



L.E.V. Matadero celebrates a new year dedicated to digital experimentation and expanded realities from September 18 to 21 at Matadero Madrid.

_L.E.V. Matadero 2025 returns from September 18 to 21 at Matadero Madrid with a year dedicated to digital experimentation, electronic music, and extended realities.

_More than 17 national and international artists will be showing works which explore the links between art, technology, and performance. Topics range from the climate crisis to hyper-consumerism and diversity.

_Live shows and audiovisual performances by creators such as Lorenzo Senni, Myriam Bleau & Nien Tzu Weng, Team Rolfes with Lil Mariko, SPIME.IM, or Annabelle Playe with Hugo Arcier and Rima Ben Brahim.

_The Vortex section, which focuses on extended realities, will offer unique immersive experiences, including works by Stéphane Foenkinos and Pierre-Alain Giraud with *Noire*; May Abdalla and Barry Gene Murphy show *Impulse. Playing with reality*; Adelin Schweitzer and their piece *The Sutherland Test*; and Rick Treweek's project *Uncanny Alley*.

_Installations and augmented city experiences, as well as interactive proposals with creations by Julie Stephen Chheng, Theo Triantafyllidis, or LP Rondeau.

_A new installment of the L.E.V. Silent Sound Sessions will feature a free sound session in two parts with wireless headphones in Plaza de Matadero, led by Mexican artist Murcof.

Matadero Madrid, center of contemporary creations belonging to Madrid City Council's Department of Culture, Tourism, and Sports, presents L.E.V. Matadero **7th year**, which will take place from **September 18 to 21**. The 2025 edition reaffirms this commitment with a program featuring national and international artists who explore new languages and narratives born from the intersection of technology, music, and performance.

This year's L.E.V. Festival line-up is built on the desire to offer a critical perspective on contemporary anxieties. The festival brings together artistic pieces that explore diverse forms of cultural production to better understand our time. From works that address the climate crisis to creations that reflect on social precariousness, the impact of hyper-consumerism, or the pathologization of difference, the festival is an invitation to discover and reimagine our material reality through other possible worlds.

_Sound session at Plaza de Matadero

On **Friday, September 19**, a new **L.E.V. Silent Sound Session** will be presented in Plaza de Matadero with two free performances by the Mexican artist **Fernando Corona**, also known as **Murcof**. These special sessions feature an immersive listening experience using wireless headphones provided by the organizers. The artist will activate **The Etna Sessions** a project created from field recordings in Etna Park. These recordings have been transformed with analog and digital tools, as well as modular synthesizers, resulting in a soundscape halfway between drone, ambient, ethereal dub, and minimalist techno with volcanic atmospheres. In the same session, he will also showcase **Twin Color**, a work that combines modular synthesis and studio experimentation to create an immersive experience where the music tells a story that moves between melancholy and rhythmic power.

_Live shows and audiovisual performances at Nave 10

The festival's program kicks off on **Thursday, September 18** with **Second Self**, a hypnotic audiovisual performance created by Canadian artist **Myriam Bleau** and Taiwanese artist **Nien Tzu Weng**. On the same night, **MP3**, a collective formed by Arnau Pérez, Pau Vegas, and Fernando Careaga, showcases **MP3 Live #1**, a performative journey where dance and

electronic music intertwine in real-time thanks to sensors that transform movement into sound.

Friday, September 19, kicks off with **321 Rule**, a performance by the New York studio **Team Rolfes** featuring **Lil Mariko**. They are known for their use of motion capture and live animation to immerse the audience in experiences that blur the line between the virtual and the physical. On the same day, **Carmen Jaci & Matthew Schoen** will premiere an audiovisual performance in Madrid that explores the relationships between humans and digital data.

On **Saturday, September 20**, **ARS NATURA**, by **Annabelle Playe and Hugo Arcier with Rima Ben Brahim**, will transform Nave 10 into a space for contemplating natural landscapes and brutalist architectures as visions of the post-Anthropocene. **GREY LINE**, by Italian collective **SPIME.IM**, is also in the bill: a sensory exploration of the color gray as a metaphor for contemporary uncertainty.

The festival closes on **Sunday, September 21**, with Italian composer and producer **Lorenzo Senni** and **Canone Infinito Xtended**, a continuously evolving piece that reinvents the aesthetics of trance music to capture an always incomplete emotion. On the same day, **Matthew Biederman and Alain Thibault** will present **Incertitude**, a dialogue between algorithmic images and synthetic sounds that explores the tension between control and chance.

_Vortex: new virtual worlds at L.E.V. Matadero

Once again, the **Vortex** section features long-duration virtual, mixed, and interactive reality projects to immerse in digital universes and discover the artistic potential of these technologies. The experiences will take place at Nave 0, Central de Diseño, and Taller.

