

Phosphene is a film for closed eyes and spatial sound. It uses a projection on the audience's eyelids, a multichannel sound setup and a motorised hyperdirective loudspeaker.

Inspired by dreams, neurosciences and hypnosis, the project aims to explore varieties of inner spaces. It is an attempt to reach those territories we might tend to forget or deny, between the surface of the senses and our interpretation of reality, in the depths of imagination, illusions and doubts.



The experience invites to co-create a subjective film made by the setup's signals and their understanding by the viewer. The composition triggers sensorial phenomenon [psycho-physic] and activates mechanics of our perceptive system which tries to decipher a coherent reality. In a bidirectional dialogue of projection and injection, the viewer filters, transform and apply its own inner intimates materials [memories, imagination] on the signals that reaches him. The performance invites to collectively dive into those inner meanders and to reconsider our reality making processes.

Phosphene has been developed in the ArtScience Interfaculty (The Hague, NL), laureate of the "Digital Arts, Sound Art & New Writings" residency at Château Éphémère (FR), and received the "Technology & Society Award" by Waag Future Lab (Amsterdam, NL)

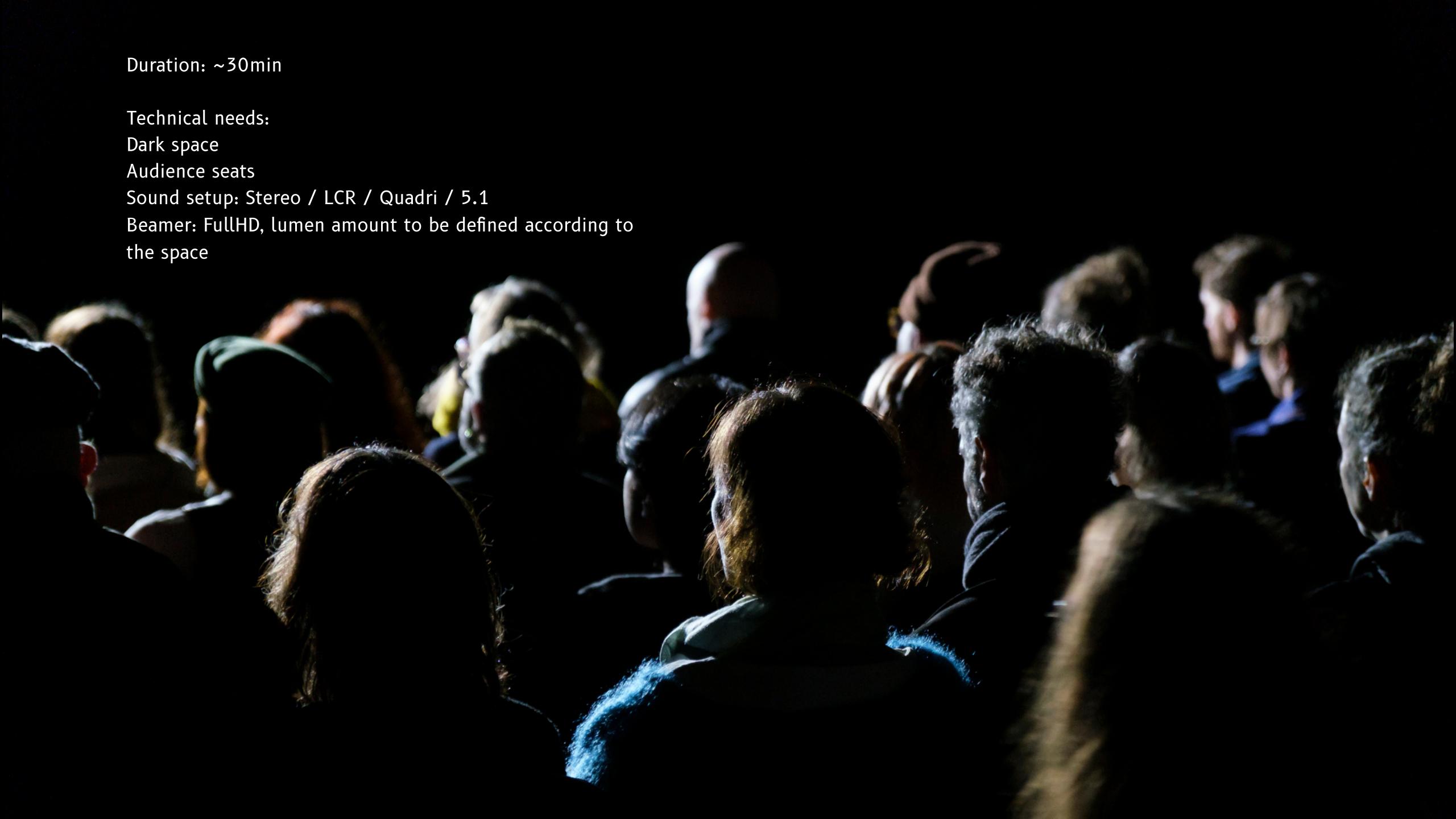


The project has been showed in various contexts and fields such as expanded cinema (OFNI, Poitiers), experimental music (Vortex, Geneva), digital arts [36 degrés, Paris; Le Cube Garges] and Art Science (Waag, Amsterdam). It has been presented in relation to topics of immersion, human psyche, alternative mode of visions (untutored eyes, impaired) and has been created in parallel of a research on dreams, human perception and political implications of our meaning making processes.



