

TEOGONIA

CONCEPT

Teogonia is a multimedia artistic project developed by Davide Martiello, sound designer, and Federico Niccolai, XR artist, which takes inspiration from the homonymous work by Hesiod to relate the mythical narratives of different eras through music and virtual environments. Conceived as a set of stylistically different universes, but with a common conceptual denominator, which has multimedia as its strong point, proposing interactivity between sound and visual environments.

THE MULTIMEDIA PROJECT

Teogonia integrates the worlds of electronic pop and experimental music and machine generated reality in an interdisciplinary path.

The creative process adopted requires that musical composition goes hand in hand with visual production. The sound part has developed by expanding the expressive possibilities of the electric guitar by reworking the created sound material with analog and digital synthesis processes.

Below the tracks of the two chapters, the third will be available in 2026:

< [Teogonia \(2022\)](#) >

< [Teogonia - Primordial \(2024\)](#) >

< Teogonia (2026) >
[COMING SOON]

The visual presentation uses a software (created ad hoc) for PC that allows the live exploration of multiple three-dimensional environments: the real-time rendering and the capacity of the 3D worlds to react to the music mean that, as for the instrumental counterpart, the digital performance is different every time it is staged.

Here the YouTube channel:

< [Video Teogonia](#) >

The process of reactivity that links the sound environment to the visual one is fundamental.

Martiello and Niccolai worked side by side to create the digital universes linked to the sound tracks.

FRUITION

The live exhibition takes place as:

- Live electronics + video (Martiello at electronics and VJ by Niccolai);
- Concert + video (Martiello at electronics and guitar, Mariglen Halilaj at drums and VJ by Niccolai).

During the live performance, to each musical track will correspond the real-time exploration of the virtual world.

The venue for the performances requires:

- one or more projectors for video or video mapping, depending on availability;
- a quadraphonic or octophonic live music sound system to be set up around the audience area, depending on availability.

The audience is invited to take position in the center of the space where they will be able to enjoy the spatialized audio and projections.

THEMES AND AESTHETIC

Teogonia in ancient Greek means The birth of the gods; Hesiod in his poem tells the stories, or the hypotheses, on the birth of the deities of the countries overlooking the Mediterranean Sea.

The main theme of the project is the mythology as a tool for narrating stories through suggestions and visions that sometimes don't correspond to reality or logic, nevertheless they influence our culture and consequently our thoughts and actions.

We find this mechanism very fascinating and are interested in reflecting on these stories through music and images, thanks to contemporary storytelling technologies.

Since we come from the same geographical regions where Hesiod's gods were based, we wonder how we can reinterpret that system of figuration of natural elements and human passions today.

This visual and sound relationship with the natural environment, (Mediterranean environment, the one we know best, the one closest to us) is a fundamental part of the project: for the visuals we have effectively created a virtual world for each soundtrack where the 3D models are scanned or reconstructed by photogrammetry from real environment; every time the divinity transcends into a different ecosystem to explore with wonder, fear, curiosity and love: all these emotions are part of our relationship with the natural world, whether it is internal or external to our bodies.

The environmental theme is also very important for us: not only natural resources and our biology but also the suggestions and visions that have guided our evolution as a species are based on the natural world that we see around us, so the protection of the ecosystems we live in is not only a question of biological survival but also a cultural matter.

The aesthetic chosen for the project relates to computer graphics used in the scientific research from point clouds to 3D scans.

THE COLLECTIVE

[DAVIDE MARTIELLO](#): After graduating from the "Luigi Cherubini" Conservatory in Florence with diplomas in jazz guitar and music and new technologies, Davide has continued his studies privately in composition in Milan. Since 2021, he has been managing Suite Ohm Studio in Florence, which serves as both an artistic production center and a recording studio.

Davide Martiello works as a musician, composer, and sound designer.

[FEDERICO NICCOLAI](#): Federico is an XR artist and researcher. He holds a professorship of Interactive Systems at the Academy of Fine Arts of Ravenna and has earned a PhD in Science of Cultural Heritage from the University of Roma Tor Vergata. His work centers on 3D digitization and three-dimensional visualization systems for both natural and artificial environments. He has a particular focus on developing interactive applications – both within the artistic field and for the preservation and communication of cultural heritage.

[MARIGLEN HALILAJ](#): An artist based in Tuscany, Mariglen is an active presence in various musical and multimedia projects, notably as a drummer for bands such as Cairn and Teogonia. He is also recognized for his work as an oniric painter.

