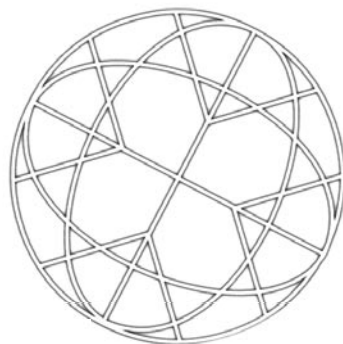


SphèrAléas

Tridimensional interactive / sound / image / installation

Interactive digital art: Installation/Performance

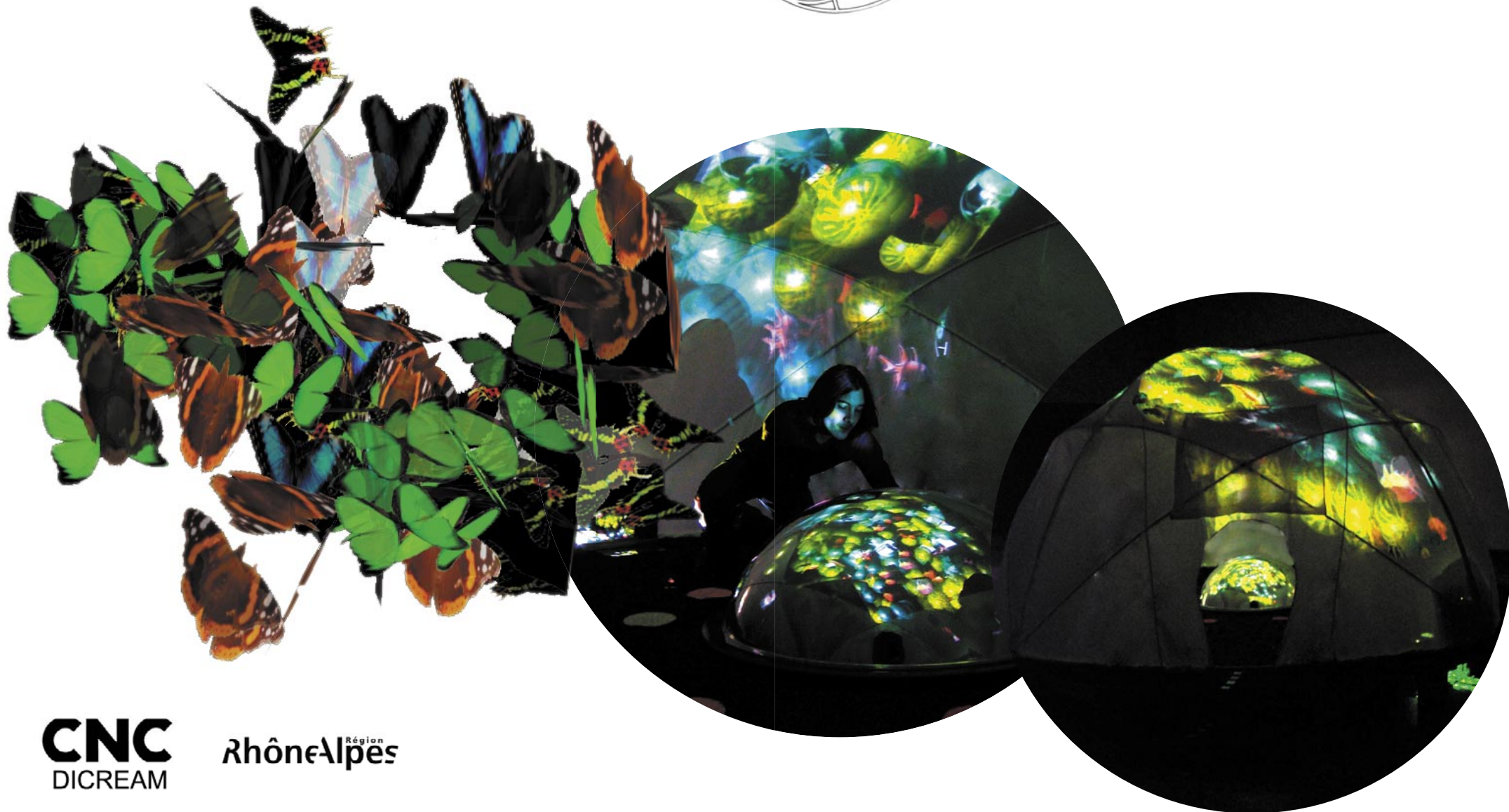


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CNC
DICREAM

Rhône-Alpes^{Région}

Interactive and immersive space

SphèrAléas is made of a half-spherical structure and of an evolutionary device which makes man, image and sound interact thanks to digital tools. SphèrAléas is ideal for collective performances. It's a safe space of oneiric creations in which the public creates, handles, juxtaposes, superimposes sonorous, pictorial shapes unstable and reactive.

Like for the learning of a musical instrument, people must take time to experiment it. Collectively, they must pay particular attention to compose a melody. Spectators are sitting around a hearth which is materialized by a hemispherical mirror. They can manipulate sensitive device in order to create visual and sonorous symphonies. By manipulating the sensors, the spectator-musician can continuously intervene on the whole structure by playing with the different variables: order, side-by-side positioning, overlapping, speed, rhythm, harmonic pitch... It is a kind of orchestra : there is a conductor who guides musicians, and coordinates the organization of visual and sonorous objects.

The scenography is designed for complete immersion of the spectator thanks to interactive sensors, a multipoint sound diffusion, a video projection system (180°), within a half spherical membranous architecture. This original shared experiment becomes a poem of sensations: inside this womb-like space, sensitive perceptions are amplified, modified until a multitude of unexpected metaphorical worlds resonate.

The show is ever changing...





Interactive and immersive device

Designed for real-time musical and visual interactions, the immersive space is a semi-transparent half-sphere, 2.50 meters-high (8.2 feet-high). This structure is used as a screen for wide-angle projection similar to that of planetariums.

Then the audience can be totally immersed in unreal and captivating atmospheres.

