/watch?v=s34NMjMBRjc>

ARTISTS

- **Sól Ey** composer and instrument maker <http://sol-ey.com/>
- **Jens Schyth Brøndum** choreographer <https://www.instagram.com/dancewithjensen/>
- **Alvilda Faber Striim** dancer <https://www.instagram.com/alvildastriim/>
- **Paulina Šmatláková** dancer <https://www.instagram.com/paulinasmatlak/>
- **Daphne Karstens** costume designer <https://www.daphnekarstens.com/>
- **Nathan Marcus** light designer and technician <https://www.nathanmarcus.nl/>

CVs AND LOIS

- <https://www.dropbox.com/scl/fo/l1mrjfm889wyi301kyw5g/h?rlkey=85qft7qarvck8pi90nig5dljt&dl=0>