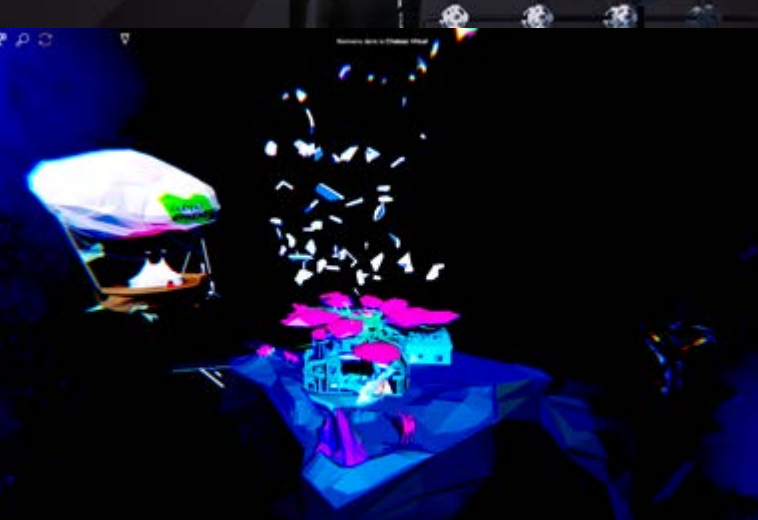
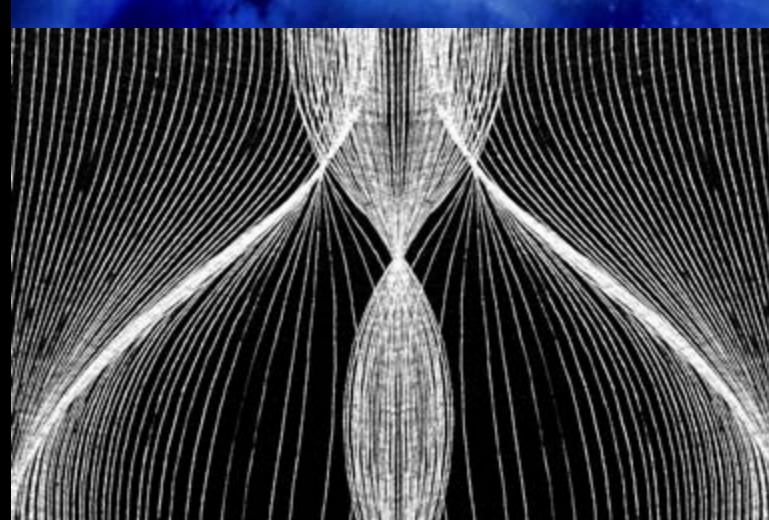
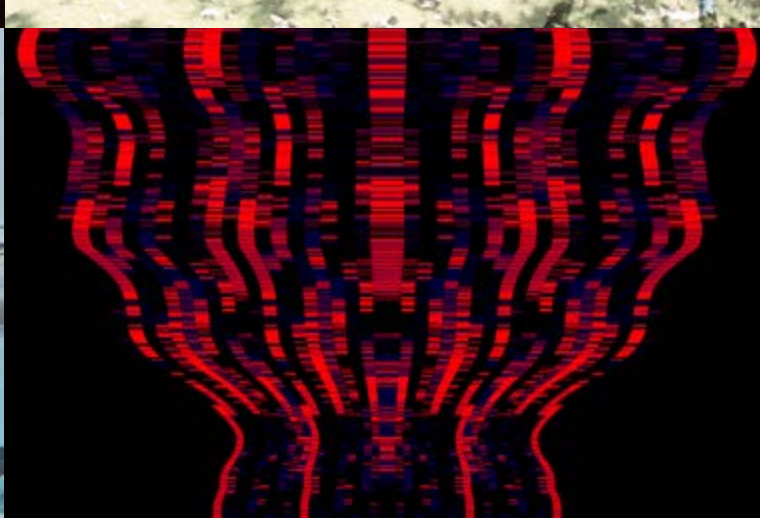
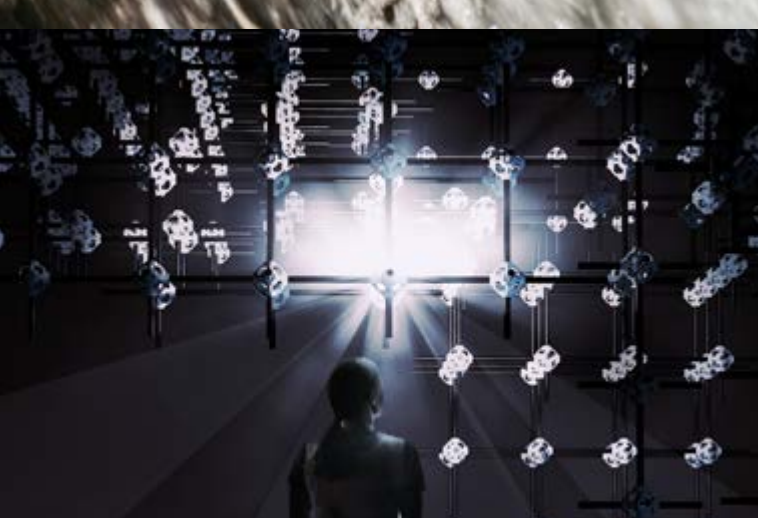
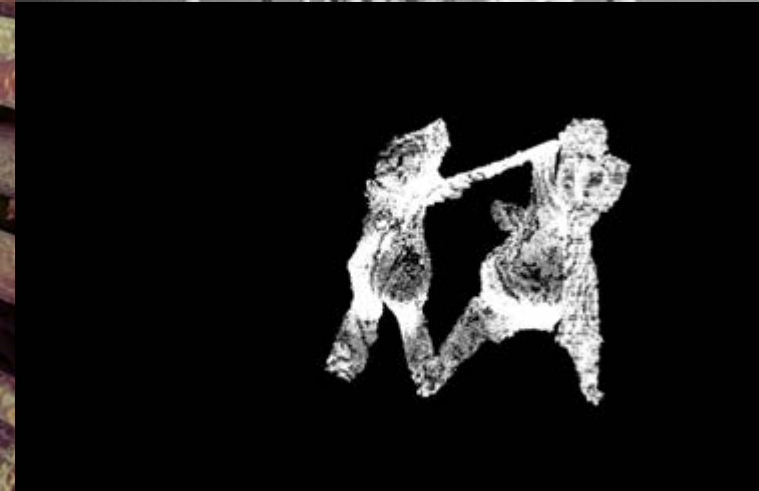
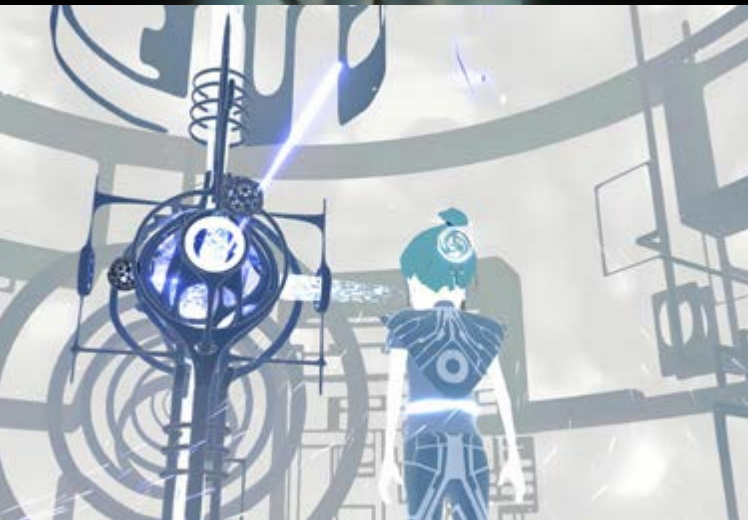
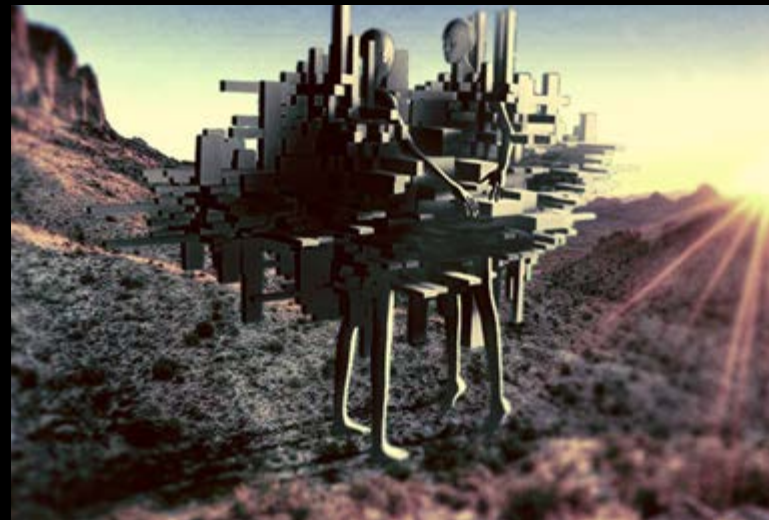
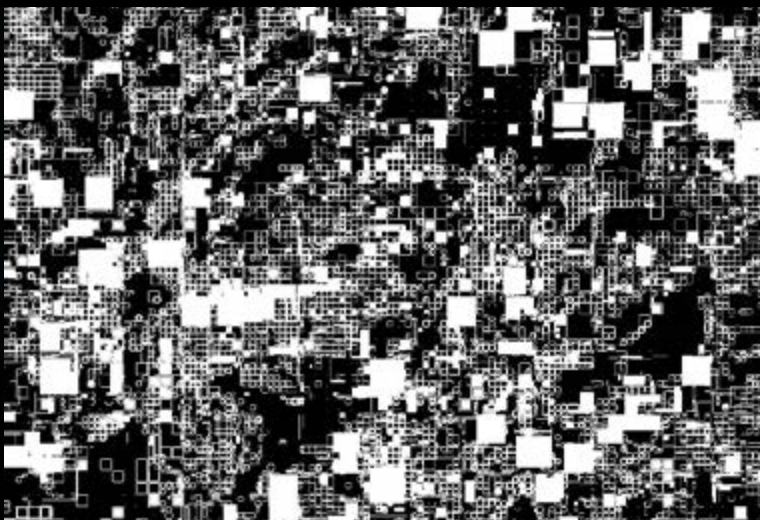


