ENGINE TRON SIDQ WILE

03

CYBER FLÂNERIE

ORION TROIS MILLE
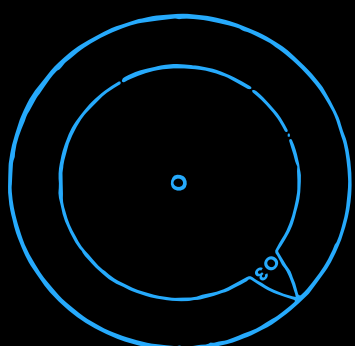
ORION 3000

Orion3000 is a Web3.0 platform that explores the vastness of the universe through digital art and seeks to promote collective intelligence in the post-human era by pushing Earth's boundaries in unknown regions of Space. The platform melds engineers, artists, futurists and scientists in a passionate community anchored on creativity, technology, innovation and the exploration of uncharted territories.
O3 fosters artistic and scientific projects speculating on cultures of future worlds, emphasizing environmental, human, and non-human-Care, while driving innovative formats.
One of its ambitions is to unite artists and technologists to heal Nature and Humankind through digital communities, merging the arts and the sciences to revolutionize existing systems.

« We live in a paradoxical world.
Every day, we have an opportunity to change the way we live and preserve the well-being of our planet and ourselves, but we choose to remain stagnant. As humans, we are the essence of the problem, but we are also the solution. As we witness accelerated globalization, rapid changes in our environment, where different bodies of power become inscribed within our society. Everything seems to be blocked by "over-regulations" and populist images prevail. People are constantly feeling un-invested and excluded from their daily environment. There is a serious disconnect between citizens and NATURE.

Skills and sensibilities are required if human beings are to advert the catastrophes of climate change that scientists predict. Skills like radical empathy, deep listening, collective embodied practice, and a sense of self-as-community - all central to Art as way of knowledge.
Art practices the crucial climate change skills of knowing ourselves as permeable, inter-connected, mutable, and multiple. As we map alternative ways of being and relating Art can move us from the terrifying facts through the necessary transformations of the self- a newly imagined expressed in the context of a living, breathing planet.

Art generates new lived expression. How must Art change in response to problems that are both human and non-human, both local and global : how can we reexamine the ways we make art, not only the materials we use, but how we conceive a story. The artist in this project, provoke new relationships with a natural world far from our physical reach, engaging culturally diverse understandings of our environment. We are embarking in a lyrical journey anchored on scientific findings, blurring fiction and reality, a web of interwoven stories about deeply personal impacts on the Kingdom of the plants, representing diverse local and global, Western scientific and indigenous, human and non-human perspectives. »

