**MONOLOVE: Dancing with Centaurs**

**Workshop Description**

The audience will encounter the story and the characters of MONOLOVE as well as with a variety of transformations of the characters. There will also be a special acting introduction to character nonverbal expression and physical language, as well as the basic guidelines of Motion Capture acting through specific exercises. After this warming up with the idea of these very characters and the acting guidelines of physical expression (12 Principles of animation, Lecoq’s physical theater, Mask acting) the digital characters will be projected on screen. Selected users will have the opportunity to animate them in real time by wearing the Motion Capture Suits (SmartSuit Pro 2). During the final stage (where the actual performance takes place) there will be a short demonstration of the methodology used by the researcher Giorgos Nikopoulos, animating different body types.

\*(The avatars as well as the optional digital environments will be already set up in Unity and Rokoko Studio in order to give the opportunity to the spectators to easily immerse their selves into the MONOLOVE universe.)