## MASSIMO BUFFETTI

BIO - ENG

## 1675 characters (spaces excluded)

He studied composition with Prosperi and Becheri, graduated with Clementi and Donatoni, and, after studying piano with D'Andrea, worked with Grisey, Cavanna and Morricone.

The winner of several prizes, he has always been fascinated by the so-called 'great themes', interested in the nothingness from which everything springs. Overcoming the limitations of the ego, the metasic zero and the connection to the social become elements to be explored through sound. In this way, experiences linked to stays in unfamiliar or connected territories, such as the Himalayas or the Portuguese ocean, become further sources of research and inspiration. With the ensemble Fabbrica del nulla, these musical and visual stories will be performed in concerts in Italy, Germany, Denmark, Sweden and Finland.

One of the first to use images to create a narrative 'unicum' with music with the research project 'L'alba delle Muse', Prato, Castello dell'Imperatore, Hamburg Steiner Haus, 2001, Buffetti has always been interested in dance. Recently he created the music for 'The Labyrinth', commissioned by 'Dance Colours International Festival', Gauthier Dance, Theaterhaus Stuttgart, for 'Othello' and the subsequent 'The Labyrinth. The Myth of Ariadne and the Minotaur', with numerous performances in Italy and abroad, all choreographed by Arianna Benedetti. He collaborates with RAI for films, documentaries and television programmes and has written the soundtracks for numerous documentaries, including 'II tempo di Michelangelo' edited by Antonio Paolucci, directed by Gianmarco D'Agostino, presented in the Vatican, and the recent soundtrack for the documentary film 'Firenze Città d'acque', 2022 by Becattini, Nardoni, Nocentini. He is the author of over 130 chamber and symphonic works, and has written music for musical theatre for The Little Prince, The Seagull 1 & 0, They Said, Oper/in/a Bottle. He has recorded seven CDs for Spring Art Development, partly published by RAI COM.