TEXT   BY   THE   CARETAKER YVONNE   SENOUF

Jardin des Tuileries
Promenade artistique - Orion 3000
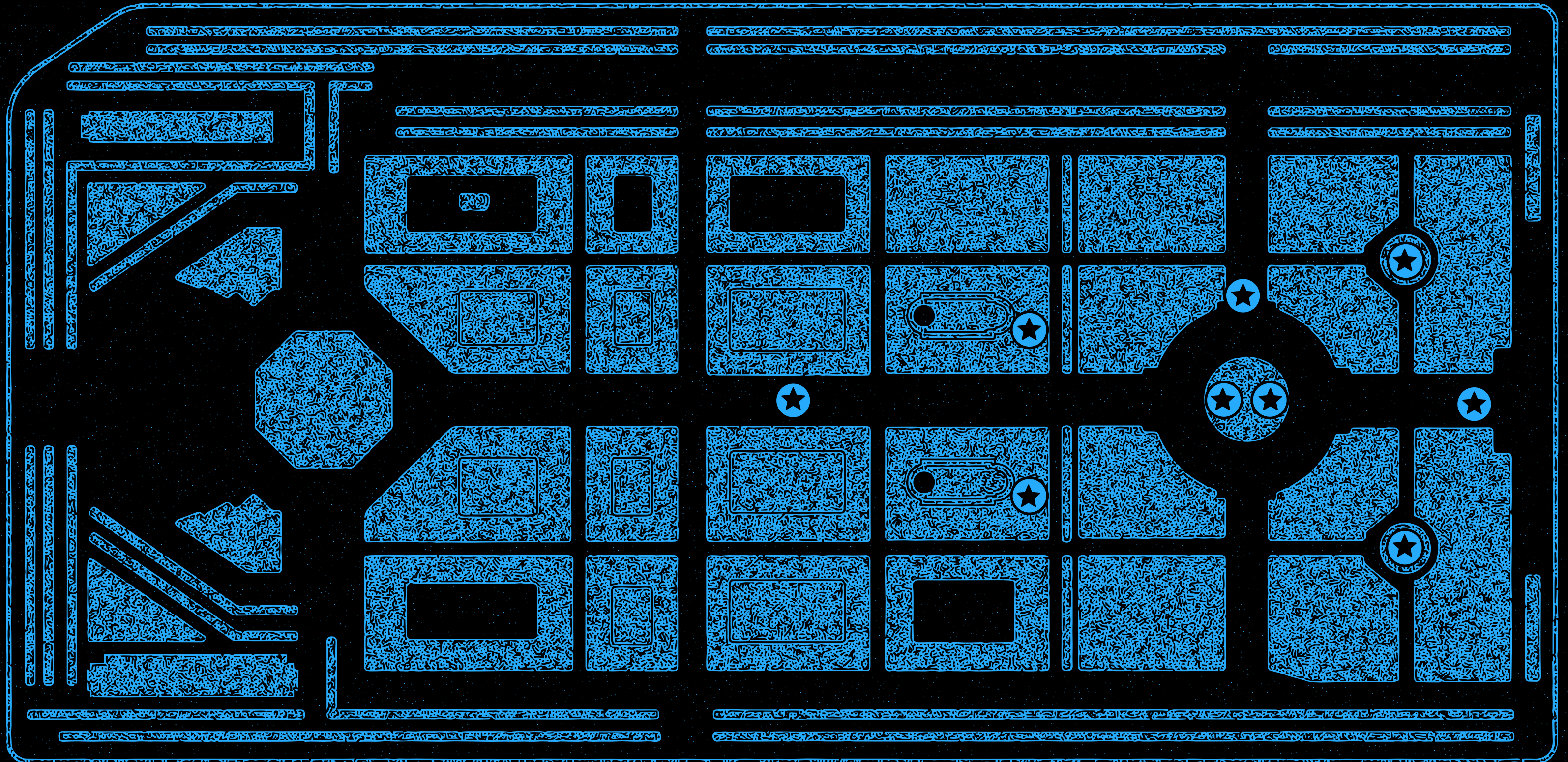
This work is a reinterpretation of the iconic Samaritaine mural of peacocks by Francis Jourdain, with a new perspective through contemporary pixel art.

Originally, peacocks were creatures native to Asia and Africa and did not live in France, but they became a motif of Art Nouveau because of the Orientalism trend represented by Ukiyo-e.

Pixel flowers never wither. Just like our minds.

This work was exhibited at Samaritaine, in the neighborhood of the Tuileries Garden, in 2022.

EXCALIBUR are contemporary artists based in Tokyo and Kyoto, Japan. With the theme of real and virtual or its overlap called «Street, Ethernet, Field», they create art that transforms into social records, by alternating personal memories with stories and myths.

https://www.entaku.net/
https://www.instagram.com/ysnrtnk/
https://superrare.com/excalibur/creations

Digital artist Hannes Hummel (Germany) takes the wanderers on a captivating journey through his series, Digital Bloom, where he skillfully merges organic structures and natural patterns in mesmerizing 3D motion projects, showcasing the enchanting link between botany and mathematics.

With his series, Digital Bloom, Hannes Hummel, a visionary digital artist, embarks on a mesmerizing journey, exploring the interplay of organic structures and natural patterns though his 3D motion project. His artistic expression revolves around symmetry, tessellations and logarithmic spiral shapes celebrating the marvels of nature.

With undeniable prowess, Hummel seamlessly fuses modelling techniques 3D scanning and AI tools, crafting intricate and harmonious scenes with a meditative quality. Inspired by the hidden connection between botany and mathematics, he translates the chaos of nature into numerical sequences, redefining the boundaries of digital art and leaving an incredible mark on the ever-evolving creativity of the Web3 ecosystem.

https://www.hannneshummel.art
https://www.instagram.com/hummel.studio/
https://superrare.com/hanneshummel

Paris based sculptress; Hermine's artistic practice is inspired by the Neolithic period of ancient Europe, the Cucuteni-Trypillia, Vinca and Minoan civilizations. Her favorite material, clay, is a direct reference to the feminine matrix of the Goddess.