Speakers and amplifiers make possible games of spatialisation of sound. Inside the dome, the audience, seating or lying, can manipulate sensitive device and sensor sensors or simply daydream. These manipulations are interpreted by the Aléas software which produces the sound and the 3D compositions. By mixing these image and sound structures, like an orchestra, spectators create symphonies to contemplate.

Aléas : original virtual music software/instrument

Aléas arose from a reflection about how to materialise/draw sound with 3D images. It is a synthesis software, treating sounds and abstract images, able to create a dialogue with reality by using tactile sensors. It creates therefore an interactive, sensitive relationship with the audience.

It allows to create, modify, observe and manipulate moving 3D shapes. Each picture is associated to a sound. It allows to visualize the sonorous score when audience is playing

By positioning new materials, users create sustained melodies made of rhythmic relationships animated by subtle temporal intervals. Each user appropriates the system by creating particular processes of repetitive polyphony where parts overlap then disappear into hypnotic swirls. The audience determines the future of the work by experimenting with infinite orchestrations. They control easily the melodie thus generated.



Artistic team : scenocosme

The french artists couple : scenocosme (www.scenocosme.com) is made by Gregory Lasserre and Anais met den Ancxt.

Anaïs was born in Lyon in 1981. She is graduated from the university of Lyon in anthropology, from the Ecole Nationale des Beaux Arts in Lyon, and from the Ecole Supérieure d'Art et de Design of St Etienne. Grégory was born in Annecy in 1976, he has studied Computer Science and Electronics, he is graduated from a Master in Multimedia and created interactive artwork since 2002 as a digital artist.

Each other they use interactive art, music and architecture in order to create evolutionary and interactive artwork.

With multiple forms of expression, they invite the spectator to be in the centre of musical or choreographic collective performances.