PORTFOLIO

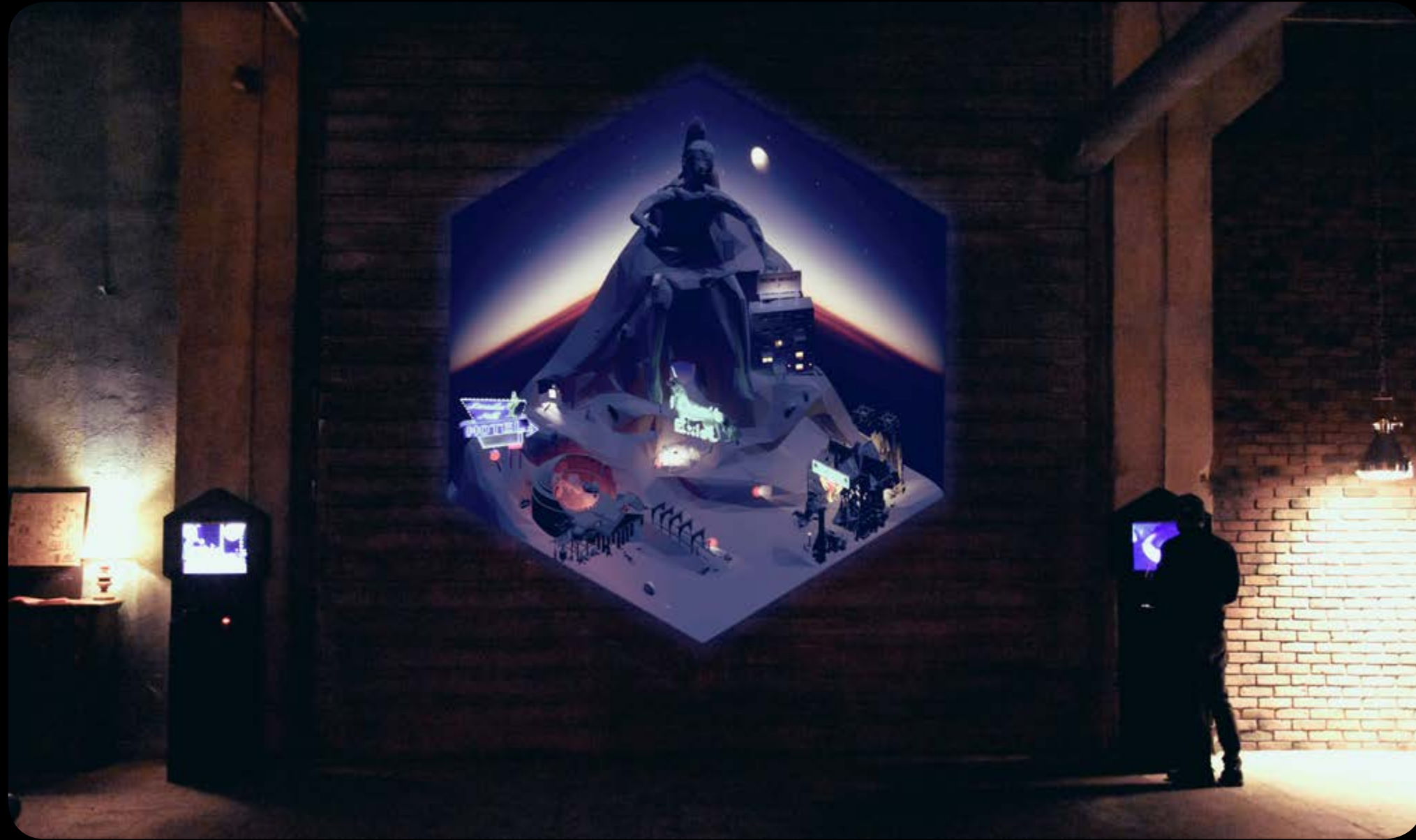
CALIN SEGAL [IN-DIALOG]

2018 - 2023



INTERACTIVE

INSTALTION



PARADISE HILLS

*Multi-media installation
Wood, computers, projector*

Paradise Hills is a dreamlike VR/FP world that invites visitors to confront the complex socio-political problems of our times. The installation offers a unique and immersive space for reflection. As visitors explore the imaginary world of Paradise Hills, they are challenged by episodes of seemingly unrelated and puzzling happenings. This requires them to interpret the references behind each scene through their judgment. This installation

aims to recreate the sensation of information overload and put the observer in ambivalence. In the end, Paradise Hills offers a unique and powerful experience that challenges visitors to explore their beliefs. The surreal landscapes of Paradise Hills provide a captivating backdrop for this introspective journey, offering a glimpse into a familiar and strange world.

2019

PARADISE HILLS.