Passionate by sculpture since a very young age, Hermine seeks to represent generous, proud sensual women, all imbued by a strong and protective tone. Once imagined, the shape is drawn before beginning a long dialog with the material, doing and undoing the work until each piece comes to life in a perfect balance of curves and movements. Then she starts the process of finishing touches giving to each piece this unique sensual texture.

Passionate by dance, she asked Eugenie Drion, dancer at the French Opera, to perform using motion tracking technology, a Vicon suit. She then scanned in 3D her physical sandstone sculpture, remodelled it in 3D and rigged it. Eugenie Drion's performance was then transcribed to the piece giving life to the sculpture in a unique and poetic way through dance. This artistic project is the marriage of sculpture and dance through new technologies.

Hermine Bourdin is a sculptress based near Paris. She has been passionate about sculpture since a very young age, and after working in illustration, graphic design, stop-motion animation, and design, she decided to pursue her passion and learn to sculpt under the guidance of various masters in stone, wood, plaster, and sandstone, her material of choice. Bourdin also uses digital tools as a new material for exploration and creation, allowing her to defy the laws of the physical universe through new technologies, liberating her of the static and gravity constraint of material work.

https://herminebourdin.com/
https://objkt.com/profile/
tz1iwgCoHxVQz6393Je63pCe4zMuJ2AaYqjm/activity
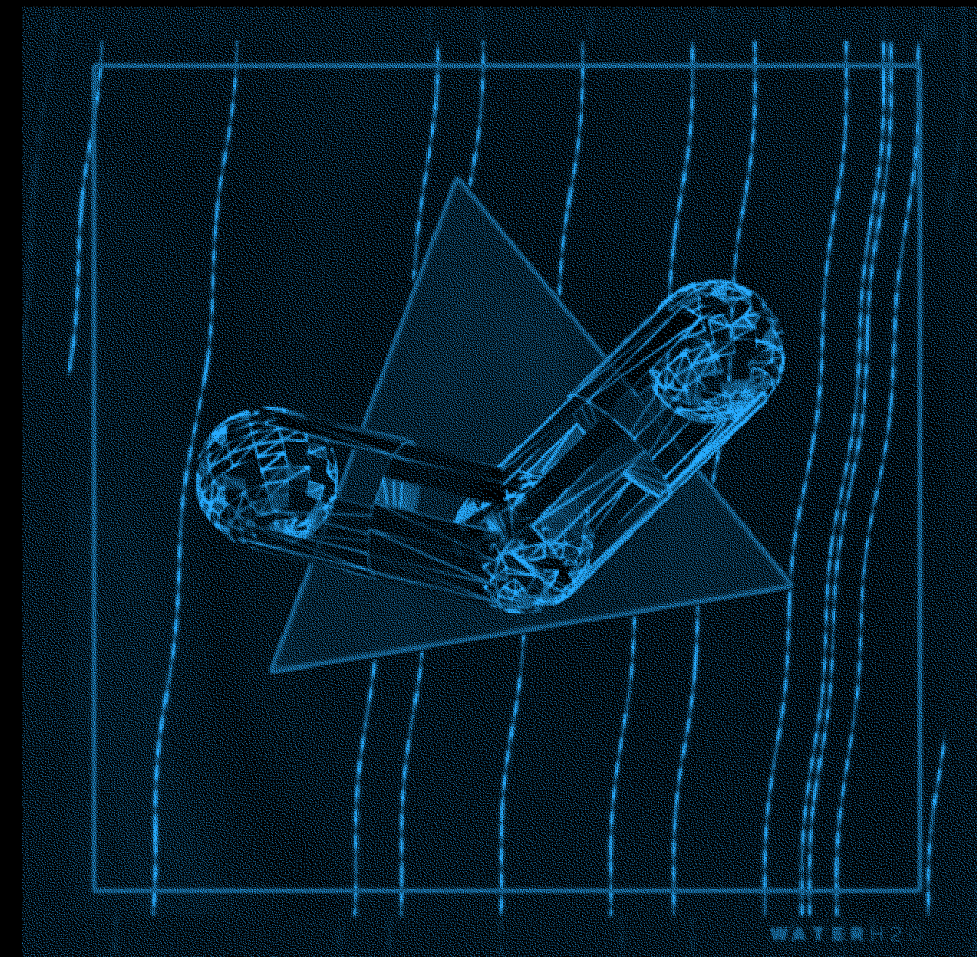https://www.instagram.com/herminebourdin/

xSublimatio is a «merging» aesthetic digital drug experience on the Ethereum blockchain. The project is at the crossroads of art, science, and gaming. It is an interactive artistic experience that allows people to acquire digital and generative molecules and create digital drugs on the blockchain using NFTs.

