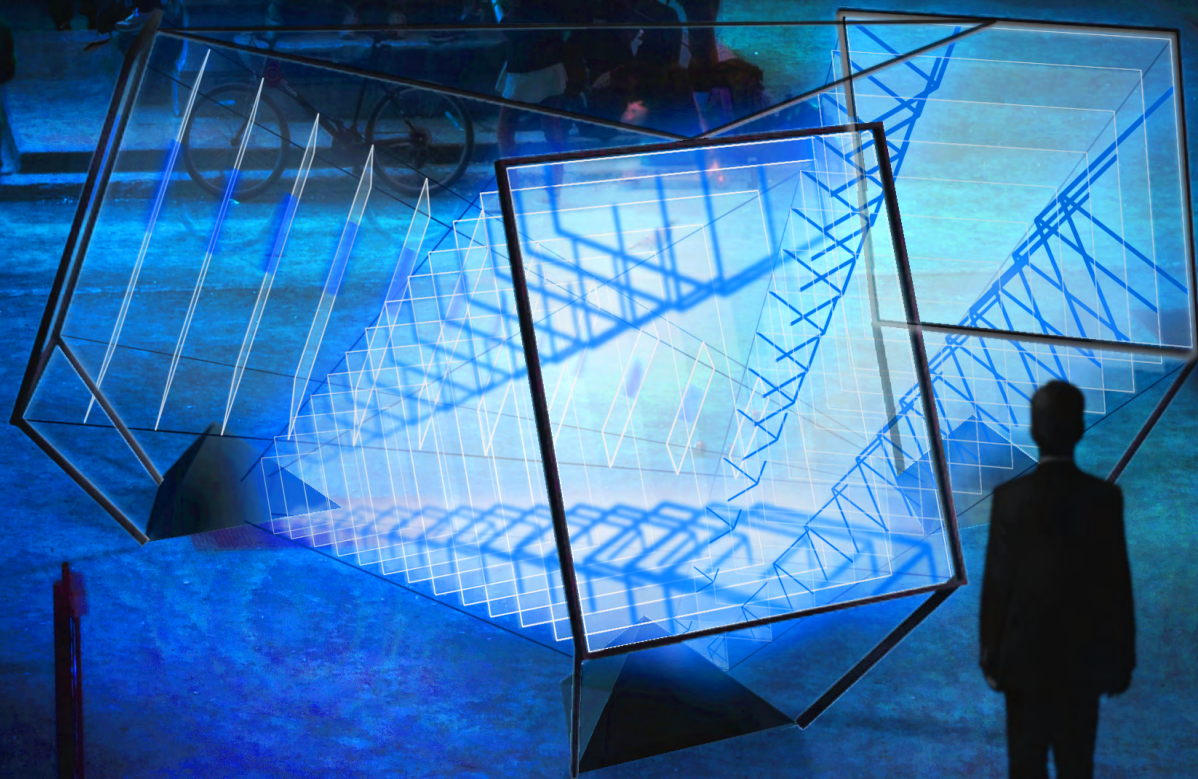


Rome Media Art Festival 2016

CRYSTALLIZED



THÉORIZ
BRIDGING ART & TECHNOLOGY

Introduction

CRYSTALLIZED is an audio-visual interactive sculpture using the principle of volumetric projection.

The installation, with its geometric proportions based on crystalline materials, diffuses a soundscape and video reflections. It invites the public to contemplate it, wander around it and interact with it.



The proposal

CRYSTALLIZED was born a few years ago and has grown ever since. Its aim is to offer the public an occasion to experience interaction with artificial intelligence. Three pyramids are placed in the shape of a triangle. Each pyramid is composed of twelve screens filtering the visual contents. Spectators can influence both audio and visual with their breath. By whispering to the structure, they generate a brand new soundscape and create new visual effects. The plurality of pyramids and captors allows spectators to interact with the installation several persons at a time.

CRYSTALLIZED is designed to be central. Meaning that the public is invited to wander around it and even watch it from above as the visual content will vary from one place to another. It crosses the barriers of motion picture integrating a third dimension. Indeed, the moving image is no longer censored to exist only on a flat screen or as a still piece but can, from now on, be the prism to human sensibility expressing itself through its own language.

CRYSTALLIZED experiment is all about feelings, emotions and sensibility.