▶ 1st person video

▶ God's view video



A)DIALOG

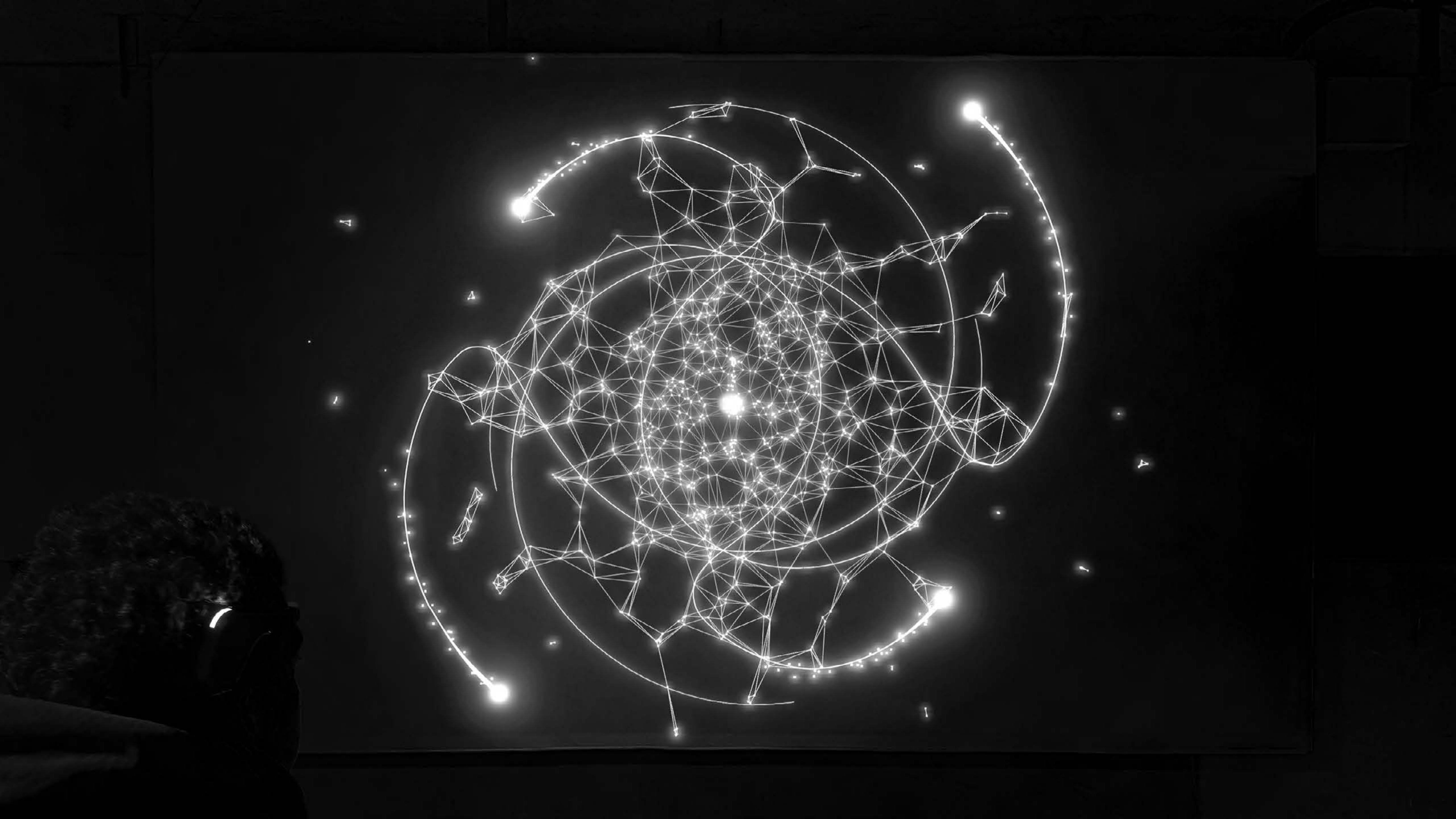
*interactive installation
EEG – projection mapping*

A)Dialog is a mixed-media performance that uses brain activity information to generate visual patterns reflecting on the dancer's emotional state. As the performer moves, their emotions are captured and translated into visual patterns, creating a dynamic and captivating experience for the audience.

This use of EEG technology adds a unique element to the artistic gesture, allowing the public to

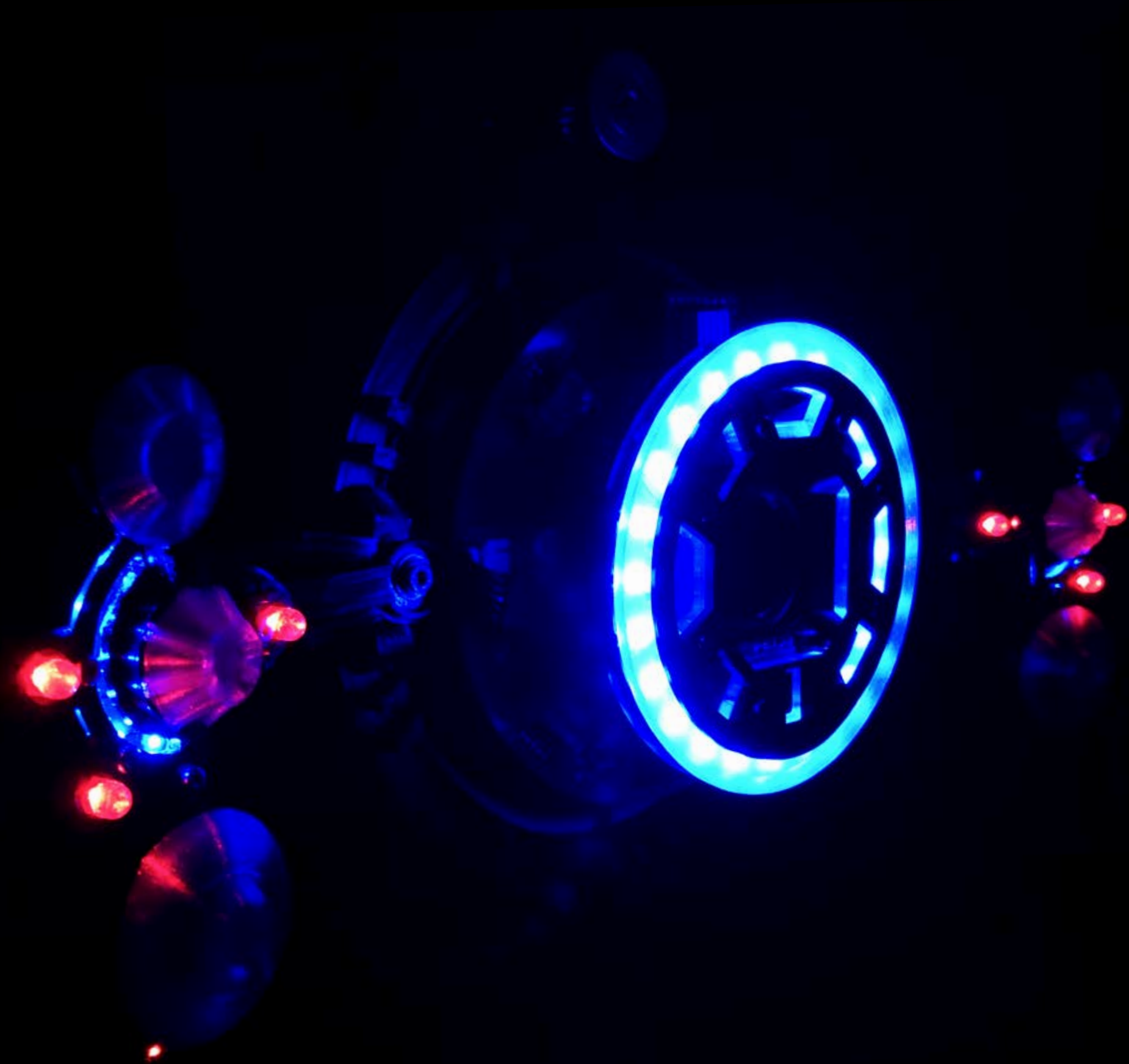
perceive the emotional connection between the dancer and their movements more intimately and immediately. The result is a deeply engaging and interactive experience for the viewer, as they can see the performer's internal emotional landscape in real-time.

Overall, "Emotive Patterns" offers a novel exploration of the relationship between emotion, movement, and performance.