xSublimatio is questioning the aesthetic potential of Web3, coding and artificial intelligence, in the era of mass digitalization of all aspects of reality. While the consumption of images and data on the Internet have now, become an addiction stimulating the release of feel-good hormones, this project uses technology to stage the representations of molecules (symbolizing our tangible reality) through the prism of drugs and water. Collectors can purchase these molecules which have been randomly selected from 64 different types generated by AI. To create their desired drug out of the 19 possible options, holders need to obtain the right combination of ingredients by trading or buying extra molecules.

Pierre Pauze is a French artist and filmmaker. His practice evolves as much in the field of contemporary art, cinema and digital arts. He has won numerous art awards, including the Agnes B prize in 2016, and the ADAGP digital art video art prize in 2019, and his work has been shown in museums around the world and on television, notably at the Centre Pompidou and the Monnaie de Paris, Luma Arles, La Villette, as well as in numerous international art biennials such as the Taipei, Chengdu and Macao Biennials. He is also active in the web3 field, co-founding the NFT laboratory Faction.art and xSublimatio. His work «follow the green rabbit» was the first NFT to be collected by a museum in France, at the Musée Granet.

ttps://www.pierrepauze.com/
https://www.instagram.com/pierrepauze/
https://twitter.com/PauzePierre

# 05. #Couleurs interpolées sur disque de la Vie, 2017

Sophie Lavaud

#Couleurs interpolées sur disque de la Vie is a work from the collection : «Emergilience Part One» which comprises generative animations and digital prints on Harman paper. Rooted in Cybernetic thought and the Sciences of Complexity, it integrates newly uncovered scientific insights into the intricacies of life.

Drawing inspiration from natural complex systems that uphold ecosystems, the work embraces notions of self-organization and dynamic equilibrium, thus avoiding simplistic mimesis of Nature. Beyond being a mere interpretation of reality, it embodies an experimental process that marries cutting-edge scientific analysis with computational methods to shape new approaches to reality. Through a meticulous modeling process, it conjures imaginative poetic realms, intertwining biological and digital references to architect and navigate evolutionary processes, reflecting the contemporary zeitgeist. Lavaud redefines compositional rules by transcending static calculations of balance and proportions, transforming them into perpetual dynamic processes. It introduces innovative avenues for creative processes and foresees emerging artistic methodologies. This work not only encapsulates the essence of its time but also proposes novel ways to fuse concepts, applicable to urban and architectural projects, ultimately embodying an authentically contemporary and forward-looking perspective.

Sophie Lavaud, is a French artist and researcher in interactive digital and visual arts. Her exploratory practice using digital technologies since the 90s (2D, 3D animations, net-art, VR, AI) aims to establish not an abrupt break, but a gentle continuity between technological and non-technological figuration regimes - particularly pictorial ones. Through her "Tableaux-Systèmes dynamiques", inspired by Tai Chi Chuan, she guides us towards active meditation, enabling a sensory emotional experience in symbiosis with the energy of a «living and systemic nature» thanks to human- machine interfaces.

