ARCHIBEETHOVEN Sonata form













It all stems from an approach developed by conductor Laurence Equilbey.

She imagines a visual representation of the sonata form to help grasp the global coherence, structure, and principles of its construction. In this way, the musical architecture, visible in the score, takes on a new reality, discernible and easily accessible by all, without violating the composer's intention. The architecture becomes sculpture. The user is drawn into an interactive musical promenade, a sensory experience.

Three complementary modules are implanted together — or separately — according to the context and broadcasting possibilities.

Module 1: virtual reality (headset).

The user experiences the entire process in 6DOF.
Running time: 15 mns • Single user • Play area: inside, standing.

Module 2: physical immersion under a dome or planetarium. The user enters a space with interactive screenings.

Module 3: augmented reality (smartphone / tablet). The user, with a smartphone, interacts with a physical representation of the form (model or sculpture).

Team

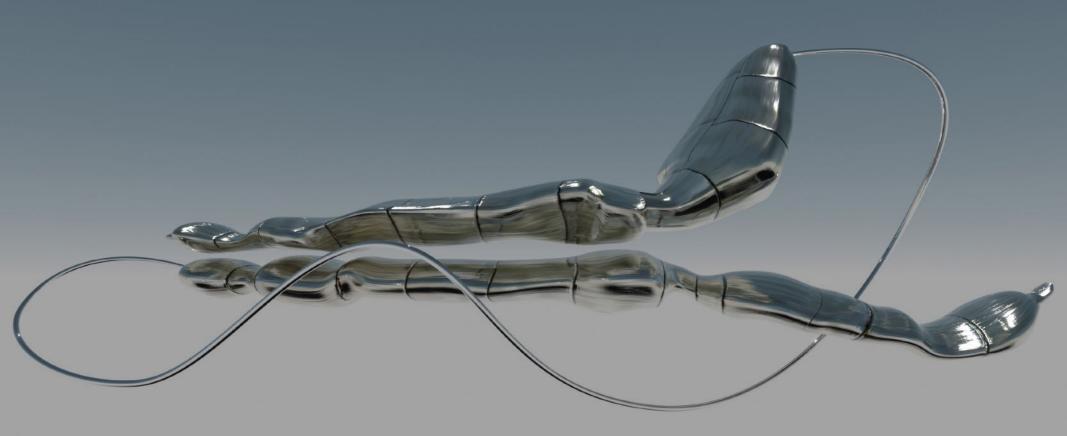
Original idea: Laurence EQUILBEY • Written by: François BARADAT
Directed by: Philippe MONERRIS • Artistic Direction: Fabrice ROBIN
Creative Producer: Audrey PACART • Sound Designer: Franck WEBER
Video and VFX Artist: Gabriele VERGA • Motion Designer: Stiv SPASOJEVIC
Graphic Designer: Mathilde GAMARD • Interactive Designer: Charles
AYATS • Musicologists: Blandine BERTHELOT and Caroline BARBIER de
REULLE