One of the featured pieces is **Noire**, an immersive augmented reality experience produced by **Stéphane Foenkinos & Pierre Alain Giraud** based on a text by Tania de Montaigne. Created by the Novaya studio, it transports the viewer to the era of racial segregation in the southern United States, to inhabit the memory of Claudette Colvin and reflect on her hidden history.

In the same space, ***IMPULSE: PLAYING WITH REALITY***, by **May Abdalla and Barry Gene Murphy**, explores the perception of the world from the perspective of people with Attention-Deficit/Hyperactivity Disorder (ADHD).

French artist **Adelin Schweitzer** will present ***The Sutherland Test***, a performance that questions the relationship between technology and human perception through an intense and uncomfortable experience.

Carles Castaño Oliveiros brings us *******2025/...**, a mixed reality installation produced by Servicios Inmersivos. This work combines political narrative and a dystopian environment to reflect, with irony and rawness, the contradictions of a hyper-consumerist society.

The section also includes ***Uncanny Alley*** by **Rick Treweek**, an acclaimed VRChat experience that takes the audience to the most enigmatic corners of the metaverse.

_Augmented City

In the augmented reality experiences program, ***Fortune Teller*** by French artist **Julie Stephen Chheng** invites us to discover spirits associated with natural elements hidden in the space. These spirits, which can be found using a free app, reveal desires, fears, and worldviews, creating a poetic encounter that connects nature, technology, and thought.

_Audiovisual installation circuit

At Sala Plató in Cineteca Matadero, artist **Theo Triantafyllidis** presents ***Drift Lattice***, an immersive simulation of a marine ecosystem where aquatic life coexists with synthetic waste. The piece reacts in real-time to global climatic and ecological data, serving as a speculative barometer of human impact on the oceans.

At Nave Una, **LP Rondeau** will present ***Liminal***, an interactive installation that symbolizes the threshold between past and present. A 2.75-meter ring captures the black-and-white silhouette of those who walk through it, and projects a distorted version, evoking the inevitable passing of time.

L.E.V. Matadero 2025
Festival of Visual Electronics and Extended Realities
September 18 - 21 | Matadero Madrid

#LEVMatadero @levfestival @mataderomadrid

Arranged by_

Matadero Madrid

Curated by_

L.E.V. Laboratorio de Electrónica Visual

Partners_

Nave 10, Cineteca Madrid, Centro de residencias artísticas

Featuring_

Central de Diseño

Supported by_

Taiwanese Ministry of Culture, Economic and Taipei's Trade Office in Spain, Québec Office in Barcelona.

Supported by the Ministry of Culture's public aids to promote the video game and podcast fields, plus other forms of digital creation, within the framework of the Recovery, Transformation and Resilience Plan, and financed by the European Union - NextGenerationEU

Associated media_

Radio 3, OCI Magazine, Clot Magazine, Metal Magazine

Visual identity_

Teresa Rofer

LINE UP LEV MATADERO 2025_

_LIVES AND AUDIOVISUAL PERFORMANCES

LORENZO SENNI _Canone Infinito Xtended _IT

MYRIAM BLEAU & NIEN TZU WENG. Second Self _CA/TW

TEAM ROLFES w/ LIL MARIKO. 321 Rule _US

ANNABELLE PLAYE & HUGO ARCIER & RIMA BEN BRAHIM_Ars Natura _FR

SPIKE IM _Grey line Live Av _IT

MATTHEW BIEDERMAN & ALAIN THIBAUT_Incertitude _CA/Qc

CARMEN JACI & MATTHEW SCHOEN_CA/QC

MP3. MP3 LIVE #1 _ES

_SILENT SOUND SESSIONS

MURCOF. *_The Etna Sessions / Twin Color* _MX

_VORTEX. EXTENDED REALITIES EXPERIENCES

NOIRE. Stéphane Foenkinos and Pierre-Alain Giraud _FR/TW

IMPULSE. PLAYING WITH REALITY May Abdalla & Barry Gene Murphy _FR/UK

THE SUTHERLAND TEST Adelin Schweitzer _FR

UNCANNY ALLEY. Rick Treweek _ZA

*******2025/...** Carles Castaño Oliveros _ES

_AV INSTALLATIONS

THEO TRIANTAFYLLIDIS Drift Lattice _GR

LP RONDEAU Liminal _CA/Qc

_AUGMENTED CITY

JULIE STEPHEN CHHENG Fortune Teller _FR

[> Download audiovisual assets here](#)

[> Tickets](#)

More information at [**prensa@levfestival.org**](mailto:prensa@levfestival.org) and [**comunicacion@mataderomadrid.org**](mailto:comunicacion@mataderomadrid.org)