http://old.sophielavaud.art/
https://www.instagram.com/sophielavaud.officiel/
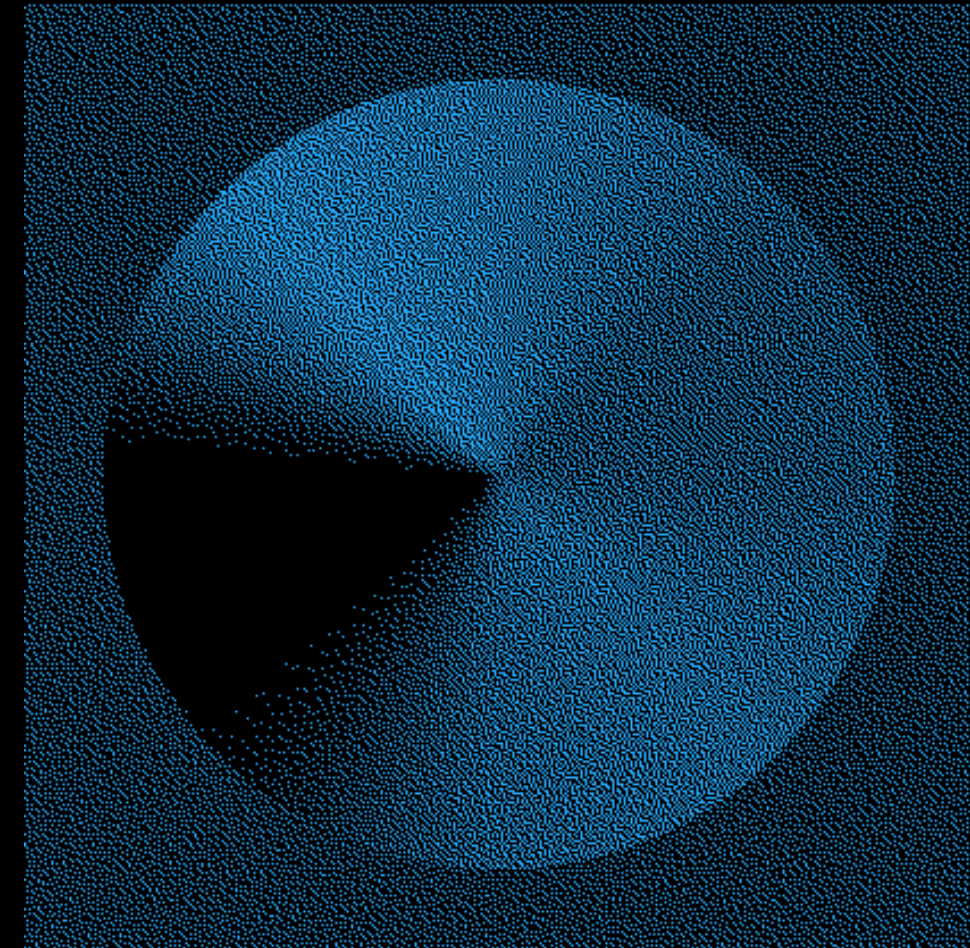
Soliman Lopez

Soliman Lopez (Spain) invites you to embrace new economic models of agriculture with his piece, OLEA, a revolutionary bio token combining the properties of oleic fluid with blockchain technology to create a crypto currency.

OLEA is a revolutionary biotoken that combines the properties of oleic fluid with blockchain technology to create a crypto currency. Inspired by ancient use of olive oil as a currency and a symbol of divine connection, OLEA represents a new future in agriculture and art.
Today, farmers face challenges from climate change and globalized markets, leading to a desire of abundance now directed towards digital cloud in the form of DEFI and blockchain. The project driven by Soliman Lopez's personal connection to olive groves, aims to bridge the gap between the historical economies of agriculture and the potential of blockchain for economies of the future.

Founder of the Harddiskmuseum, OLEA bio cryptocurrency, Introns DNA based digital entities and Innovation director at ESAT (Escuela Superior de Arte y Tecnología de Valencia, Spain). His artistic conceptual practice includes work with artificial intelligence, biotechnology and DNA, electronics, interactive and 3D.

08.   Unexpected Growth, 2018

Tamiko Thiel & / P

(Edition of 5 + 1 AP) Tamiko Thiel and / P
Augmented Reality Installation. Commissioned by the Whitney
Museum of American Art. First edition in the Whitney collection.
The second edition was auctioned at Christie's New York in their
first curated NFT exhibit, «Proof of Sovereignty».

Perturbations in the natural order have torn the fabric of the space-time continuum, and unexpected growths are seeping into our world - perhaps from our own future. Augmented reality apps transform our mobile devices into «ARscopes;» allowing us to see into these parallel dimensions that co-exist and overlay our own so-called «reality.»

One such growth was first discovered on the 6th floor terrace of the Whitney Museum of American Art and has subsequently been sighted around the world including Riga/Latvia, but also inland cities such as Bad Homburg/Germany and now in the Tuileries in Paris.

