

PRESS KIT FOR THE PRESS PREVIEW ON JANUARY 17, 2019

LEONARDO DA VINCI – RAFFAEL – MICHELANGELO

Giants of the Renaissance

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Press release, January 17, 2019

GIANTS OF THE RENAISSANCE – A NEW LOOK AT THE OLD MASTERS

For the 500th anniversary of Leonardo da Vinci's death: Diving into the world of da Vinci, Raphael and Michelangelo

LEIPZIG. 2019 marks the 500th anniversary of Leonardo da Vinci's death. To commemorate this occasion, Kunstkraftwerk Leipzig will be showing *LEONARDO DA VINCI – RAFFAEL – MICHELANGELO* which is an impressive multimedia projection starting on the 19 January. *Giants of the Renaissance*. Masterpieces from this important epoch including *The Last Supper*, the *Mona Lisa* and drawings by da Vinci, frescoes from the Sistine Chapel and *David* by Michelangelo, as well as *The School of Athens* and other frescoes from the Vatican Palace by Raphael will be presented in a new light filling the entire space, both digitally and interactively.

The industrial hall of the former power station serves as an unusual setting for the 35-minute artistic presentation. While the visitors are in this room, world-famous works from Florence, Milan and Rome "are brought to them" making the works feel almost close enough to touch. Accompanied by music specially arranged and composed for the performance, the masterpieces tower over the observer in gigantic projections on the walls and columns that are up to eight meter high. Since the projection also incorporates the ceiling and the floor, visitors not only immerse themselves in the art, discovering previously hidden details but also move on and within it, thus becoming a part of it. As a result, new spaces and art experiences are created. This technical effect of immersion is now being used both in art and theater. The Immersive Art Factory under the direction of Gianfranco Iannuzzi specializes in this form of art projection. Millions of people in France have already been inspired by this and other walk-through light installations in the Atelier des Lumières in Paris as well as in the Carrières de Lumières in southern France. *Giants of the Renaissance* can be seen for the first time in Germany and only in Leipzig.

Gigantic Experience

The frescoes by Michelangelo from the Sistine Chapel serve as frames for the *Giants of the Renaissance*. The oversized projection of *Adam's Creation* forms the prelude. In the end, the guests find themselves at *The Last Judgement* with its haunting depictions of the Resurrected and the Damned. The complete, impressive ceiling fresco from the Sistine Chapel with its 300 figures and their athletic bodies can be admired close up and in detail. The beautiful depictions of the Madonnas by da Vinci and Raphael as well as the splendor and magic of their courtly portraits are also shown. In one show are *Madonna and Child with Saint Anne*, *Mona Lisa* (da Vinci) and the *Lady with the Unicorn* as well as *Lorenzo de Medici* (Raphael). The projections of *The Last Supper* strikingly illustrate the strength with which da Vinci captures the human qualities of the protagonists. Finally, his notebooks are used to present further facets of this universal genius. These include, in addition to poems and prose, drawings on architecture, sculpture and anatomy studies, proving da Vinci's virtuosity, engineering spirit, imagination and creativity. Beautiful details such as flowers, fruits, vegetables or birds from Raphael's frescoes in the loggias transport the viewer into a moment of weightlessness. The projection of the *School of Athens* promises a special encounter, because all three "giants" are immortalized in one picture in the famous fresco from the Raphael Rooms.

Leonardo da Vinci in Focus

The immersive show is complemented by an **accompanying scientific program**, which was conceived jointly with the Centro Interdisciplinare di Cultura of the University of Leipzig and is under the patronage of the Istituto Italiano di Cultura. The program includes lectures by scientists on the topic of Leonardo da Vinci. For example, Prof. Dr. Alessandro Nova from the Art History Institute in Florence – Max Planck Institute talks about "Leonardo da Vinci as a sculptor. Art and Politics in the Equestrian Monuments of the Renaissance" (22 January, 18:00) and Dr. Stefania Randazzo, President of the International Archive for History and the Actuality of Restoration (AISAR) Palermo, takes a closer look at the restoration of da Vinci's *Last Supper* (15 May, 5PM), which she is leading.

