

ALLEGATO 1

CURRICULUM VITAE

Paolo Atzori was born in Iglesias (Sardinia, Italy), where he completed his primary and secondary studies. He has lived and worked in Venice, Rome, New York, Vienna, Cologne, Brussels, Tel Aviv.

Since 2005 he lives with his partner Nicole Leghissa and their children Alma (2007) and Zeno(2005) in Trieste, Italy.

STUDIES

He studied Architecture in Venice and Rome (thesis about "the relationship between the development of communication technologies and new forms of art"; advisor Achille Bonito Oliva), and Media Arts in Cologne (Audiovisual Media postgraduate diploma; project "Hyper-booth"; advisors: Fabrizio Plessi and Siegfried Zielinski).

ACTIVITIES

From 1984 to 1993 he intensively practiced the sport of sailing, participating in the most important national competitions and in various international regattas, including crossings the Atlantic Ocean twice (transit des alizes).

From 1990 to 1992 he worked as an architect in Vienna at Albert Wimmer Atelier.

In 1992, along with Anna Maria Montaldo, he organized the exhibition, in Cagliari (Sardinia). In the same year he submitted a draft about Media Theatre to the Superior Academy of Media Arts of Cologne (KHM), Germany earning the admission to a Master's program in Media Arts.

From 1994 to 1997 he worked there as an assistant to Fabrizio Plessi, on a new course they initiated together, "Electronic Scenography".

The course included a laboratory in which students produced stage designs for several experimental dance-theater productions; the first was in 1994, Ex Machina, with the Belgian company Charleroi Danses, directed by choreographer Frederic Flamand.

After graduating in 1995, he began studying and testing prototype devices applied to interactive digital set-environments.

In 1996, the first result of this research (a motion tracking system) was implemented on the second work of Electronic Scenography, Moving Target, a collaboration between Frederic Flamand and the architects Diller+Scofidio.

In 1997 he primarily worked as Production Designer for the third work of Electronic Scenography, Memos-Pandora Librante, with Fabrizio Plessi and Claudio Ambrosini, an opera inspired by the American Lessons of Italo Calvino.

For all Electronic Scenography's projects he additionally created video images.

From 1997 to 2000 he received a contract as an artistic and scientific collaborator from the Ministry of Education and Scientific Research of North Rhine Westphalia, at the Academy of Media Arts of Cologne. Thanks to this position he could conceive art and drama projects that focused on the research of a new theatrical form that dynamically represented the transformations that characterize contemporary society, in particular those relating to the development of communication technologies.

In 1999 with the composer Anthony Moore and an interdisciplinary group of artists and technicians presented the first version of an interactive performance of dance, FullPlay. It

was held in the gasometer of Amsterdam, with choreography and performances by Martin Butler; the project was co-produced by the Culture Ministries of the Netherlands and North Rhine-Westphalia, together with the Academy of Media Arts of Cologne.

In 2000, with choreography by Roberto Castello, he staged *The Adventures of Mr. Quixana*, awarded the same year as the best dance production in Italy. In the same year, in Brussels, with the choreographer Michèle Noiret and composer Todor Todoroff they created *InBetween*.

Along with the same artists, in 2001, they created *Twelve Seasons*. Both works were co-produced by Opera La Monnaie in Brussels and had a length european tour. The same year, in Tel Aviv, he created *Close-Up* with Israeli choreographer Rina Shenfeld. In September 2002, in Paris, a second version of the project *FullPlay* was held with the composer Anthony Moore and the choreographer Bud Blumenthal.

In 2005, with Uwe-Schmitz Gielsdorf and Federico M. Sardelli, he created the sets and videos for the first modern representation of *Motezuma* by Antonio Vivaldi. In the same year he returned to Italy. From 2005 he has dedicated most of his time to educational and academic activity. In 2006 he became professor of Digital Stage Design and Project Methodology at NABA (New Academy of Fine Arts) in Milan.