The growths are animate, an odd mixture of coral animals and plastic. It is unclear how the plastics are becoming incorporated into living systems, and what effects these coral-plastic symbioses will have on the larger ecosystems, especially on animals all along the food chain - up to human beings - who feed off of sea flora and fauna. More investigation and longer terms studies will be needed to see the longer-term effects of human interference with its growth cycle. Are such symbioses our future, as plastic waste becomes more numerous than the fish in the sea?

Another troublesome aspect is that the reefs are clearly underwater. If they are really coming from our future, when will the waters cover Paris?
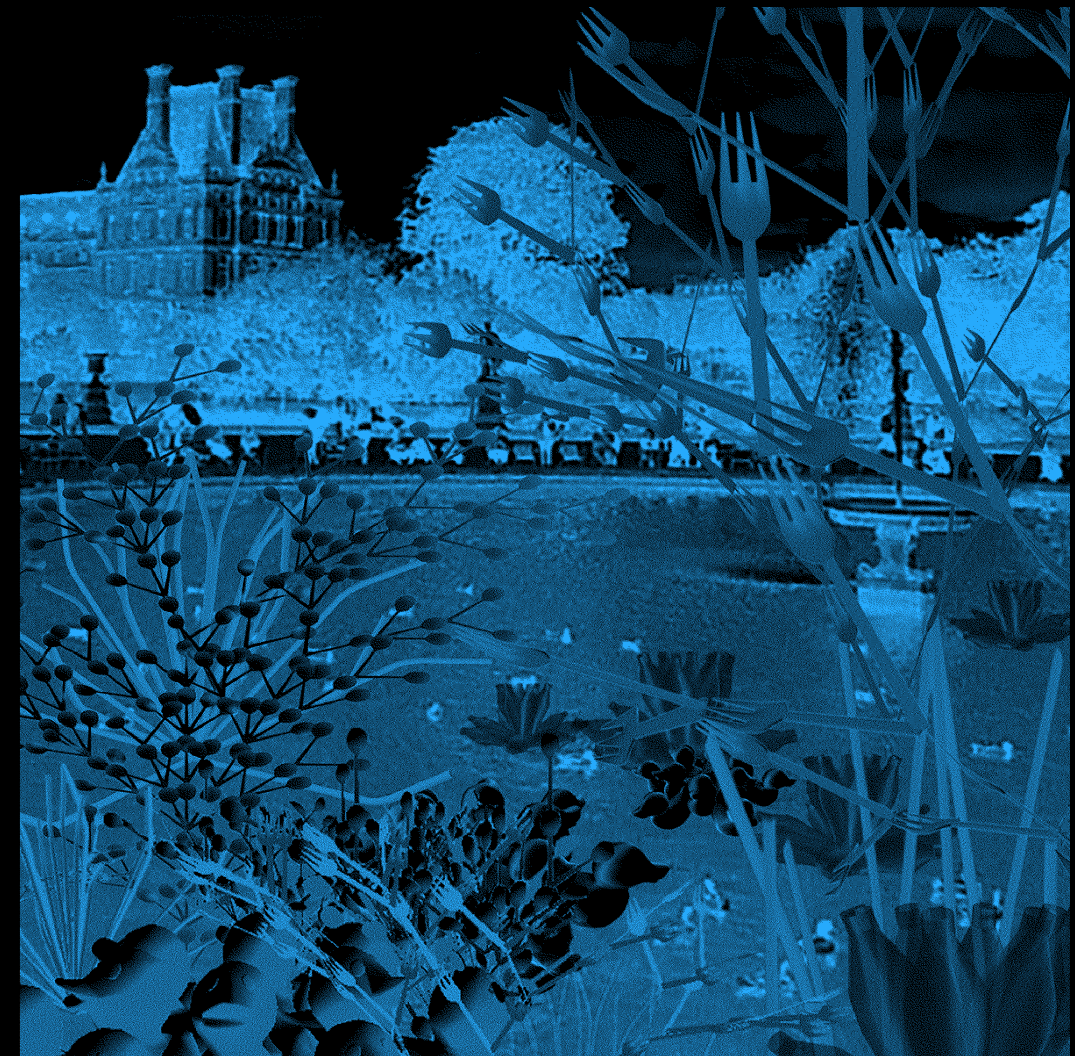
Tamiko Thiel was awarded the 2018 SAT Montreal Visionary Pioneer Award for now over 35 years of politically and socially critical media artworks exploring place, space, the body, cultural identity and ecology. Since 2018 she has been collaborating with the artist /p. Their AR installation Unexpected Growth was commissioned by and is in the collection of the Whitney Museum New York.

http://www.tamikothiel.com/
https://www.instagram.com/tamikothiel/

Valéry Grancher

Originally, this piece was composed of two video installations, which are in the collection of the CNAP and were featured in the exhibitions "Time and Space Ready Made» at the Palais de Tokyo in 2005 and at the Honegger Foundation in Mouans en Sartoux in 2007.

