

IO

Landscapes, Machines, Animals

Né Barros & José Alberto Gomes

S I N O P S E

IO is the first piece in a series of works by Né Barros that move between Landscapes, Machines and Animals. IO takes its name from one of the four great moons of Jupiter which, despite being located in a freezing region, is characterized by being the most volcanic site of the Solar System. It is with this title that José Alberto Gomes releases his album, which arises from the manipulation and deconstruction of the rich and hypnotic timbre of the baritone saxophone, structured in a single-handed, patient, multi-layered work, admittedly influenced by the universe of science fiction and strongly marked by the introspective tones always present in the course of BlackKoyote (album editor). It's this extremes and contrasts environment that will also inspire the final piece directed by Né Barros, which takes a hybrid form between concert and performance.



FICHA

Direction and Choreography: Né Barros

Music: José Alberto Gomes

Assistant: Flávio Rodrigues

Performers: Beatriz Valentim and Bruno Senune

Saxofonist: Henrique Portovedo

Light Designer: José Álvaro Correia

Setting and costumes: Flávio Rodrigues and Né Barros

Executive producer: Lucinda Gomes

Production: Balleateatro

Artistic residency: Arquipélago - Centro de Artes Contemporâneas

Support: Coliseu Porto Ageas

Approximate Duration: 50 minutes

Age rating: +12 YO

RUNNING

Coliseu do Porto Ageas, Porto-PT (1 Oct. 2019);

Cineteatro de Torres Vedras, Torres Vedras-PT (11 Jan. 2020);

Teatro Sá da Bandeira, Santarém-PT (3 Oct. 2020);

Teatro Municipal do Porto, Porto (23-24 Jan. 2021);



VIDEO *teaser:* <https://vimeo.com/367246985>

NÉ BARROS

Choreographer and dancer, has developed her artistic work in connection with her scientific studies and research. She began her training in classical dance and later worked with contemporary dance and choreographic composition in the United States, Smith College. In 2004, concluded her doctorate in Dance (FMH, Universidade Técnica de Lisboa). In 1992, achieved a Master of Arts in Dance Studies (Laban Centre, City University, London). She studied sciences at the University of Porto and achieved a B.A. degree in theatre (ESAP). She has presented most of her performances with balletteatro's company since the beginning of the nineties and also worked with the National Dance Company (awarded Best Choreography) and Ballet Gulbenkian. As an actress, has worked on cinema and theatre. In 2006-2007, she was a member of the selection board in the Short Films Festival of Vila do Conde. She's a researcher in the group "Aesthetic, Politics and Art" of the Philosophy Institute and collaborator at Centro de Estudos Arnaldo Araújo. In 2009, Né published two books: Da materialidade na dança (transl. On the materiality of dance) and Story Case print, this one in co-authoring. She is a member of the Direction of balletteatro, of which she is a founder.

JOSÉ ALBERTO GOMES

He's a musician, a sound artist and a curator, born in Porto in 1983. He completed the piano course at the Oporto Conservatory and, in 2007, he finished his degree in Composition at the Superior School of Music and Performing Arts. He has created very strong links with the new technological possibilities of music and the role of music in theatre, cinema and installations, with a special interest in looking for new musical forms and places. PhD in Computer Music from Universidade Católica Portuguesa has been linked to teaching in the area of art and new media, having undergone several courses such as Composition at ESMAE-IPP, Electronic Music and Music Production at ESART-IPCA or Master of Media and Digital Arts at the University of Minho, among others. Currently he's the coordinator of the Braga Media Arts Education Service (Creative City of UNESCO in the field of Media Arts) where he develops and guides contents, shows and projects of artistic creation linked to new technologies in art, community and education. He is a lecturer at the School of Arts - UCP, in the Master in Engineering in Development in Digital Games - IPCA and in the PhD in Media and Digital Art at the Universidade Aberta.