BINARY DECONSTRUCTION

Robotic elements, screens, 3D printer



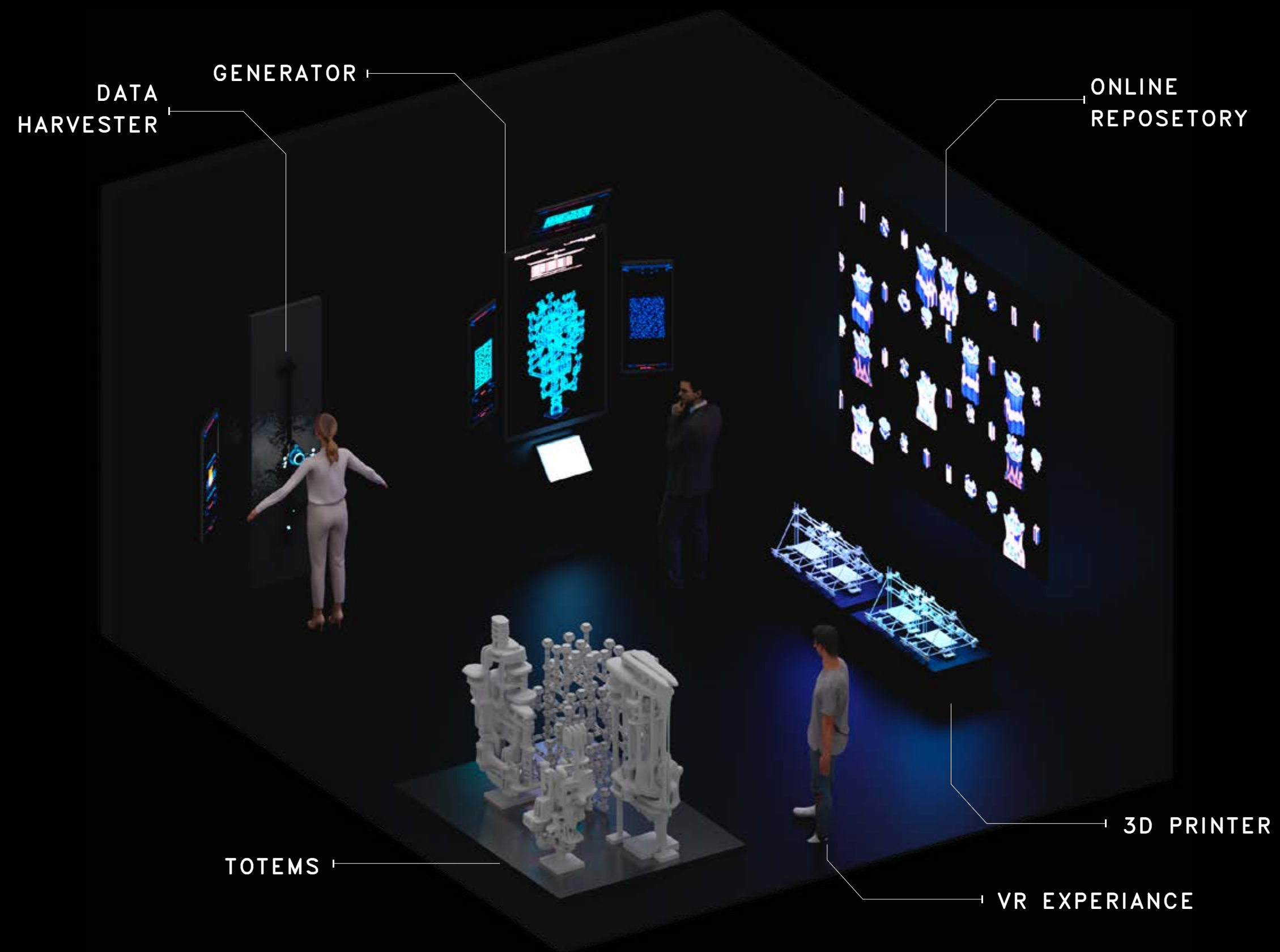
“Binary Deconstruction” is an interactive installation that explores the concept of personal data in physical forms. The installation uses live biometric information, such as facial recognition, or other data, from the audience as input to generate intricate geometric sculptures. The objects are unique to each individual who engages with the installation representing a physical manifestation of part of their identity.

The use of AI computer vision and robotic

manufacturing technologies allows for a seamless integration of the data input in the creative process, blurring the boundaries between exhibition and production. Through the audience’s engagement in the process, the installation prompts reflections on the nature of artistic output in the digital age. By creating their own sculpture, encoded with their own biometric information, the audience becomes active participants in the artwork, rather than passive viewers.

[▶ Teaser video playlist](#)