In addition, Kunstkraftwerk is launching **L² – LEOLAB**, an education laboratory. Here, the various exhibitions and contents at Kunstkraftwerk will be accompanied by scientific, artistic and playful exchanges between different generations, arts and experts, both now and in the future.

For starters, an artistic Vitruvius installation by Eric Mátrai and an app called *DaVinci Experience*, which was jointly developed with the Vitruvius Hochschule Leipzig will be presented here. The aim of the app is to playfully find out how the Italian polymath da Vinci works. The app is free to download for Android devices.

Finally, Kunstkraftwerk initiated the **Leonardo 500 Festival** – a celebration of cultural diversity in Leipzig. Everyone – from private individuals and associations to larger institutions – is called upon to creatively engage with Leonardo da Vinci in their own way, thus becoming part of the anniversary year. The Leipzig Opera, Hochschule für Wissenschaft und Kunst and the Vitruvius Hochschule are already taking part.

www.kunstkraftwerk-leipzig.com

STATEMENTS OF THE PODIUM PARTICIPANTS

"Our new multimedia show *Giants of the Renaissance* recounts the most important works and stages in the lives of the three ingenious and admired artists Leonardo da Vinci, Raphael, and Michelangelo. Visitors can see Michelangelo's frescoes from the Sistine Chapel, stand at the table of Leonardo's *Last Supper* in Milan and meet the Madonnas of Raphael from the Vatican. The show also deals with the creation of these works of art and leads, for example, to the quarries of Carrara, from which Michelangelo acquired the marble block for *David*, and it shows Leonardo's anatomical and technical drawings. The visitor becomes part of a poignant light and sound composition created by Gianfranco Iannuzzi and his team.

We also welcome both young and old to the L² - LEOLAB. For the 500th anniversary.

On the occasion of Leonardo da Vinci's death of, we will gradually build up an experimental landscape with infographics, interactive video games, *Leonardo Machines*, *Vitruvius Selfies* and much more throughout the year. In addition, we can expect lectures by renowned artists, art experts and art restorers as well as diverse concerts on the theme of the Renaissance.

The *Giants of the Renaissance* is now the fourth multimedia immersive installation since 2016, establishing us as the only permanent venue for immersive and digital art in Germany.

Kunstkraftwerk Leipzig is a living transformation for us. Found in 2012 as a 'lost place' from a bygone industrial era, it has now been transformed into an innovative experimental cultural meeting place. We are constantly discovering new ways of touching the mind and soul."

Prof. Dr. Markus Löffler, initiator of Kunstkraftwerk Leipzig

"Immersive art is a new form of art discovery that allows an extremely broad audience to enjoy a new sensory experience, not just an intellectual one. The viewer no longer stands in front of the work or the stage, but rather at the center, becoming an integral part of the work.

Besides seeing and hearing, your own movement in space changes your perception, making you an actor in your own experience. The immersive work is only complete when it is occupied by the public. It is a collective experience that counteracts the isolation and individualism that have become increasingly important in our time.

Germany is certainly at the forefront of artistic experience in connection with new technologies. Just think of the ZKM in Karlsruhe, the Transmediale festival in Berlin, the NODE forum for digital arts in Frankfurt and the light festivals in Essen and Berlin. However, there is little immersive art, even if interest is growing, especially among young people.

I have recently been contacted personally by several groups of German students for interviews and collaborations for their research and publications.

It is precisely for these reasons that Kunstkraftwerk is a pioneer of this new art form and its potential.

I can say that it is one of the most interesting spaces I have worked on because for me, immersive art is not only a new form of 'multimedia exhibition', but also a new form of reclaiming abandoned and obsolete spaces. Reviving it through culture and art is the best thing that can be done for the city and the surrounding area.