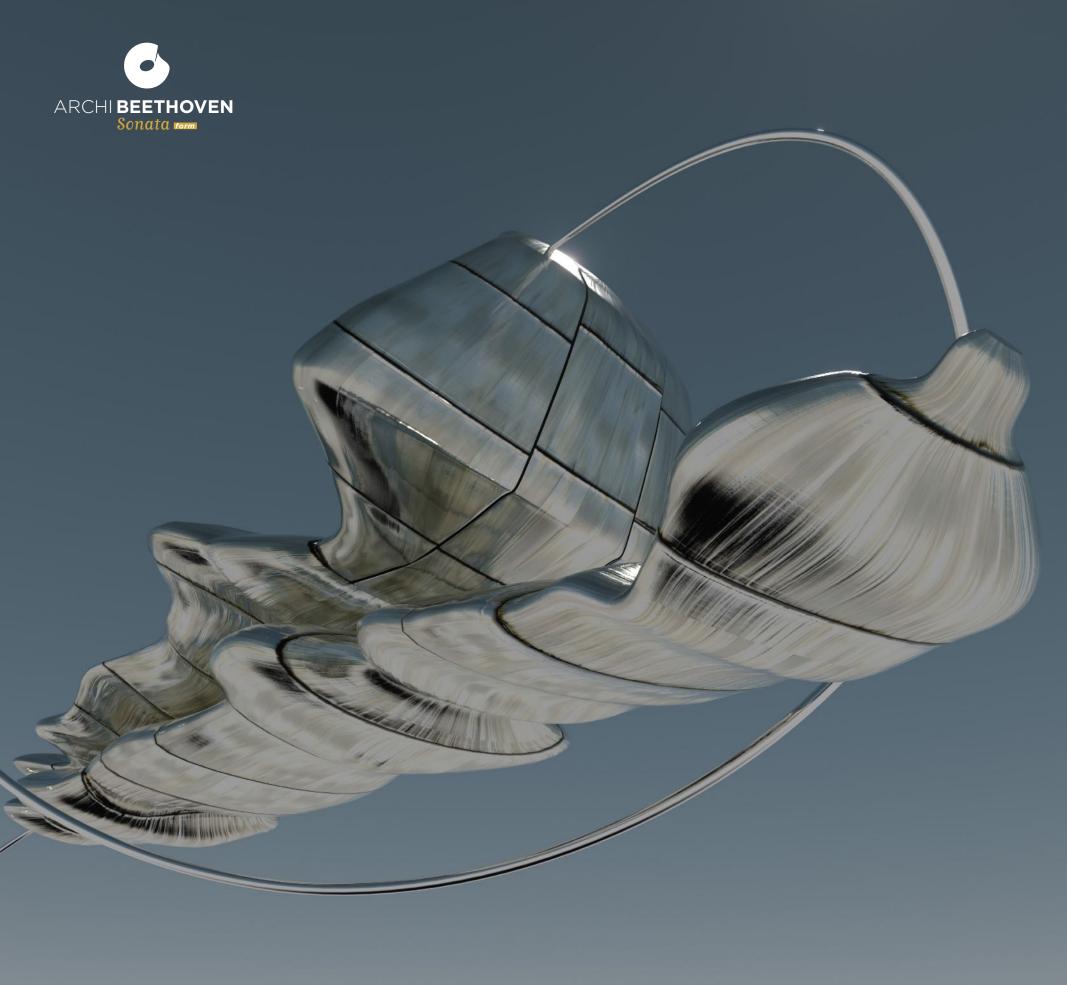
This project is headed by Studio Popincourt and the Insula orchestra under the direction of Laurence Equilbey. A scientific, artistic, instructive and entertaining experience.