"Phosphene is cinema for experiencing and observation of our inner world, our inner self, which is a great finding in the context of immersive media, not using sophisticated VR technology but projection on the audience's eyelids, combined with immersive sound. Just because in a world wherein more and more consumer media screens and applications push their endless audio-visual streams towards us, Phosphene represents a media work that does the opposite. It directs attention back towards ourselves, yet by simultaneously remaining abstract it makes us experience being approached, being left, being thrown back onto ourselves. It may be a stretch to relate this experience of inner observation to that of opposite direction, but it may train us not only to look better inside, but also outward. Senses, sharpened from both ends, in and outside to understand our world and what we do in it and do to it."

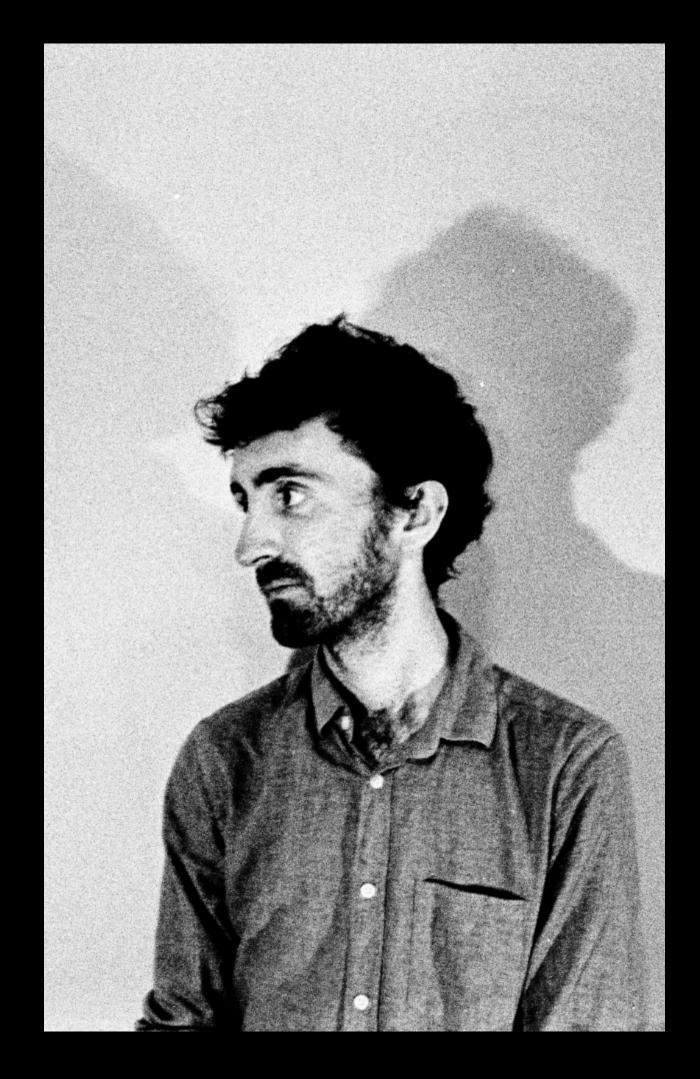
Waag Future Lab "Art, Technology & Society Award"



Armand Lesecq [1994, FR] is an interdisciplinary artist & sound designer currently based in Paris and The Hague [NL]. Armand's work is focused on the relation between perception, awareness and imagination. Through sound and/or visual compositions, he guides the audience into reflective and introspective inner meanders.

He is active as an electronic musician in the experimental music field in the bends Nuits (Emilie Skrijel, Tom Malmendier, Stéphane Clor), Hyperborée (Léa Roger, Clara Lévy, Stéphane Clor) and Hourvari (Nicolas Zentz). He also works as a sound designer for cinema and as a music composer for movie and dance.

He studied sound techniques, electroacoustic composition at Pantin's conservatory (FR) and Arts at the HEAR Strasbourg (FR) and hold a master degree of the ArtScience Interfaculty (KABK & KC) in The Hague (NL).



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Crédits: p1 Myles Merkel, Live at Chronic Now, ArtScience exhibition, The Hague, NL p2-4-5-6 Live at Festival OFNI, Jazz à Poitiers, Confort Moderne, FR, Frank Farre p3 Quentin Chevrier, 36 degrés & galerie Charlot, Paris, FR p7 Portrait, Grégory Dargent