Given the Parkour's nature Valéry decided to compose a new piece using Artificial Intelligence to populated Marcel Duchamp's and create ghost portraits of established visual artists discussing their own work or the art of other creators from other time periods. Today, AI consumes all the data in the world and can inhabit a human personality! Valery uses AI to craft human ghosts that are defining a more specific and precise model for the human spirit: the humanities the Art.

In this way, Valéry established an indirect perspective of his two pieces, questioning the current environmental challenges in the most iconoclastic manner, by employing an AI that embodies Marcel Duchamp and explains his two pieces while weaving connections with his own oeuvre.The AI has composed this entire text, which is right on point, inspired by the two exhibitions it was displayed 18 years ago!

Born in 1967, Grancher is a French artist based in Paris and Hong Kong since 2014, recognized for his pioneering role in online art and "Google paintings". His artistic practice encompasses various media such as internet art, video, photography, painting, AI painting and VR installations, reflecting his exploratory curiosity for new artistic forms and concepts.

https://www.valerygrancher.com/
https://www.instagram.com/valerygrancher/
https://foundation.app/@valerygrancherstudio

Washmachine
Céline Shen

The duo of artists called WASHMACHINE and the artist designer Céline Shen have collaborated on the Nebula project, a three-panel collection of works combining a universe of garment sculptures formed of atmospheric layers.

The Nebula project was born of a quest to experiment with form and matter, voluptuousness and combustion. This triptych unveils a chemical concoction creating atmospheres embodying the representation of three eras: the imaginary of an original world in formation whose vapours are tinged with the glow of the rainbow, a modern age where the element of metal predominates, and the era of plastic, the standard emblem of advanced industrial societies.