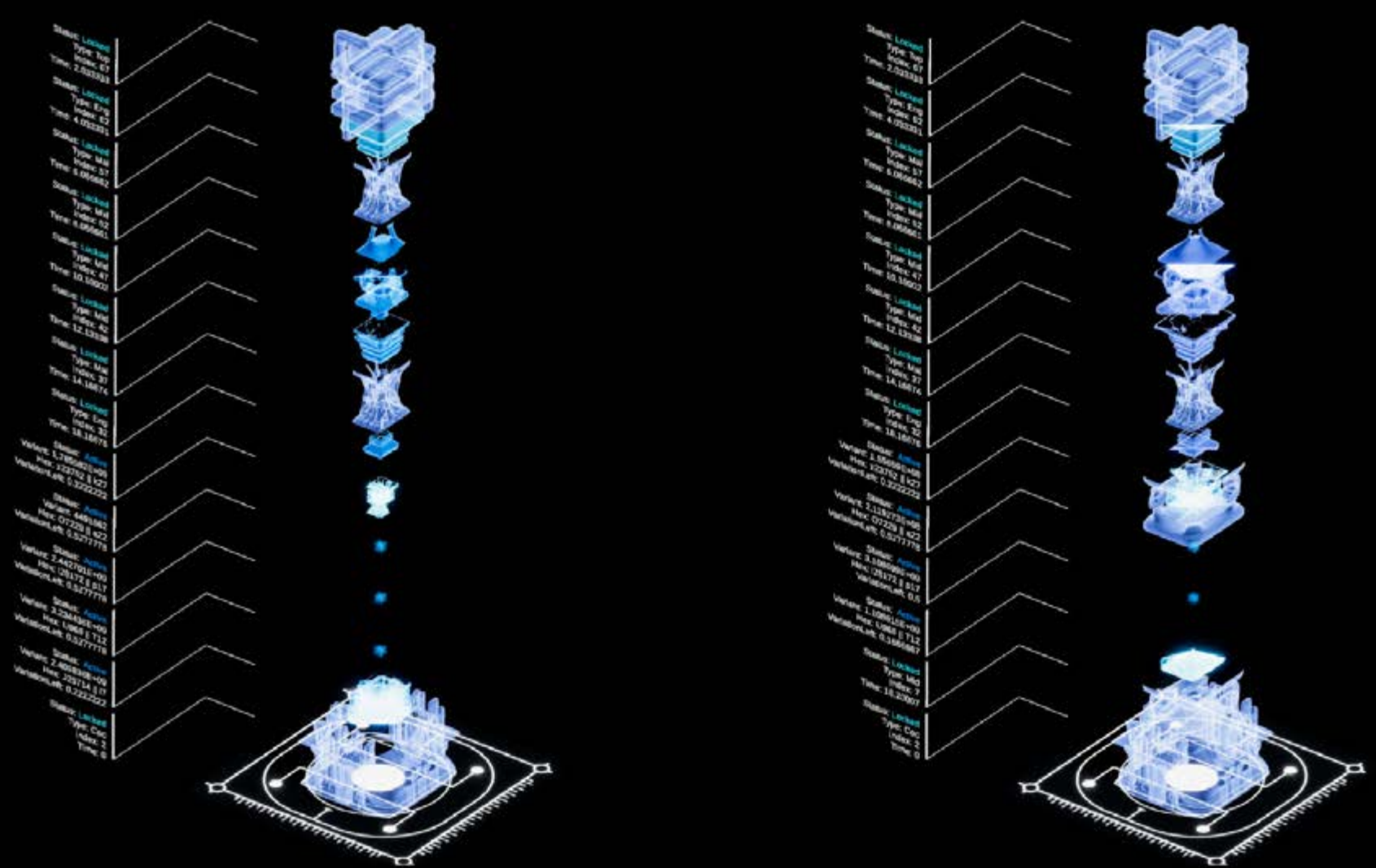
2022



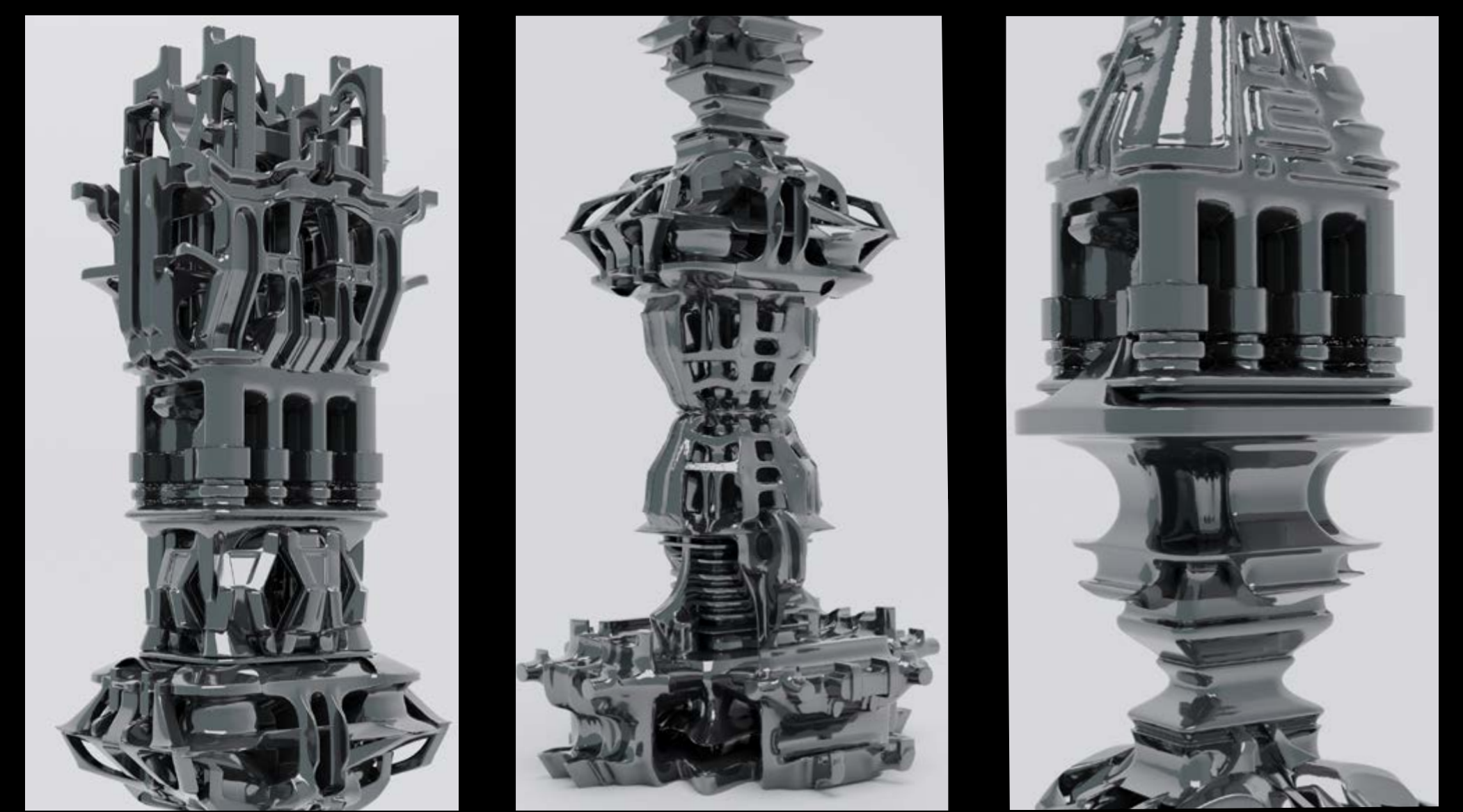
The installation is made of three parts:

1. **HARVESTER:** the data are collected with a series of sensors
2. **GENERATOR:** the 3D artwork is generated u
3. **OUTPUT:** 3D printed & virtual gallery.