Artistic concept

CRYSTALLIZED was inspired by Bismuth crystal structure, a chemical element with perfect geometric proportions. The dimensions of the sculpture therefore remind of the crystal's geometric precision. It was calculated using the optical property of light propagation to establish a volumetric projection.

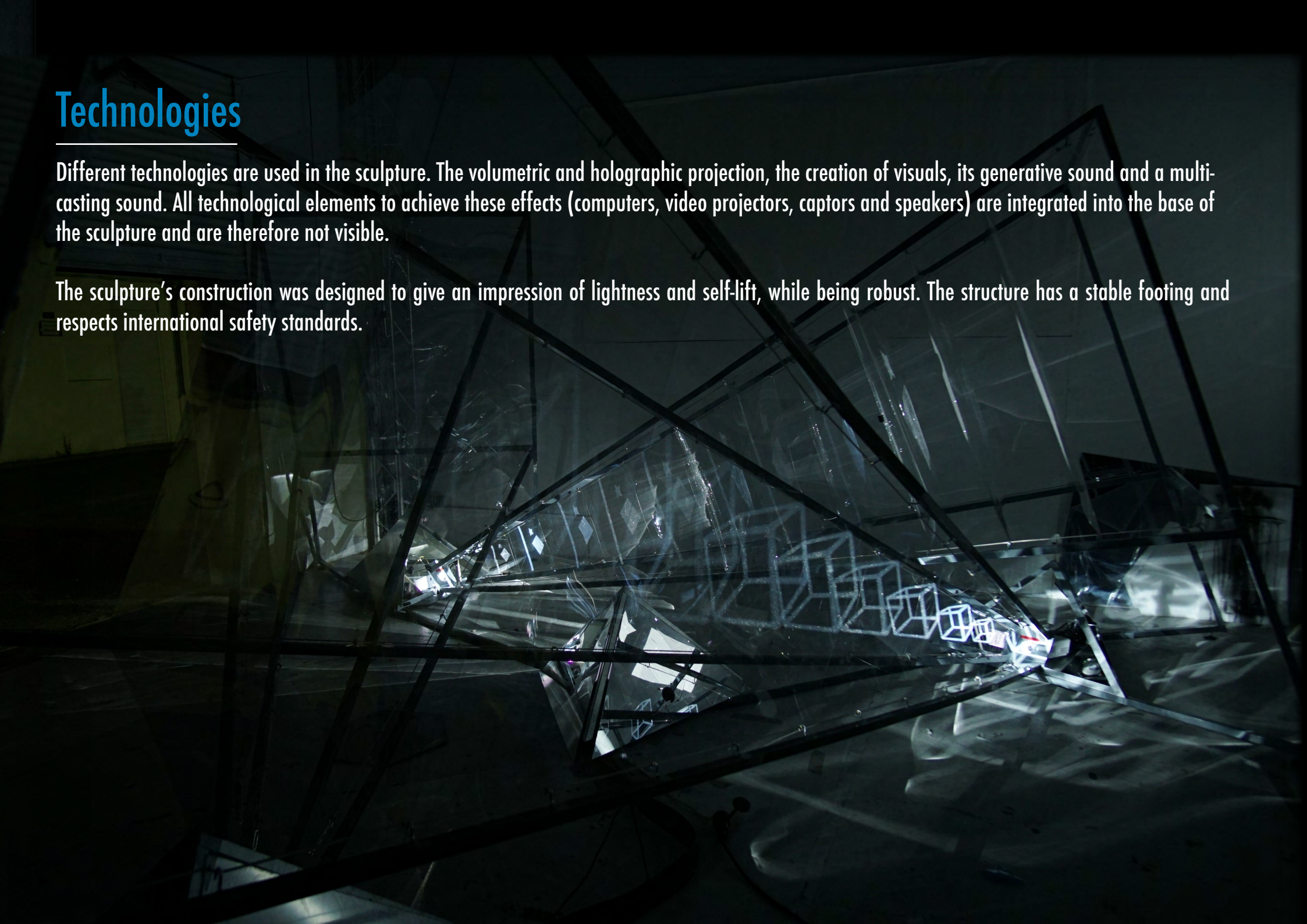
The sculpture diffuses light and video through all the transparent layers that compose it. These visuals are formed by geometric shapes in slow motion and holographic appearance.

The soundtrack accompanying the structure is modelled on its crystalline aspect, light and aetheral.

Technologies

Different technologies are used in the sculpture. The volumetric and holographic projection, the creation of visuals, its generative sound and a multi-casting sound. All technological elements to achieve these effects (computers, video projectors, captors and speakers) are integrated into the base of the sculpture and are therefore not visible.