I am, therefore, proud to have participated to its realization through both my contribution and that of the other authors, and hope that I can continue to be involved in the future development of Kunstkraftwerk".
Gianfranco Iannuzzi, Artistic Director Immersive Art Factory

"I am delighted that a serious game for mobile devices has been created in the course of the cooperation between Kunstkraftwerk and us, the Vitruvius Hochschule Leipzig, for the 500th anniversary of Leonardo da Vinci's death.

This app, called *DaVinci Experience*, was designed and implemented by fifth-semester students in the Game Design study course as part of the Business Project 2 module. The application virtually connects the multimedia show and the exhibition, *Leonardo Da Vinci - Raphael - Michelangelo. The Giants of the Renaissance* in Kunstkraftwerk with all the people all over the world interested in Leonardo da Vinci. This app is not intended to be a further biography of da Vinci, but instead as a playful way of discovering and experiencing the way the Italian universal scholar works. Due to the short development time of only four months, the application starts with a tutorial and a first level. However, the application will be updated with the next semester and extended with further levels in the summer. The app is free to download for Android devices.

Prof. Michael Baur, Program Director Game Design at the Vitruvius Hochschule Leipzig

GIANTS OF THE RENAISSANCE – PLOT

The following works of art are projected in the corresponding order:

- **Michelangelo, *The Creation of Adam***, Sistine Chapel, Rome
- **Leonardo da Vinci, *Annunciation***, Uffizi, Florence
- **Madonnas**
Raphael, *Madonna del Granduca*, Palazzo Pitti, Florence
Leonardo da Vinci, *Madonna and Child with Saint Anne*, Louvre, Paris
- **Leonardo da Vinci, *The Last Supper***, Santa Maria delle Grazie, Milan
- **Leonardo da Vinci, notebooks**, including drawings of machines, architecture, sculptures, anatomy, poetry and prose
- **Portraits of the Court**
Leonardo da Vinci, *Lady with the Ermine*, Czartoryski Museum, Krakow
Leonardo da Vinci, *Portrait of a Young Man*, Pinacoteca Ambrosiana, Milan
Leonardo da Vinci, *Mona Lisa*, Louvre, Paris
Raphael, *Lady with the Unicorn*, Galleria Borghese, Rome
Raphael, *Portrait of a Young Woman (Fornarina or Margherita Luti)*, Galleria Borghese, Rome
Raphael, *Lorenzo de Medici*, Private Collection
Raphael, Bindo Altoviti, National Gallery of Art, Washington, D.C., USA
Raphael, *Pope Julius II*, Städel Museum, Frankfurt
- **Michelangelo, sculptures**
David, Galleria dell'Accademia, Florence
Grabmal Lorenzo de Medici, Medici Chapel, Florence
Grabmal Papst Julius II., San Pietro in Vincoli, Rome
Pietà, St. Peter's Basilica, Rome
- **Michelangelo, ceiling fresco of the Sistine Chapel**, Rome
- **Raphael, Loggias**, Vatican Museums, Rome
- **Raphael, Raphael Rooms, among others with *The School of Athens*, *Parnassus*, *Battle of the Milvian Bridge***, Vatican Museums, Rome
- **Raphael, Villa Farnesina**,
Triumph of Galatea Loggia Armor and Psyche
- **Michelangelo, *The Last Judgment***, Sistine Chapel, Rome

IMMERSIVE ART FACTORY

Gianfranco Iannuzzi, artistic director

The artistic work of Gianfranco Iannuzzi is based on images, sound and light, which are used as means of sensory immersive communication. He adapts culture and art, bringing them back to different places and spaces both inside and outside, creating an installation that integrates, extracting the best from the space and temporarily transforming it. In addition to his work as an artistic and technical consultant, he has been creating shows for the Cathédrale d'Images for more than 20 years. Since 2011, he has designed and created new installations for the Carrières de Lumières (Les Baux-de-Provence) and Atelier des Lumières (Paris, 2018).