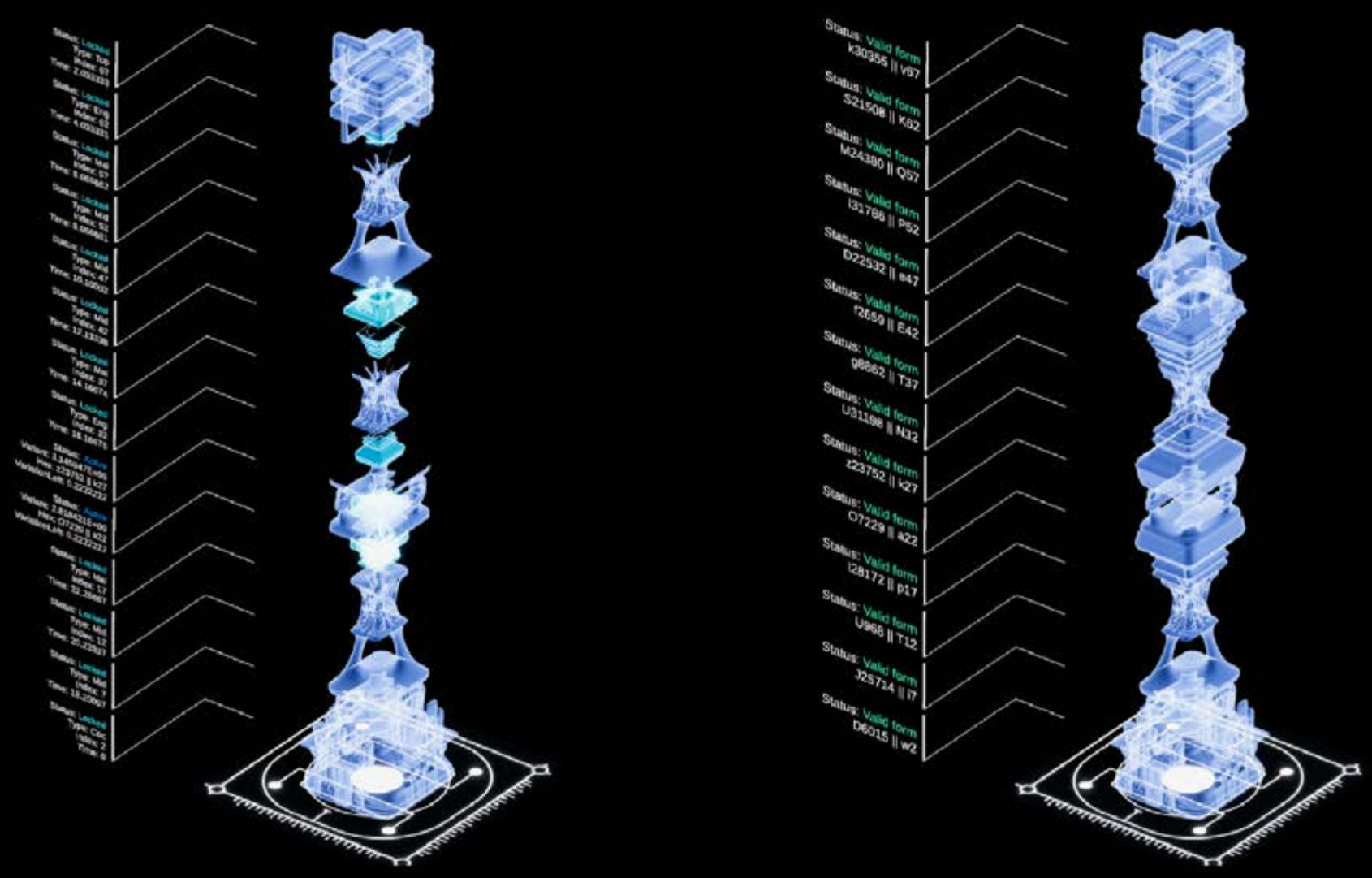




Generative process



Totems assembly



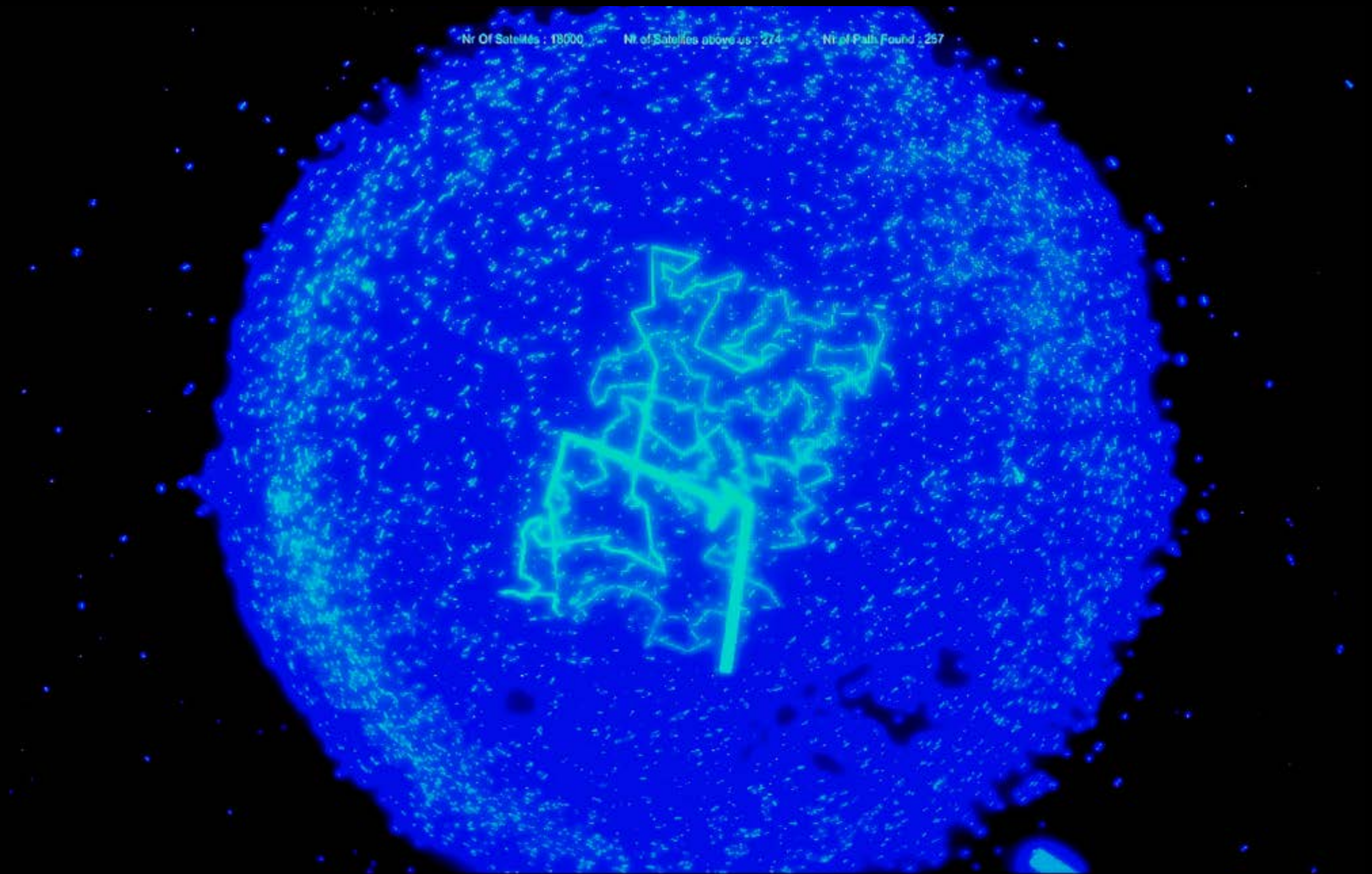
3D printed sculpture
25 x 4 x 4 cm





*Software, robotics, 3D prints, aluminium, wood,
cardboard, plexiglas*

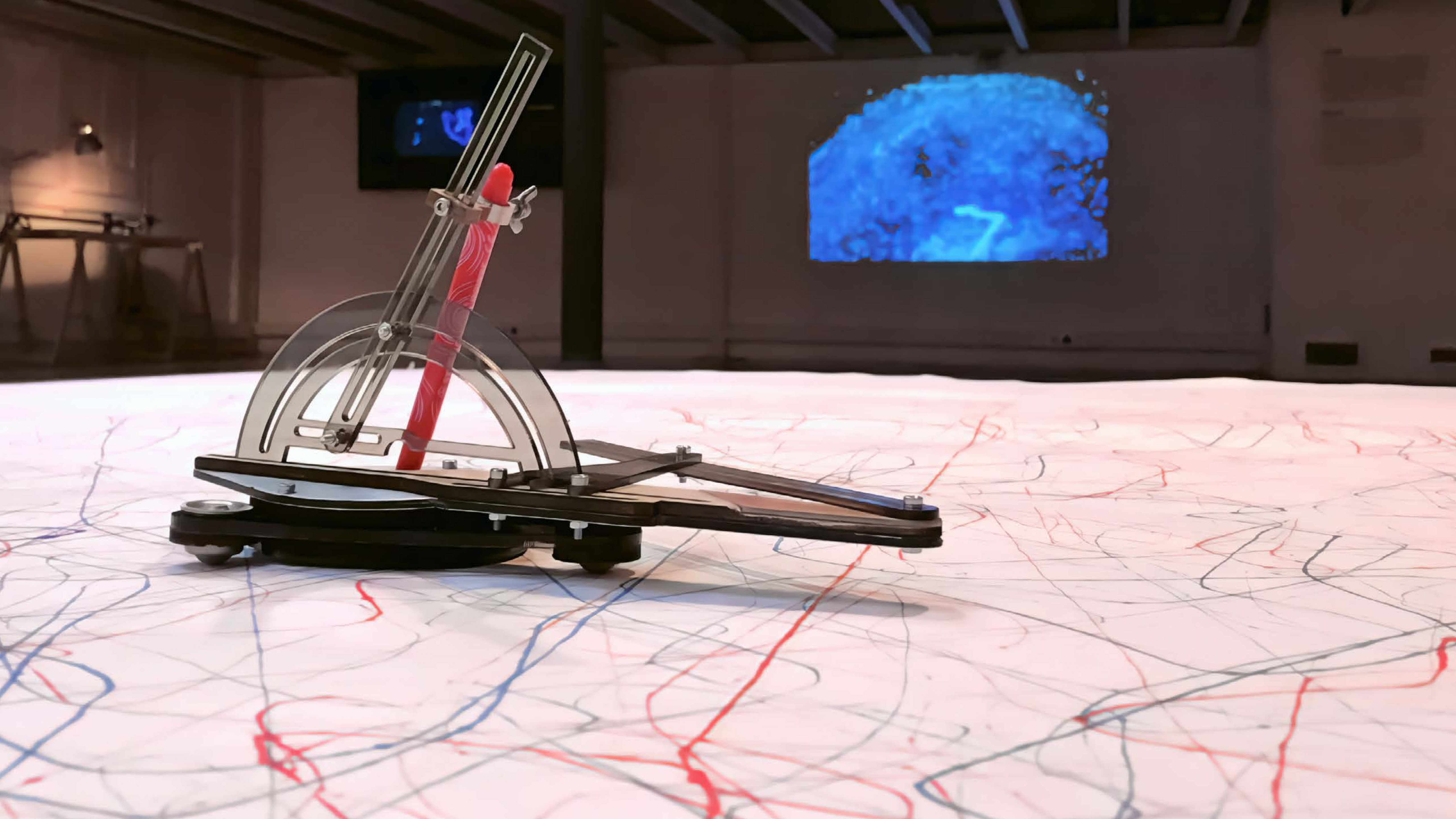
"Path_02" is a kinetic installation that draws imaginary cartographical maps. Its purpose is to trace a path from its current position to the heavens describing the various objects in encounters. The installation captures the beauty and mystery of the near-earth orbit in the form of lines. As the machine lifts its gaze to the skies, it becomes a cartographer, using its inner code to calculate the most efficient path through the swirling debris in