Supple by nature, they improvise themselves into moving rigidity, where smoke can flow like a vaporous river, a floating being, master of the elements. Between the real and the imaginary, they navigate between the familiarity of earthly elements and the impossibility of the images they compose. Together, they reveal an ethereal atmosphere, where gravity seems disrupted, where the astral and reality can blend.
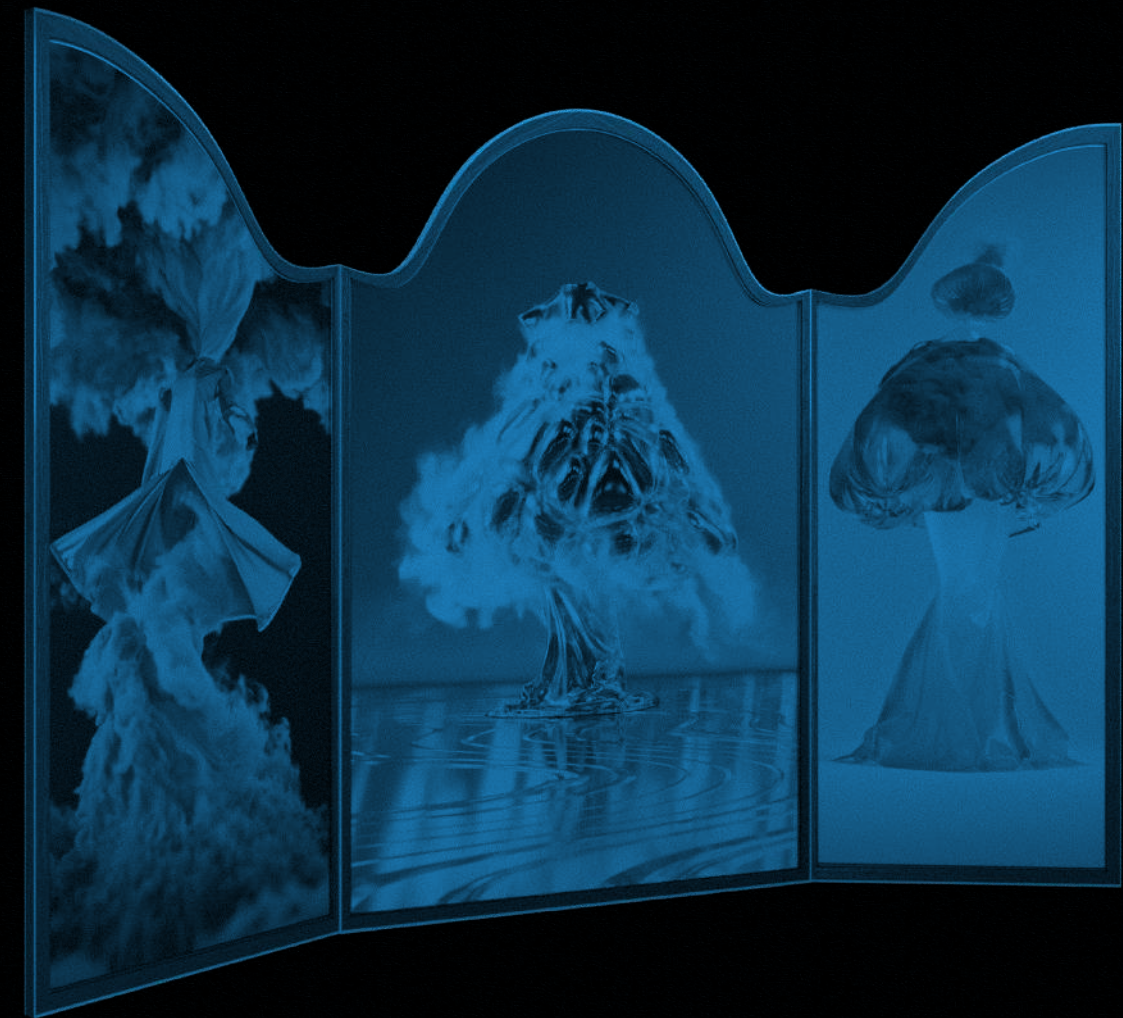
Washmachine is the duo of artists composed of Bastien Petit and Lucie Ellison. Both passionate about new technologies and curious about their use in the field of art, they wanted to use their knowledge to create content combining clothing, technology and surreal atmospheres. Both computer graphic designers by trade, Bastien initially experimented with virtual production and VFX, while Lucie was more interested in augmented reality and the creation of virtual garments.

https://www.instagram.com/washmachine.wm/

Céline Shen

Yvonne Senouf

*Céline Shen is a multidisciplinary artist born in France in 1988,
also known under the acronym of C.S for her digital works.*

*Yvonne is a driven cultural producer with more than thirty years of
experience, with a passion for contemporary art, innovation, technology,
digital media, and the Environment.*

Céline Shen is a multidisciplinary artist born in
France in 1988, also known under the acronym
of C.S for her digital works. Graduated from the
Ecole Nationale Supérieure des Arts Décoratifs
in Paris, she pursued a double degree training
program at the Institut Supérieur des Arts et des
Chorégraphies (ISAC) in Brussels. Her works
exist in the intersections of the digital, new
technologies, writing, dance, performance and
clothing design practices.
In 2018, her creative process acquired
a choreographic dimension taking into
consideration Nature, Femininity and
extra-terrestrial territories. Her digital works
entangle a perspective where the machine,
connecting virtual «net-worlds», enhance
invisible dimensions, auras displaying a
reconstituted cosmology crossing interstellar
fictions.

A polymath by nature, she has adapted
 to the evolution of technology, embracing the
internet. Web 2.0 and blockchain technology,
to create new perceptions and solutions around
environmental and social issues, with art as a
catalyst for social change. She has collaborated
with artists such as Felice Varini, Ange Leccia,
Claudia Hart, Vik Muniz, Janaina Tschape and
Soliman Lopez among others, ideating with them
groundbreaking art projects. She is a TEDx
and Pechakucha speaker.

The project CYBER FLÂNERIE is hosted by Orion
3000, which is an intrinsic part of Céline Shen's
ecosystem.
CYBER FLÂNERIE an Augmented Reality Parkour,
under the umbrella of the DRP Urban Festival to
take place: September 30th - October 1st, 2023.
Jardins des Tuileries, Paris.

DESIGN GRAPHIC BY

STUDIO SAMUEL