



A radical multimedia
reinterpretation of Velimir
Khlebnikov's 1922
sound-poem.

[**a supersaga**]
by Velimir Khlebnikov

THE WORK

In 1922, Khlebnikov imagined a **total work of art** — fusing visual art, music, architecture and performance into a single form.

THE PLAY

What was impossible to realise on stage in 1923 is **finally possible with the tools of our time.**



THE PROPHET

At the centre stands **Zangezi** — part messiah, part politician, part guru — who speaks with birds, gods and the cosmos.

Crowds gather in a mountain forest to decipher the languages of a superhuman world.

ZANGEZI

THE LANGUAGES

The birds answer in
onomatopoeic song.
The gods sing in
incomprehensible
tongues.

Zangezi replies in
elliptical, rhythmic verse
— **language dissolving
into pure sound.**



STAR LANGUAGE · ZAUM

Zangezi also speaks the **star language** — consonants and invented words bound to points in space.

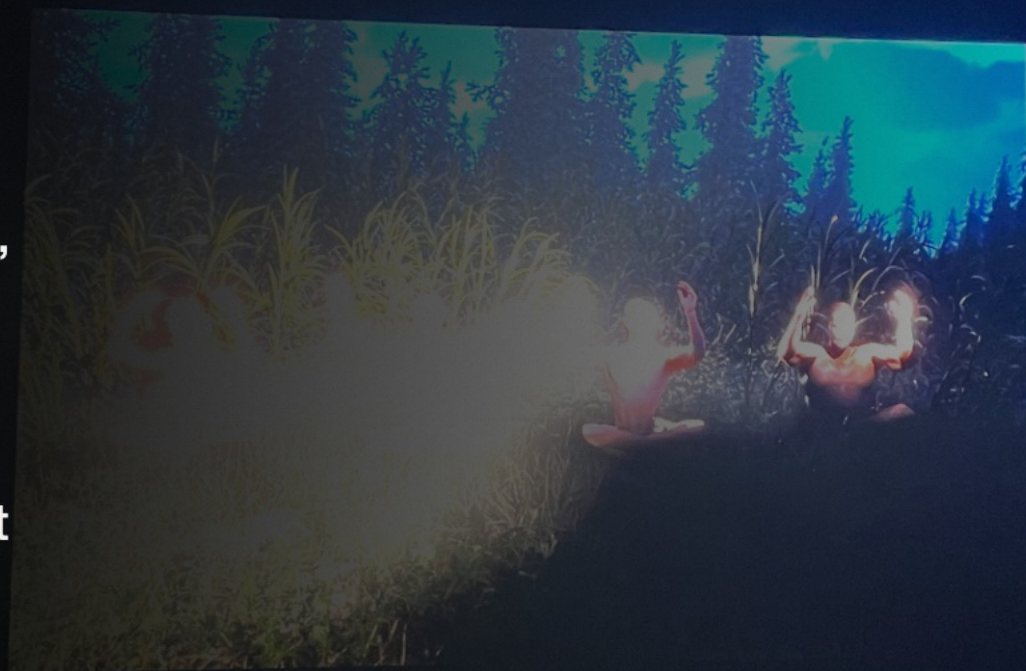
This is Zaum, “beyondsense”: a utopian world-language of pure sound, made to dissolve the borders between peoples.