Renato Gatto, design and implementation

Renato Gatto is a drama teacher and assistant director. He runs the Accademia Teatrale Veneta, an acting school in Venice, teaches singing technique and participates in an educational project at the Teatro La Fenice in Venice.

Massimiliano Siccardi, design and realization, video animation

Massimiliano Siccardi is a video and multimedia artist. He has developed a research and production service that integrates new technologies into installations and shows. He works with animated images and integrates them into performances.

Ginevra Napoleoni, design and realization, video animation

Ginevra Napoleoni concentrates her research on video art. Her work combines painting, video installations and artistic live performances. She also designs virtual stage sets for the theater.

Luca Longobardi, musical composition and arrangement

Luca Longobardi is a pianist and composer. He has opened classical music to electronic experimentation and mainly composes music for contemporary dance, artistic performances and multimedia installations.

The artists have already designed the *Hundertwasser Experience* and *Work in Progress* at Kunstkraftwerk in Leipzig.

Further information at: www.gianfranco-iannuzzi.com

A TALK WITH GIANFRANCO IANNUZZI

Describe the "Giants of the Renaissance" with three adjectives.

"Amazing - through the auditory support of the very classic themes. Innovative - through the Italian Renaissance. Grandiose - through the beauty of the artistic works of the three greats of art history."

What connects the three great artists with each other?

"It is the search for beauty and harmony in the connection of nature and humanity. Each of them reflects this in their own way in the works, both realistically and idealistically. Leonardo da Vinci has a very strict geometric composition and the study of *sfumato*. For Michelangelo, it is working with body sculptures and their dynamics. Raphael, who was the youngest, was inspired by the other two and developed his own way of painting. He is thus the third one of these great geniuses to pioneer the Renaissance. All three developed in the cradle of the Renaissance between Florence, Milan and Rome. They were also supported by the influence of the Medici, Sforza and the Popes. They have brought a kind of culture and visual language to the Italian community that has stretched into local traditions and schools."

What do you want to emphasize with this show?

"The period in which these three great artists developed is one of the most important in art history. We want to revive this abundance of works (drawing, painting, sculpture, architecture) in an innovative and sensitive way. The possibilities of multimedia and access to a three-dimensional representation of the works reveal more details thus opening up new perspectives. We want to create a new perception of the great masters of that era, while at the same time maintaining respect for the artists and their works".

What was the biggest technical challenge for you?

"We always want to stage a new multimedia interplay that still retains harmony despite its large surface area. It is not enough just to show the world-famous works. Renatto Gatto and Massimiliano Siccardi have been very supportive, just like with the other projects. We have created a strong emotional basis with pictures and music, which meets our expectations. Our goal was to allow the viewer the freedom of interpretation. We invite you to develop your own connection with the spectacle and the works with the designed emotional level and the three-dimensionality".

What connects the music with the pictures?

"The music widens our view. It enables us to go back in time and to intensify our emotions. We have chosen classical artists such as Pergolèse, Bach, Beethoven, Verdi, Bruckner as well as contemporary ones such as Harvey and Barber to create moments and an atmosphere that is soothing while enhancing interpretation. I would like music to give the spectacle the same verve that the Italian Renaissance put into art and painting."

