

PROGRAMME NOTE

Atlantis is a 3D multimedia project that spans around 70 minutes of duration. It was written for a very large ensemble which includes a Theremin solo, soprano solo, SATB, children's choir, 2 synthesizers, tape, modern dancers and a large symphonic band; reinforced by an audio-visual installation. The main goal of the project is creating a 'realistic sonic immersion' for the audience, following the background of the suggested subject, the Atlantis myth.

Atlantis (Ancient Greek: Ἀτλαντὶς νῆσος, 'island of Atlas') is a fictional island mentioned within an allegory on the hubris of nations in Plato's works *Timaeus* and *Critias*, where it represents the antagonist naval power that besieges 'Ancient Athens', the pseudo-historic embodiment of Plato's ideal state in *The Republic*. The story concludes with Atlantis falling out of favor with the deities and submerging into the Atlantic Ocean. The 1882 publication of *Atlantis: The Antediluvian World* by Ignatius L. Donnelly stimulated much popular interest in Atlantis. He was greatly inspired by early works in Mayanism, and like them, attempted to establish that all known ancient civilizations were descended from Atlantis, which he saw as a technologically sophisticated, more advanced culture.

With this background, the sonic world of Atlantis is born and dies from the storm. Inside the heart of darkness, which is where the myths take alive. Following the events from the myth of Plato to a fictional discovery of Atlantean ruins, for then, flashback-like, back to the past. At the exact moment of being destroyed by the deities of the old world.

This work was commissioned and dedicated to the CPR Liceo 'La Paz' together with its conductor, José Orentino Sueiro. First performance was given by the music conservatory of CPR Liceo 'La Paz', conducted by José Orentino Sueiro, at the Palace of the Opera of A Coruña, December of 2020.

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