The sculpture's construction was designed to give an impression of lightness and self-lift, while being robust. The structure has a stable footing and respects international safety standards.





Technical needs

Setup time

- 1 day (setup) with 3 people + 1 Evening (calibration in low light conditions)
- THÉORIZ provides all equipments for the installation

Important constraints

- Light pollution:

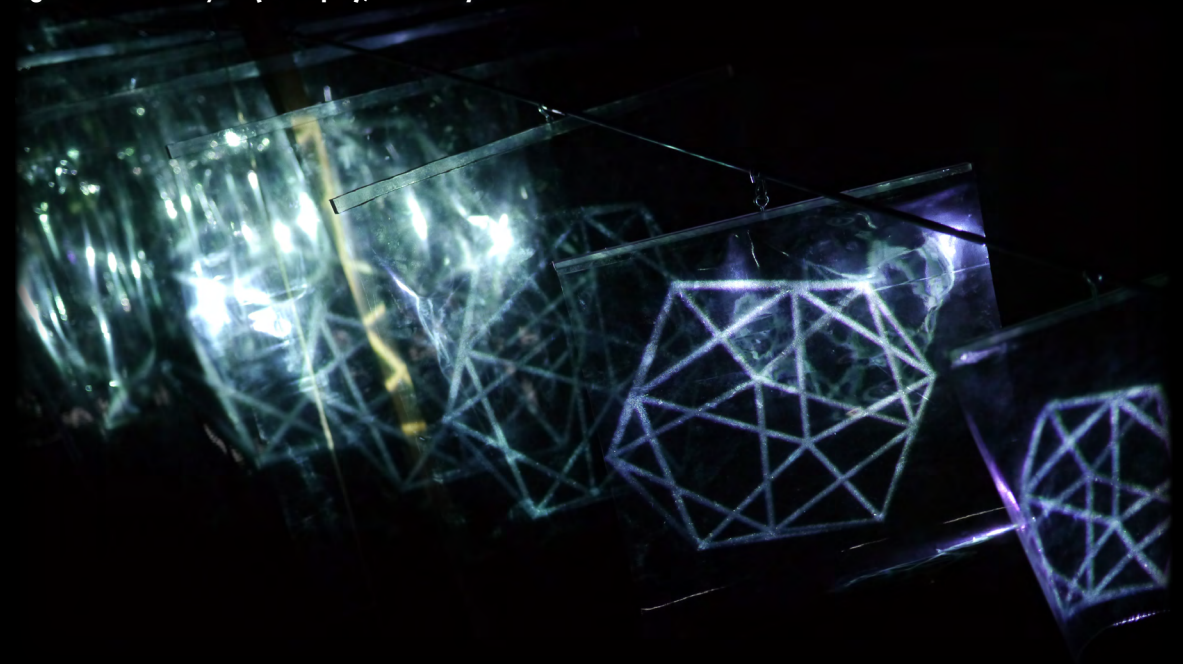
Please try to light off and/or apply opaque sheet on every light sources around the installation

For example: 713 or 181 type - Lee Filters reference

- Meteorological conditions:

The installation may not suit a (too) windy location. If the wind keeps blowing above 60km/h (37mph), we may have to remove the screens from the structure

**Almost all technical equipment is brought by THÉORIZ,
below are equipment details for information.
The only requirement is power supply on site.**



Technical contents

Video projectors

- There are 3 beamers inside the structure (one per pyramid)

Sound system

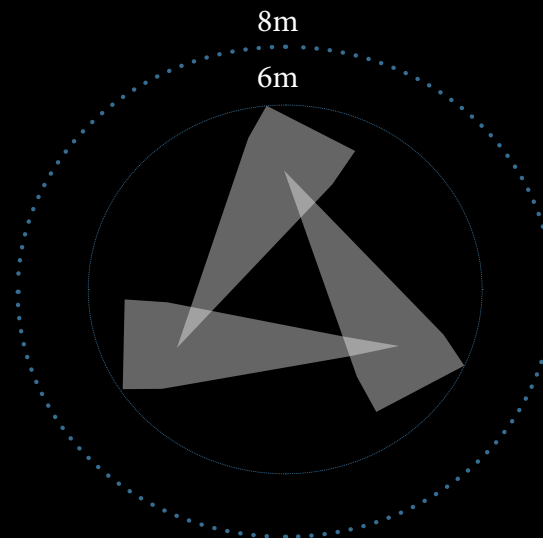
- There are 3 speakers inside the structure (one per pyramid)
- Note that the volume is rather low as the sound has been designed in order to create a background atmosphere

Computer system

- There are computers and several electronic devices within each pyramid

Occupying a 6m disk (ground floor), while leaving a 8m disk for the spectators to walk around it, CRYSTALLIZED installation lights up the surrounding area thanks to the multiple light beams reflecting from it. It is 250kg weight without flight case.