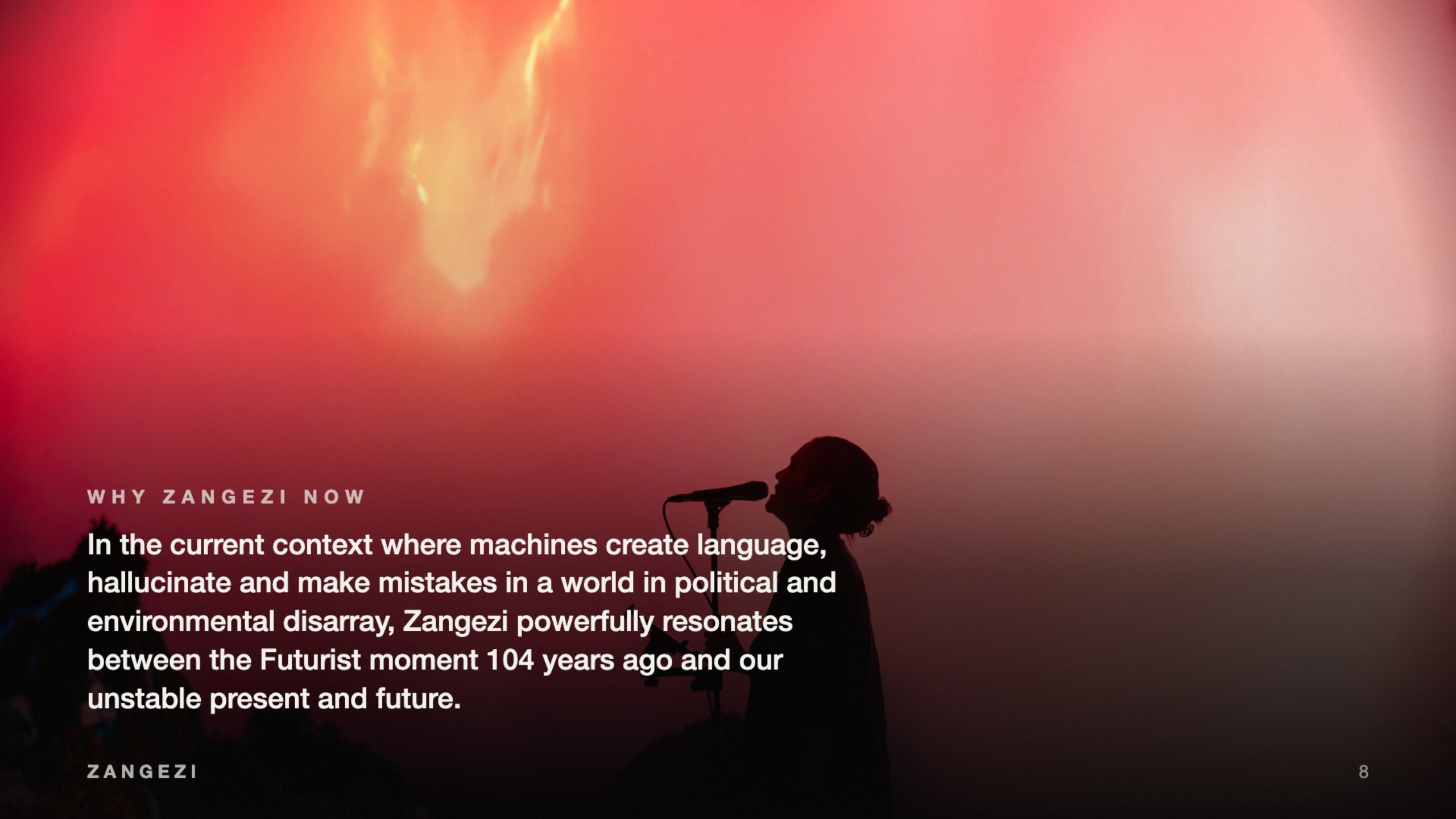
ZANGEZI

THE STAGING

A **monumental LED wall** becomes both image and instrument.

Spatialised sound, light, AI and game-engine worlds merge with intense physical acting — the supersaga rebuilt with the tools of today.



The background of the slide is a vibrant, fiery orange-red gradient. In the upper left, there is a bright, glowing shape resembling a flame or a stylized map of Africa. In the lower right, the silhouette of a person is shown from the chest up, facing left and speaking into a microphone on a stand. The person's hair is tied back.

WHY ZANGEZI NOW

In the current context where machines create language, hallucinate and make mistakes in a world in political and environmental disarray, Zangezi powerfully resonates between the Futurist moment 104 years ago and our unstable present and future.