Additionally in 2007, at NABA, he was named the director of the Master Digital Environment Design, <http://www.master-naba-d3d.net/> and advisor of the PhD program of the Planetary Collegium, M-Node in Milan <http://www.m-node.org/>

OTHER ACTIVITIES: 1993-2013 Since 1993 he lectures and participates in international festivals; he has published several articles and essays. In 1995 he collaborated with the 'Institute for Network Studies of New York, designing the sustainable public Internet booth, "Net-Hyper_Booth". Member of the Scientific Board and curator of Interdimensional Entities of Fabbrica Europa Europe 1997 and 1998, in Florence; curator for 1998-99 editions of Activation Space at "Golem Videofestival" of Turin. Founding member of the Cultural Associations ANOMOS in Paris and Interscena in Lucca. In 2000 formulate the draft E2 for the Teatro Eliseo in Rome. With Fabbrica Europa Foundation he developed the concepts of two interdisciplinary projects focused on experimentation and communication technologies: *Art_ventures* (1998) and *The Gesture in the Cultural Heritage in Europe* (2004-2005). The two projects were funded by the European Community as part of Culture 2000 program. In 2004 with Nicole Leghissa produced the video installation *The Ligurian* for "Genoa European Capital of Culture". The same year they also developed the project *Mediterranean Maps*. Parallel to the work in theater, he started several experimental workshops dedicated to interaction design and performing arts: in 1997-1998 Interscena 1 and Interscena 2, commissioned by the Region Tuscany, Province and Municipality of Livorno, with European funds. In addition to the project Interscena he taught in international seminars, in Lisbon-Portugal, Ramallah-Palestine, at the Al Quds University in Jerusalem. From December 2005 to June 2006, he lead the interdisciplinary workshop "Monteverdi Factory" in Cremona.

In 2007 he developed, along with Francesco Monico, the project "Hypercube of Innovation" for the Chamber of Commerce of Milan. The same year he grounded the Xtend3d-Lab in Milan, <http://www.xtendedlab.com/> In 2008 he lead the workshop *Il teatro Sconfinato*, Accademia di Carrara, for Fondazione Toscana Spettacolo. In the same year he was invited to the Guru Circle, Bacardi Martini Grand Prix, Milan. In 2010 he took part in WIF - Webdesign International Festival, Milan. The same year leads the research project "*enactive space and synesthesia*" at the IZA, International Institute of Architecture, in Switzerland. In 2011 he founded with Nicole Leghissa the Documentary and Media Design Agency "Hyphae", <http://hyphae.org>

The same year, he planned a new master of Interaction Design, *Interactive Environment Design*, for IED (Istituto Europeo di Design) Milan and *WikiPolis*: a concept for Trieste as Smart City, integrating wireless networking and Internet of Things technology.

In 2012 he worked as co-editor of the scientific publication *Wireless Networking in the Developing World*, <http://wndw.net>

The same year he designed for Hyphae.org a new format, a web documentary about Trieste.

In 2013 he designed a Digital Information Display for ICTP-International Centre for Theoretical Physics, Trieste, including the production of a scientific video and Infographics timeline. The same year he won with a team lead by Solares Art Foundation - Parma, the call for tenders (funded with ca. 4.000.000 euro) for the design of a new theater format, a show on the water in southern Italy:

Magna Grecia: il Mito delle Origini, Il Grande Racconto dei Greci in Occidente.

He has been engaged by Solares Foundation, Parma, as digital stage designer and co-director of the Format. The artistic Director of the event is Emir Kusturica.

Since 2013 he is professor of Multimedia Communication at the Master of Science Communication of SISSA, *Scuola Internazionale Superiore di Studi Avanzati*, Trieste.

In 2014 he published, together with a group of former SISSA students, a new multimedia format about *Supercalcolo* on Nova-Sole24Ore.

In 2015 he designed and installed the technical scenery of *Magna Grecia: il Mito delle Origini, Il Grande Racconto dei Greci in Occidente* in Macroattrattore di Senise, Basilicata. He also produced original video (casting, among the others, Giancarlo Giannini, Claudio Santamaria, Caterina Murino) and special effects for the same work.

In 2016 he concluded the video post-production, the technical installation, and the staging of *Magna Grecia: il Mito delle Origini*, in Senise, Basilicata <http://www.magnagreciasenise.it>
This work was premiered on June 24th for an audience of 2.200 spectators; it is scheduled for 3 years, until September 2018.

The same year he staged a special event for SISSA's Open-day, a multi sensorial "Conferenza Spettacolo".

In 2017 he held the Conference "*Homo Cyberneticus*" at DIBRIS (Dipartimento di Bioingegneria, Robotica, Ingegneria dei Sistemi e Scienze e Tecnologie Informatiche), University of Genua.

He also started several new collaborations, among the others with Fabbrica Europa Foundation about the project of a new Multimedia production and research Center in Florence and a specific research about Industry 4.0 and the Design for a post-cybernetic age.

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