Top view of the sculpture



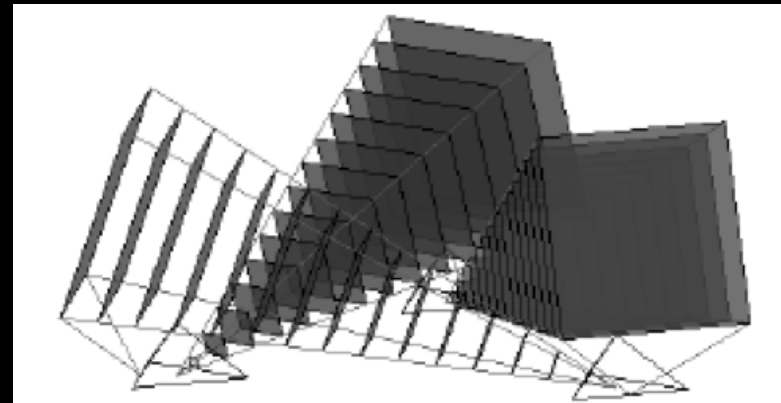
Equipment overview

Brought by Théoriz

- 1 x mac mini + mouse + keyboard
- 1 x sound card (M-audio C400)
- 3 x jack/XLR symmetric cable (~ 6m)
- 1 x Thunderbolt to Hdmi
- 3 x videoprojector Optoma
- 3 x HDMI Cable 10m
- 1 x HDMI Cable 2m
- 1 x switch ethernet
- 1 x Zotac HDMI adapter
- 3 x RJ45 10m
- 1 x RJ34 1m
- Steel structure
- 40 Transparent Screens
- 3 x Mic
- 3 x Speakers
- 1 x mix desk
- 1 x Video splitter
- 1 x Hub USB
- 1 x USB monitor to control the system

Equipment Needed

- 1 x 16A power suply
- 1 x tech assistance (not mandatory)
- 4 x Power supply cables (not mandatory)



Scheme of the sculpture



THÉORIZ is a creation studio composed of professional technologists, engineers and visual artists. We build interactive installations, create audio-visual shows, develop large scale projection systems and technology solutions for performing arts. Combining artistic and high tech expertise, we provide artistic and technical direction for digital art projects. With our experience participating in international events like the light festival in Lyon and our network of artists, we insure our services to perfectly suit your event.

References

- Jerusalem Light festival 2015 – Cinematic Journey – video mapping in Armenian Patriarche Street
- Lyon Light festival 2014 – Place de Terreaux – vidéomapping on 4300m²
- Lyon Light festival 2014– Cinematic Journey – videomapping in a corridor of 100m width
- Jérusalem Light festival – Arch 2014 – Monumental video mapping synchronised with litghs
- Mirage festival 2014 – Extrapolis – Augmented drawing
- Dubaï Light festival 2014 – Cinematic journey – Immersive video installation
- Lyon Light festival 2013– First mondial mural painting augmentation - Fresque des Lyonnais in Lyon - Project «Dessine moi des Lumières»
- Jérusalem Light festival - Non la poetry – Monumental 3D video mapping
- Chartres Light festival - Pacmanize Me – Augmented monumental video game
- Biennale d'Art contemporain de Lyon 2013 - Reader Up – Interactive data visualization
- Biennale d'Art contemporain de Lyon 2013 – Are you my friend – Robotic interactive installation
- Experimenta Event Art & Science Grenoble - Extrapolis
- Riddim Collision festival– technical - Let's light – interactive installation
- Projection on Palais de la bourse de Lyon – Silk market– Generative video mapping
- International Luxury Travel Market – Cannes Martinez – Enormous scenography et video mapping of 12x4m
- Lyon Light festival 2012 - Murs Sensibles
- Lyon Light festival de Lyon 2011 - Pacmanize Me



Team

Production

THÉORIZ Studio

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