THE ACCOMPANYING SCIENTIFIC PROGRAM

- 22 January | 6:30 pm | Kunstkraftwerk Leipzig | Canteen 3
Prof. Alessandro Nova, Art History Institute in Florence – Max Planck Institute
Scientific presentation at the opening of the exhibition: *LEONARDO DA VINCI – RAFFAEL – MICHELANGELO. Giants of the Renaissance*
Leonardo Da Vinci as a sculptor. *Art and politics in the equestrian monuments of the Renaissance*
In conjunction with a visit to the exhibition
- 15 May | 5:00 pm | Kunstkraftwerk Leipzig | Canteen 3
Lecture Dr. Stefania Randazzo, co-founder and since 2013 president of the International Archive for History and the Actuality of Restoration – for Cesare Brandi (AISAR) in Palermo
The Restoration of Leonardo Da Vinci's *Last Supper*
- 16 May | 5:00 pm | Seminar unit MLU Halle
Lecture Dr. Stefania Randazzo
Restoration of Leonardo Da Vinci's *Last Supper*
- 12 June | 5:00 pm | University of Halle/Leipzig | New seminar building | R S204
Lecture Dr. Maria Giuliana, State Lecturer on behalf of the Ministry of Foreign Affairs of Italy – Italian Embassy Berlin – for the promotion of Italian culture and language at the Martin-Luther University Halle-Wittenberg and the University of Leipzig.
Mäzenentum. Examples from the past and the present
- 03 July | 5:00 pm | Kunstkraftwerk Leipzig | Canteen 3
Lecture Julian Adenauer, Retune, part of the artist duo Sonice Development, Visiting Professor for Digital and Interactive Technologies at the Weissensee Art Academy Berlin.
The Da Vinci of today – Designers at the interface of art and technology

VITRUVIAN ORB BY ERIK MÁTRAI

Erik Mátrai is a Hungarian artist who is known for impressive esoteric spatial illusions. He creates sensual plays of light in which he often uses sacred or iconic themes. Mátrai allows a combination of technology and illusion in which both constants remain clearly recognizable.

Since the beginning of the 21st century, Mátrai has been an integral part of the Hungarian art scene and has participated in numerous exhibitions in Europe. Mátrai reaches a depth with his work that is often sought in vain in everyday life pulling us into a magical spell.

With *Vitruvian Orb*, the artist creates an expansive installation that, above all, arouses its full effect through intimate observation. The Vitruvian proportional scheme, which Leonardo da Vinci, among others, immortalized in a drawing and which Mátrai takes up centrally in his work, has traditionally stood for the perfection of the human body. Through the mirror surface, we experience this perfection in ourselves. The artist skillfully integrates us into his installation while keeping us as an integral part. The distance between the work and the viewer dissolves.

Mysticism is a central moment of this work. *Vitruvian Orb* stands between the constants of the past, present and future. The question of a new rebirth, of a renewed renaissance in our cultural world, is clearly present. In his work, Mátrai comes into close contact with the great questions of humankind allowing us plenty of room to answer the questions – or not.

ERIK MÁTRAI

1977, Miskolc
Lives and works in Budapest

erikmatrai.com

EDUCATION

2009 University of Fine Arts, Budapest, Phd school
1998–2004 University of Fine Arts, Budapest, major: painting, masters: Attila Kovács, Gábor Nagy.
1997 Secondary School of Applied Arts in Kaposvár, Hungary
1996 High school diploma in Miskolc, Hungary

SELECTED SOLO EXHIBITIONS

2016 *acb Space*, acb Gallery, Budapest
2015 *In an ellipsoidal fog*, Karinthy Szalon, Budapest
2013 *Landscape*, Kunsthalle, Budapest
2012 *Porticus*, acb Gallery, Budapest

- 2011 *Helyreigazítás*, Godot Gallery Budapest/with Erika Baglyas *LUX – Institute of Contemporary Art*, Dunaújváros, Hungary
- 2009 *The parting of the Red Sea*, Synagogue at Rumbach Street, Budapest
- 2008 *With clear color*, Szombathely, Hungary
Wave-space installation, along with Henrik Martin, Castle of Diósgyőr, Miskolc, Hungary
Crossroad, Picture Gallery of Szombathely, Hungary
- 2007 *The parting of the Red Sea*, Irokéz Gallery, Szombathely, Hungary