VENUES & TOURING

Kunstfest Weimar, Germany

Premiere September 2025

Muffathalle, Munich, Germany

September 2025

Available for touring

2026 — on request

TECHNICAL REQUIREMENTS

STAGE & VIDEO

- Clear stage min. 10 × 8 m (W × D)
- LED wall 8 × 5 m · 2.08 mm pitch · 4K 16:10 (3840 × 2400)
- Centred 4–5 m upstage; ground-supported or flown (≈ 1.2 t)
- 4K-capable HDMI feed from show control
- Live iPhone capture on a dedicated, exclusive Wi-Fi

LIGHT & LASER

- 4 moving-head profiles — CMY, zoom, frost (JB-Lighting P10)
- 4 LED colour profiles + 4 LED soft panels on stands
- 1 Astera Titan tube (wireless) · booth-controlled hazer
- RGB show laser ≥ 5 W + Pangolin FB4
- Qualified laser safety officer required

SOUND & CREW

- 8.1 / 9.1 PA + 4 D&B SL subs · 4 monitors, 2 mixes
- 2 DPA 4060 lavs · 1 wireless handheld · 1 wired Telefunken
- Allen & Heath SQ-6 console (32 in / 8 out, USB)
- 10 Gbps network; booth seating four
- Sound engineer · lighting operator · laser safety officer

C R E D I T S

Zangezi: A Supersaga in 15 Planes Velimir Khlebnikov, 1920–1921 German translation by Peter Urban

[a supersaga]
Zangezi

ARTISTIC DIRECTION

Chris Salter

ARTISTIC COLLABORATION & CREATIVE PRODUCER

Remco Schuurbiens

LIVE PERFORMERS

Audrey Chen, Judith Rosmair

DRAMATURGY

Ramona Mosse, Judith Rosmair

LIGHT

Sébastien Schiesser

SOUND

Pascal Lund-Jensen

LOW FREQUENCY SOUND

Stefanie Egedy

VIDEO & LASER DESIGN

Sacha Schwarz

VISUAL DESIGN

Erik Adigard

VIRTUAL IMAGES

Timothy Thomasson

AI SYSTEMS

Gonçalo Guiomar

MOTION CAPTURE

Marc-André Cossette

GRAPHIC DESIGN

Gyöngyi Lupfer, Erik Adigard

WEBSITE

Sarah Fritzsche

PRODUCER

Dietmar Lupfer

PRODUCER, IMMERSIVE ARTS SPACE / ZHDK

Kristina Jungic

PRODUCTION MANAGEMENT

Miria Wurm

TECHNICAL DIRECTION, MUFFATHALLE

Florian Haderer

TECHNICAL COORDINATION

Simon Lupfer

TECHNICAL DIRECTION, KUNSTFEST WEIMAR

Thomas Wand

TECHNICAL PRODUCTION, KUNSTFEST WEIMAR

Moritz Weißkopf

PRODUCTION SUPPORT, KUNSTFEST WEIMAR

Mona Peternek

DOCUMENTATION

Polina Georgescu

ADDITIONAL SUPPORT

Silke Schmidt

PARTICIPATING ARTISTS

Erik Adigard (US/FR), **Audrey Chen** (USA/DE), **Stefanie Egedy** (BR), **The Future of Dance Company** (NG), **Immersive Arts Space / ZHDK** (CH), **Pascal Lund-Jensen** (DK), **kyoka** (JP), **Raqs Media Collective** (IN), **Team Rolfes** (USA), **Judith Rosmair** (DE), **Chris Salter** (USA/CH), **Sébastien Schiesser** (CH), **Remco Schuurbiens** (NL/DE), **Sacha Schwarz** (CH), **Pierre-Luc Senecal / Growlers Choir** (QC/CA), **Rully Shabara** (ID), **Stella Speziali** (CH), **Timothy Thomasson** (CA), **Fernando Velázquez** (BR)

A production of Muffatwerk Munich in co-production with Kunstfest Weimar and Immersive Arts Space / ZHDK Zurich, with the support of XR Hub Bavaria.

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Kunstfest
Weimar 20
25



I.A [space]



KULTURSTIFTUNG
DES
BUNDES





CONTACT

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