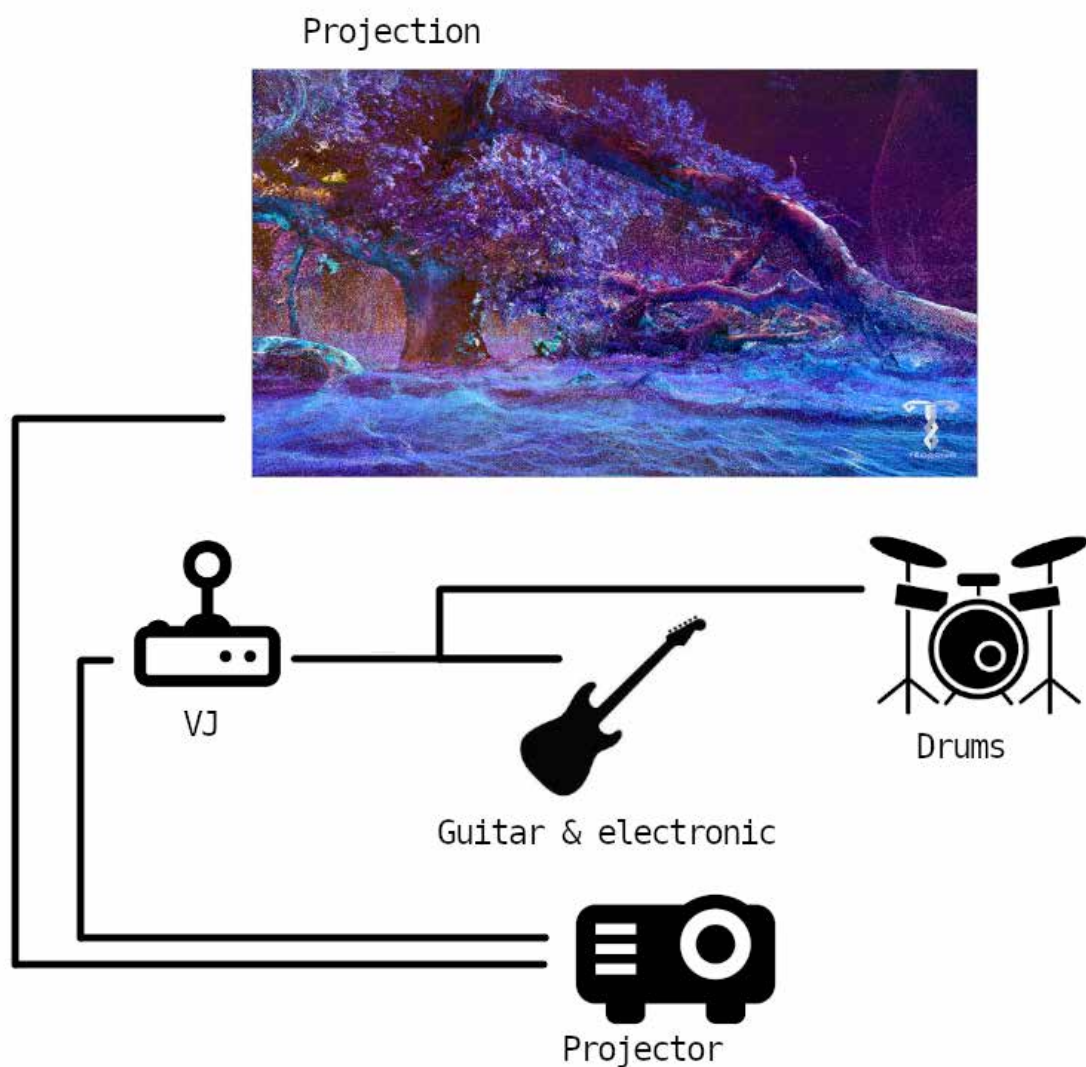
TECHNICAL SPECIFICATIONS

Teogonia needs a space where perform live music (guitar and drums) and a vertical support for projection. The space required for the performance is at least 6m x 2m (horizontal) and at least 4m x 2.5m (vertical) for the projection; Access to electricity and at least one projector are required.

The sound system must have 2 to 8 speakers.

If necessary, Teogonia can provide a projector, musical instruments, mixers and external audio interfaces (including audio/video cables and power supplies).

Below is an example of the typical performance layout:



CURRICULUM TEOGONIA

2025

The Wrong Biennale 7, "Electric Bunny" pavilion, Florence (Italy) as VIDEO;

"Erbacce Fest", Casotto a Tipico, Prato (Italy) as LIVE MUSIC & VIDEOMAPPING;

2024

W.I.P. - Work In Progress, Arezzo (Italy) as LIVE MUSIC & VIDEO;

OraLab, Prato (Italy) as LIVE MUSIC & VJ;

"7Bello", Florence Dance Center, Florence (Italy) as LIVE MUSIC & VJ;

"XR Festival Florence 2024", Cattedrale dell'Immagine, Florence (Italy) as VIDEOMAPPING;

Argoom Thatre, Milan (Italy) as LIVE MUSIC & VJ & VR APP;

2023

The Wrong Biennale 6, "Metatopia" pavilion, Sao Paulo (Brazil) as ONLINE VIDEOGAME;

Il Progresso, Firenze (Italy) as LIVE MUSIC & VIDEOMAPPING & VR APP;

"Viral Human. Arte pubblica e metaverso", Arsenale di Venezia, Leone del Pireo, Venice (Italy) as AR VIDEO;

Circolo Aurora, Florence (Italy) as LIVE MUSIC & VIDEO;

Freak Out Club, Bologna (Italy) as LIVE MUSIC & VJ;

2022

Progetto "Aura", Santa Verdiana Church, University of Florence (Italy) as LIVE MUSIC & VJ & VR APP;