SELECTED GROUP EXHIBITIONS

- 2019 Relations, Kunstkraftwerk, Leipzig, Germany
- 2016 Global Control and Censorship, ZKM, Karlsruhe, Germany
- 2015 *More Light!*, New Budapest Gallery, Budapest
- 2014 *Wave-space 05*, Jurányi Gallery, Budapest
Bring Light...III., Vízivárosi Gallery, Budapest
- 2012 *What is Hungarian?*, Kunsthalle. Budapest
Hungarica, Knoll Gallery, Wien
- 2011 *Hybridity in the Carpathians*, MODEM, Debrecen, Hungary
Libero Arbitrio, Paris
No one belongs here more than you, Műcsarnok (Kunsthalle), Budapest
My God, Modem, Debrecen, Hungary
- 2010 *The Corporation 10*, acb Gallery, Budapest, Hungary
Ci.2, Feszty-house, Budapest, Hungary
10 years of the Tolcsvai land-art colony of artists, Miskolc Gallery, Hungary
- 2009 *Messiahs*, MODEM, Debrecen, Hungary
Spazi Aperti, Accademia di Romania in Roma, Rome
Accademia delle Academie, Tiempo di Adriano, Rome
- 2008 *Christmas at the Castle*, Castle Museum, Nagytétény, Hungary
The new refutation of time, Hungarian National Gallery, Budapest
Modern artists in a traditional village, Sajókaza, Hungary
Landscape after 2000, Picture Gallery of Szombathely, Hungary
From icon to installation, Abbey of Pannonhalma, Hungary
Exhibition of the artists who received the Derkovits scholarship, Ernst Museum, Budapest
- 2007 *Place of birth: Miskolc*, Rákóczi-house, Miskolc, Hungary
Simply, acb Gallery, Budapest
Crossroad, Chiesa dei Bergamaschi, Rome
Exhibition of the artists who received the Derkovits scholarship, Ernst Museum, Budapest
- 2006 *Open Art*, Munich, Germany
Arte Fiera di Bologna, Bologna, Italy

- 2005 *Discreet charm*, Irokéz Gallery, Szombathely, Hungary
Intro Festival, Műcsarnok (Kunsthalle) Budapest
MEMO, acb Gallery, Budapest, Hungary
- 2004 *Skelefta: All over the Corporation*, Sweden
Jaroslavl: Art of Movement, Russia
Tolcsvai land-art colony of artists, Mamú Gallery, Budapest
- 2003 *The Rape of Europa*, Millenáris Park, Budapest
- 2002 *Art-Mill: Fresh*, Szentendre, Hungary
The Corporation Project, II. Festival of Theatre Arts in Pécs, Hungary
- 2001 *Blade*, Óbudai Társaskör Gallery, Budapest

SCHOLARSHIPS, AWARDS

- 2004 4-month Erasmus scholarship, Universitat Politecnica de Valencia, painting and multimedia.
- 2009 University of Fine Arts, Budapest, Post-graduate student
- 2004 University Diploma
- 2006 Derkovits scholarship
- 2008 Márciusi Ifjak award
- 2009 Hungarian Academy Rome, scholarship
- 2011 Artist Residency, Frankfurt
- 2013 VARP, New York Eötvös Scholarship, New York

THE HISTORY OF KUNSTKRAFTWERK



- 2015/16 Renaming to Kunstkraftwerk. Start of the exhibition program: Usable area 2,300 square meters, maximum height 11.75 meters
- 2012/14 Purchase of the property by the initiators Maldinger and Löffler
Photo documentation of the condition it was found in
Building stabilization and dismantling of technical facilities
Rebuilding of the roof, new windows, electrics etc.
Renovation work on outbuildings and outdoor facilities
- 1992 Decommissioning of the cogeneration plant
- 1964 Conversion to a cogeneration plant as part of the VEB Energiekombinat Leipzig:
Five old boilers are removed and replaced by three type KWK2 steam generators (burning 6.5 tons of raw lignite per hour each, with mechanical reciprocating grate)
Floor plans are changed and new stairs installed.
- 1900 Conversion and commissioning as power plant II of the Greater Leipzig Tramway (GLSt)
- 1863 Construction and commissioning as gas works