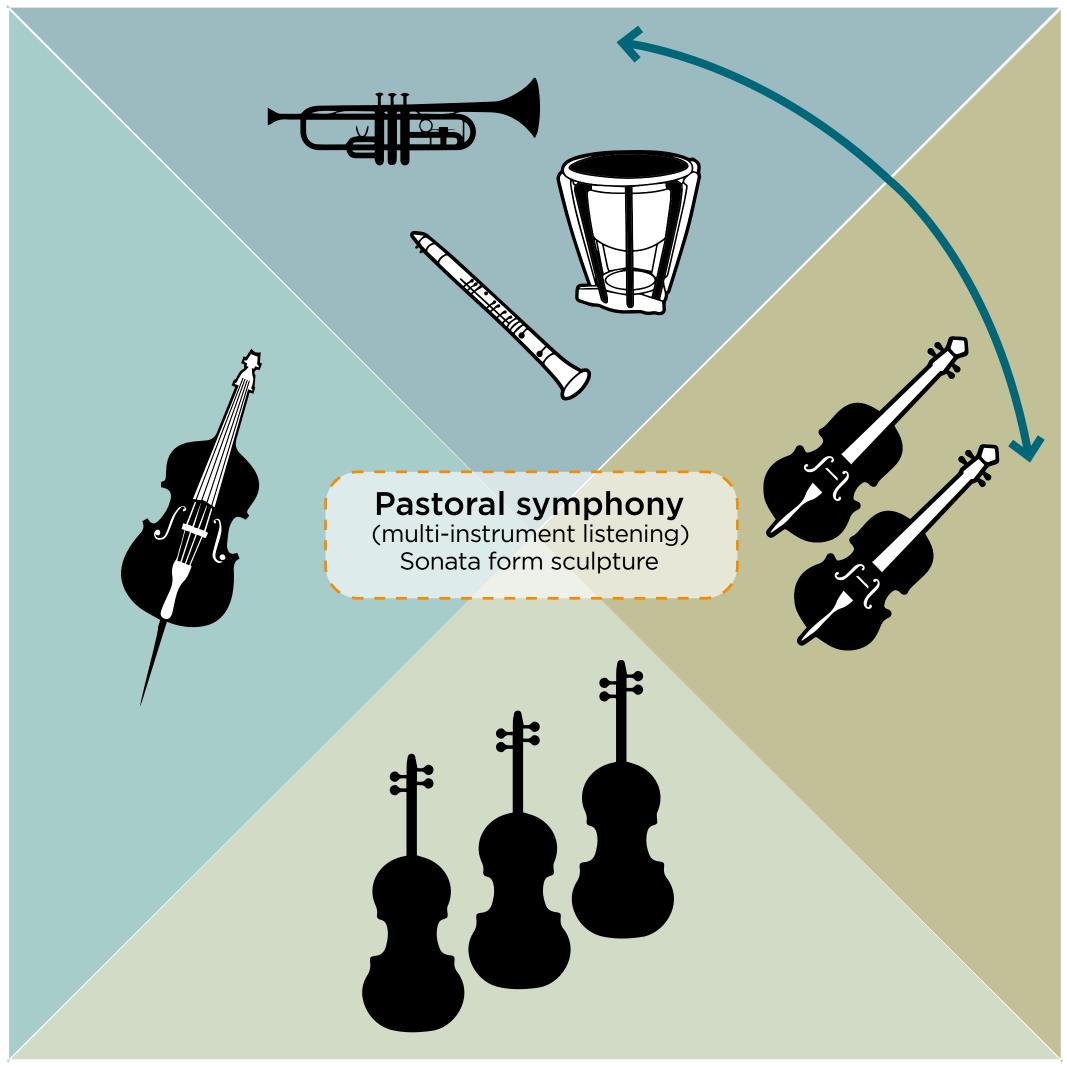




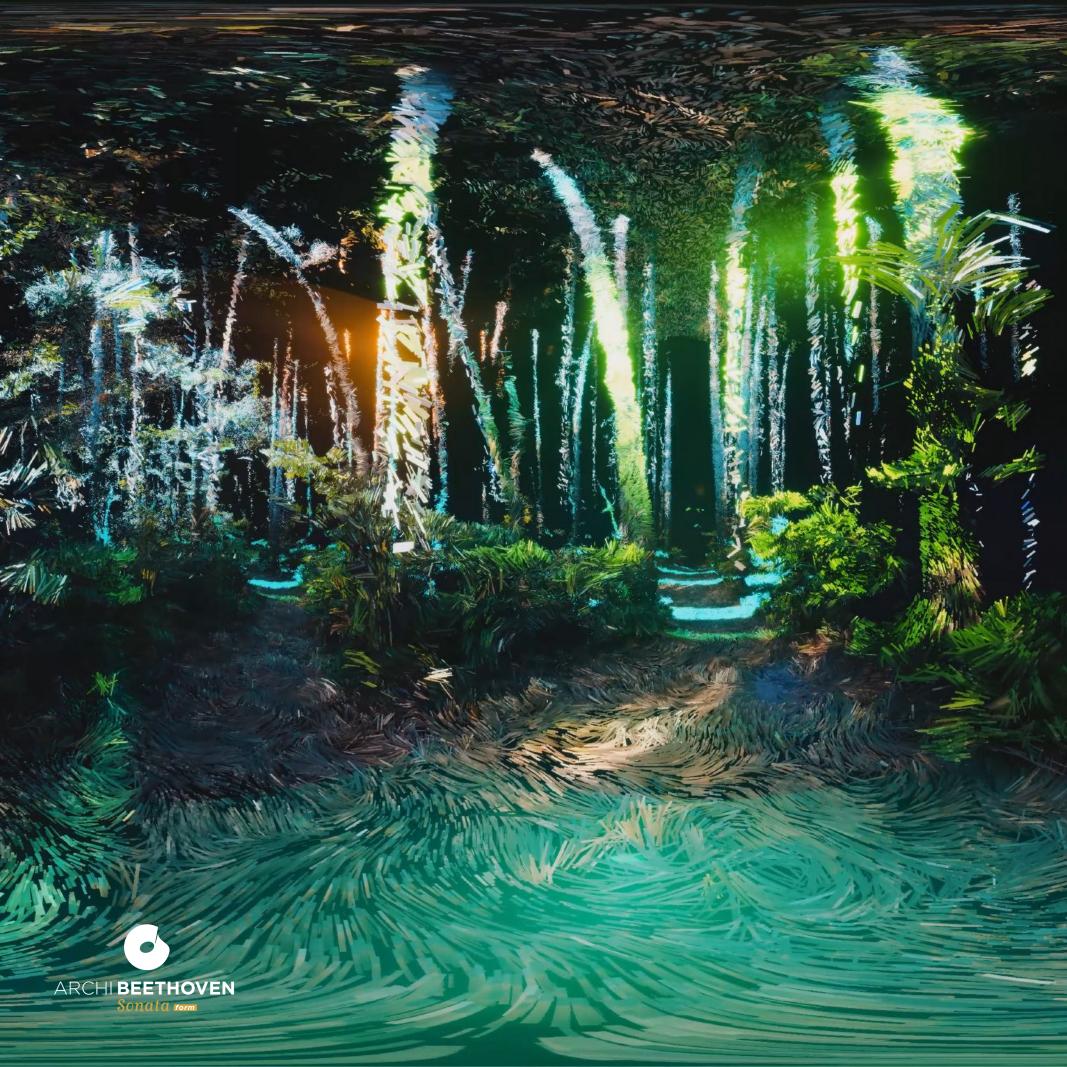




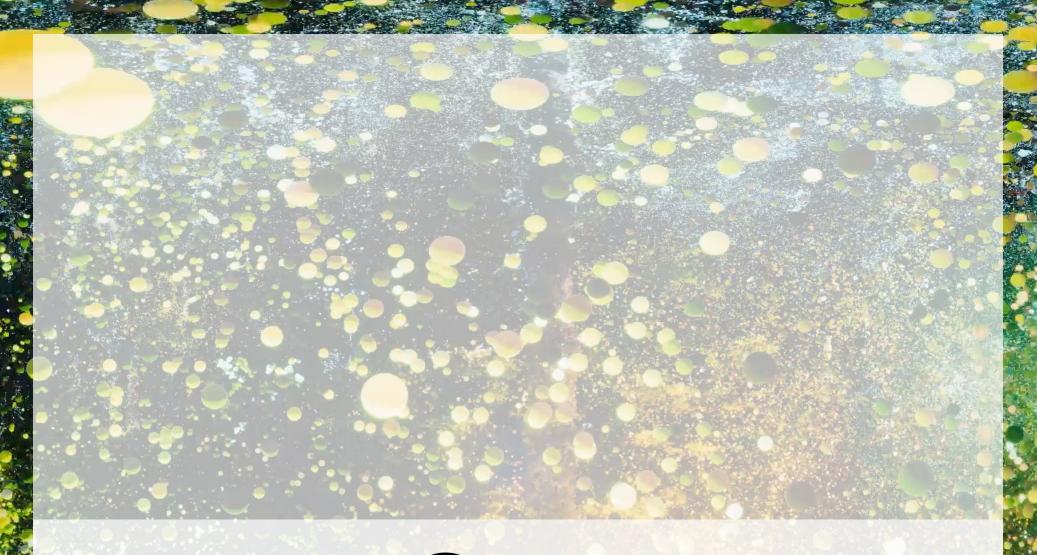














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Produced by Insula Orchestra & Studio Popincourt

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