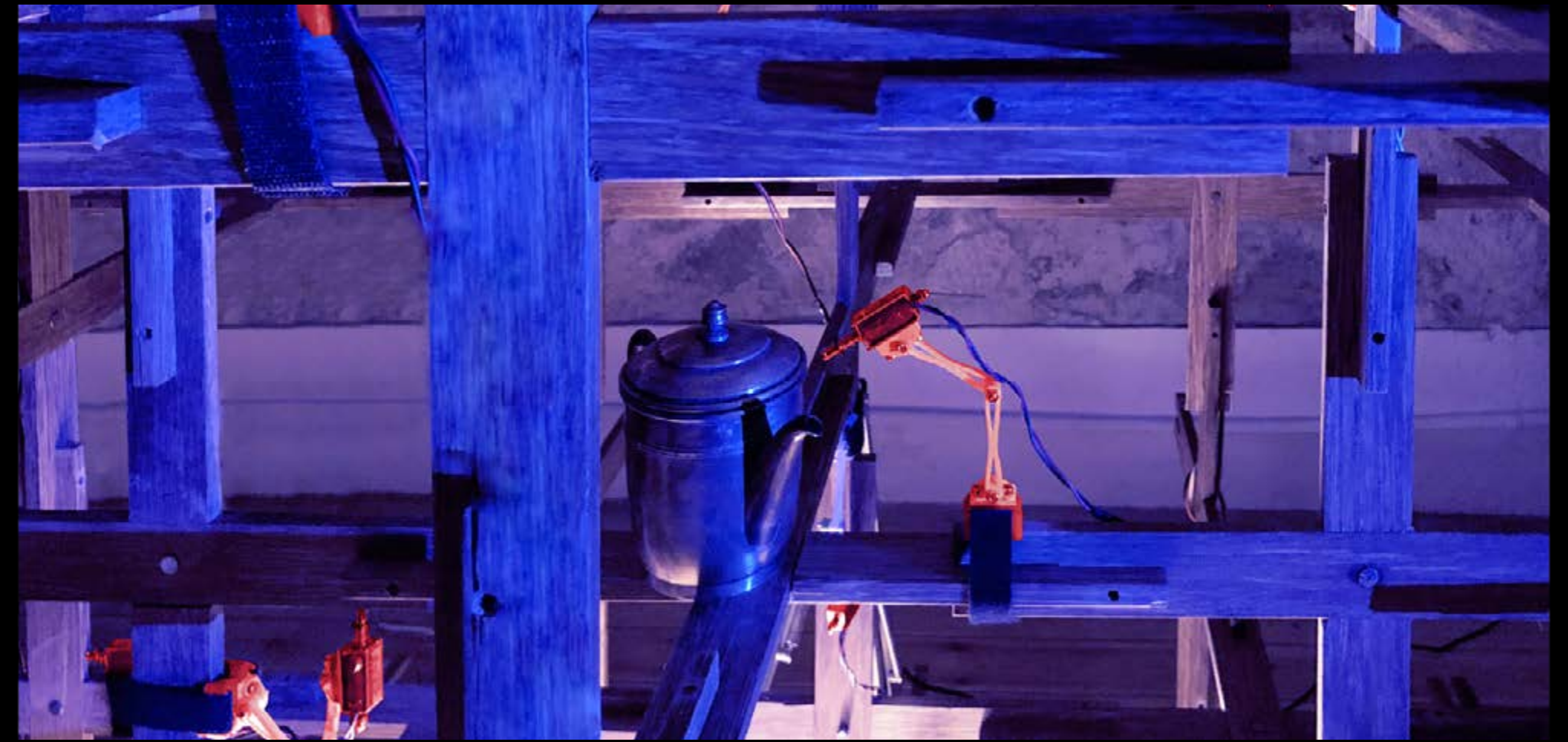
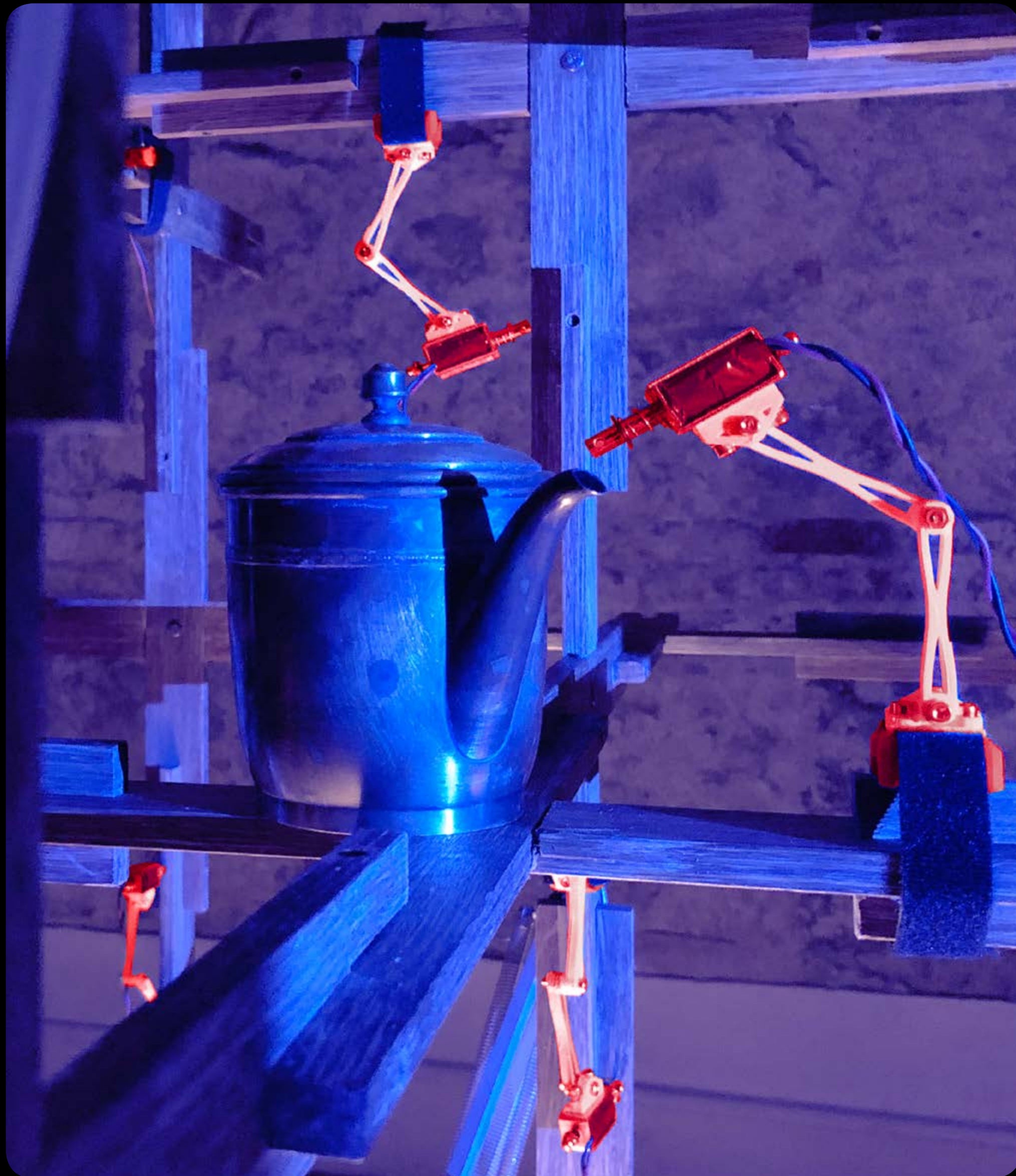


PATH_02

orbit. With the precision of a seasoned sailor, it deftly navigates the treacherous junk of space, playfully orbiting the objects it encounters along the way.

As "Path_02" continues its graceful dance through the near-earth orbit, it becomes a reminder of the growing problem of space junk and the need for greater care and caution in our use of the outer reaches of our atmosphere.





WOODPECKERS IN THE URBAN JUNGLE

Robotic drum machine

“Woodpeckers” is an interactive installation that delves into the relationship between everyday objects and the sonic memories they evoke. The work employs a series of robotic percussion devices that strike a curated collection of found objects and architectural elements to generate a unique soundscape. The selection process for the objects is highly calculated, taking into consideration factors such as tonal characteristics, pitch, duration, and resonance. These elements work together

