**The Mask of Time**

By Ennio Bianco, curator of the project

*“To make the most of this beautiful theatre and to revive its leading creative role, plans have been made to attract national and international attention through art events that will rekindle awareness about an extraordinary venue that has deeply influenced artistic and cultural life in Venice.*

*The first project to move in this direction was entrusted to Ennio Bianco, who identified Mattia Casalegno, an outstanding New York-based Italian digital artist, as the most suitable figure for the purpose”.*

*The project starts from the notion that people interact with the world through multiple sensory streams: we see objects, hear sounds, read words, feel textures, taste flavours, combine information and form associations between the senses. Similarly, real world data are made up of various signals occurring simultaneously, such as video frames and audio tracks, web images, captions and voice tracks. Casalegno adopts this common logic in the creation of the multimodal work Mask of Time.*

*Images, sounds, videos and texts have been simultaneously generated through the creative use of the latest 3D animation software in symbiotic association with the musical and textual production.*

*Factum Foundation provided a complete survey of the Teatro Verde by making expert use of drones for the photogrammetry as part of the 3D digitisation project of the Island of San Giorgio. Mattia Casalegno was thus able to move some high-definition realistic human-digital actors within the space of the virtual Teatro Verde, created using the Unreal Engine MetaHuman Creator and the Reallusion Character Creator. MetaHuman Creator is a software enabling the designer to create photorealistic digital human*

*beings. The character is refined by sculpting tools and control guides to achieve infinite variations in facial and body features.*

*Character Creator 3 allows the designer to easily create and customise realistic subjects for use in the Unreal Engine and Unity platforms, combining 3D character generation, animation, rendering and interactive design in a single system. It thus allows 3D scanning technology, produced by Scanlab Photogrammetry and adopted from Hollywood game productions, to be applied to a stationary person to create a fully clothed speaking character moving freely in space. These digital human actors, or hyper-real avatars, can thus move or be fixed in digital tableaux vivants within a virtual theatrical spatiality, made possible by Unity Technologies Unity software.*

*In future it will be possible to draw on all the materials used for this video, for example, to recreate paths inside the Teatro Verde enabling audiences to converse with characters generated in augmented reality, or to offer an interactive virtual tour experience of the Teatro Verde in a metaverse.*