Scenocosme have exhibited their interactive installation artworks at ZKM - Centre for Art and Media Karlsruhe (Germany), at Villa Romana Firenze, and in many international biennals and festivals : BIACS3 - Biennale of contemporary art in Sevilla (Spain), Experimenta (Australia), C.O.D.E (Canada), ISEA 2009 - Belfast, Futuresonic (UK), WRO (Poland), Ososphere, EXIT, VIA, Scopitone, Seconde-nature (France)... during important events : Lille3000, Fête des lumières de Lyon, Nuit Blanche... and in various art and cultural centers : Kibla (Slovenia), Utsikten Kunstcenter (Norway), Carré des Jalles, Maison Salvan (FR)...

Past exhibition places for SphèrAléas

Festival Ososphere - Strasbourg (FR)

La Fête des Lumières de Lyon (FR)

Nuit Blanche - Amiens (FR)

Théâtre de la ville de Valence / Lumières et Images - Valence (FR)

Antico palazzo di Città / SMIR - Mondovi (ITALIE)

Musée départemental de Préhistoire d'Île-de-France - Nemours (FR)

Le Moulin du Roc - Scène Nationale - Niort (FR)

Share Festival - Festival di arte e cultura digitale - Torino (ITALY)

Centre culturel de Taverny - Taverny (FR)

Festival Electrochoc / Nuit de l'image - Villefontaine (FR)

ACM2007 - ACM Multimedia Interactive - Augsburg (GERMANY)

Selected for **SIGGRAPH 2007** - San Diego (USA)

Festival Les Féeries nocturnes - Embrun (FR)

Festival Nuits Sonores - Lyon (FR)

Centre Culturel Condorcet / Festival Mon Œil ! - Viry-Chatillon (FR)

Centre Culturel René Char - Digne les Bains (FR)

Médiathèque de Saint-Etienne (FR)

ECM Béziers (FR)

Médiathèque de Camponac - Pessac (FR)

N.A.M.E. Festival - Lille (FR)

TILT Festival - Perpignan (FR)

Centre Culturel Bellegarde - Toulouse (FR)

Espace M. Achard - (FR)

Festival L'enfance de l'art - (FR)

Festival Arborescence - Aix en Provence (FR)

Festival Scopitone - Nantes (FR)

VAD International Festival - Girona (SPAIN)

L'Olympic - Nantes (FR)

ECM des Carrés - Annecy (FR)

Le Carré des Jalles / Médias-Cité (FR)

Price

TTA-05 : Award : Top Talent Quality Seal for TTA-05 : EUROPRIX - Multimedia

Top Talent Award - Vienne (Autriche)

Bourse DICREAM du CNC (France)

Bourse Défi-Jeunes (France)

Presentation place

IHM 2005 : Man/Machine interaction- Toulouse (France)

GA2006 - International Conference on Generative Art - Milan (Italie)

VIII Salon Internacional de Arte Digital - La Habana (Cuba)

Festival of Electronic Art 404 - Rosario (Argentine)

PixelDance Festival - Thessaloniki (Grèce)

11th International Conference on 3D Technology - (USA)

Quartz Electronic Music Awards - Paris (France)

Festival Emergences - Paris (France)



Technical

The installation does not need any additional equipment.
(*video projectors, speakers, geodesic structures, computers, mirrors, etc.*)

The following items need to be provided:

- 1 monitor (svga) for computer (only during the assembling)
- 3 independent electric extensions
- 3 five-ways electric adaptators
- a roll of black electric tape
- a roll of white electric tape

Spatial setting / Plan (Top view)

A room with the following characteristics

- A room in the dark (for the video projection)

- Height: 2.50 metters (8.2 feet)
- Ground surface of the installation : larger than a $5\text{m} \times 5\text{m} = 25\text{m}^2$ square : $16.4\text{ feet} \times 16.4\text{ feet} = 269\text{sqf}$
We need a place with a size bigger than the size of the installation

- IMPORTANT : The installation diffuse sound
(constraint to take into account)

- A room in the dark (for the video projection)

The installation has this own light

- Time for assembling : 8 hours
- Time for disassembling: 3 hours

Safety measures

The installation is protected against fire:
The carpet and fabrics are fireproofed.