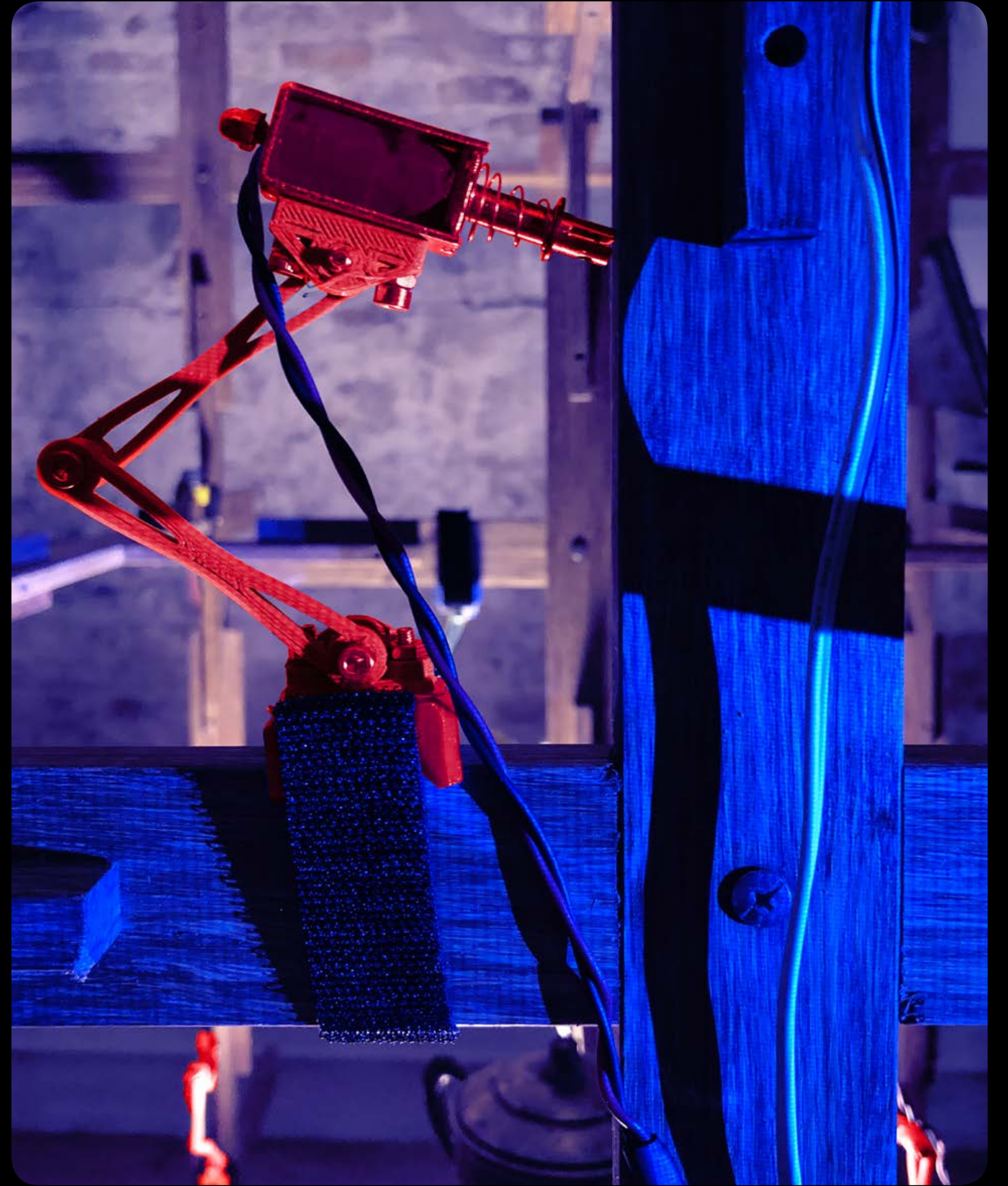
to create a multisensory experience that aims to provoke a deeper level of contemplation about the relationship between sound, memory and emotions.

As visitors engage with the installation, they are invited to become active listeners in the creation of the soundscape. Overall, the installation offers a thought-provoking exploration of the role that sound plays in shaping our perceptions and memories.

▶ Setup 1

▶ Prototype

2019





I CAN NO LONGER HEAR THE SOUND OF CRICKETS

Audio-reactive installation

"I CAN NO LONGER HEAR THE NOISE OF CRICKETS" is an installation that addresses the theme of biodiversity loss and its impact on the natural environment. To achieve this it uses digital crickets programmed to simulate the behavior and communication patterns of real insects. The installation employs auditory cues to create an immersive experience for the viewer. The digital crickets produce two types of tones: low-

amplitude calls and louder sounds for asserting presence and defending territory. Each digital creature has its unique tone signature, simulating natural swarm behavior.

The artwork serves as a reminder of the fragility of nature and the consequences of human actions on the environment. It encourages reflection on the importance of biodiversity and the need for conservation efforts.





WATERFLIES

3D prints, motors, electronic components

The Waterfield installation represents a fusion of environmental consciousness and technological advancement. Through the utilization of a hydroelectric mechanism, the installation harnesses the kinetic energy of a nearby river to compute a question of paramount ecological significance: the projected depletion of global water resources. The sculptures, imbued with a semblance of frenzied mathematical calculation, labor incessantly throughout the nocturnal hours, their internal batteries depleted by dawn's

arrival. The resulting effulgence, akin to that of fireflies, serves to attract and captivate the viewer.

The installation is a commentary on the ephemeral nature of human endeavors and the ramifications of our actions on the natural world. The sculptures, in their tireless computation, a constant reminder of the precarious state of our planet and the imperative for resource conservation. The Waterfield installation thus is a form of reflection on the human condition and our relationship with the environment.

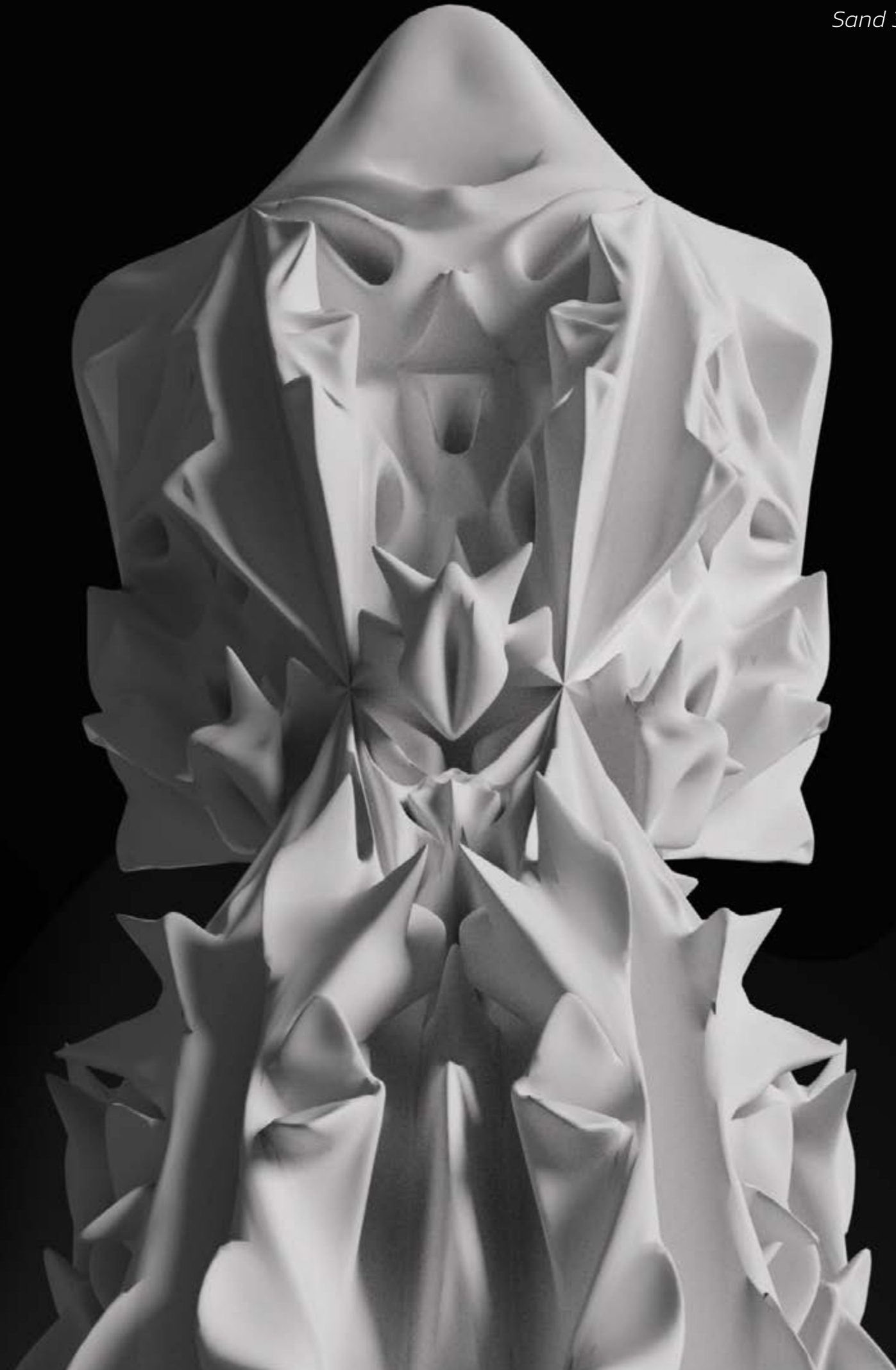


GENERATIVE

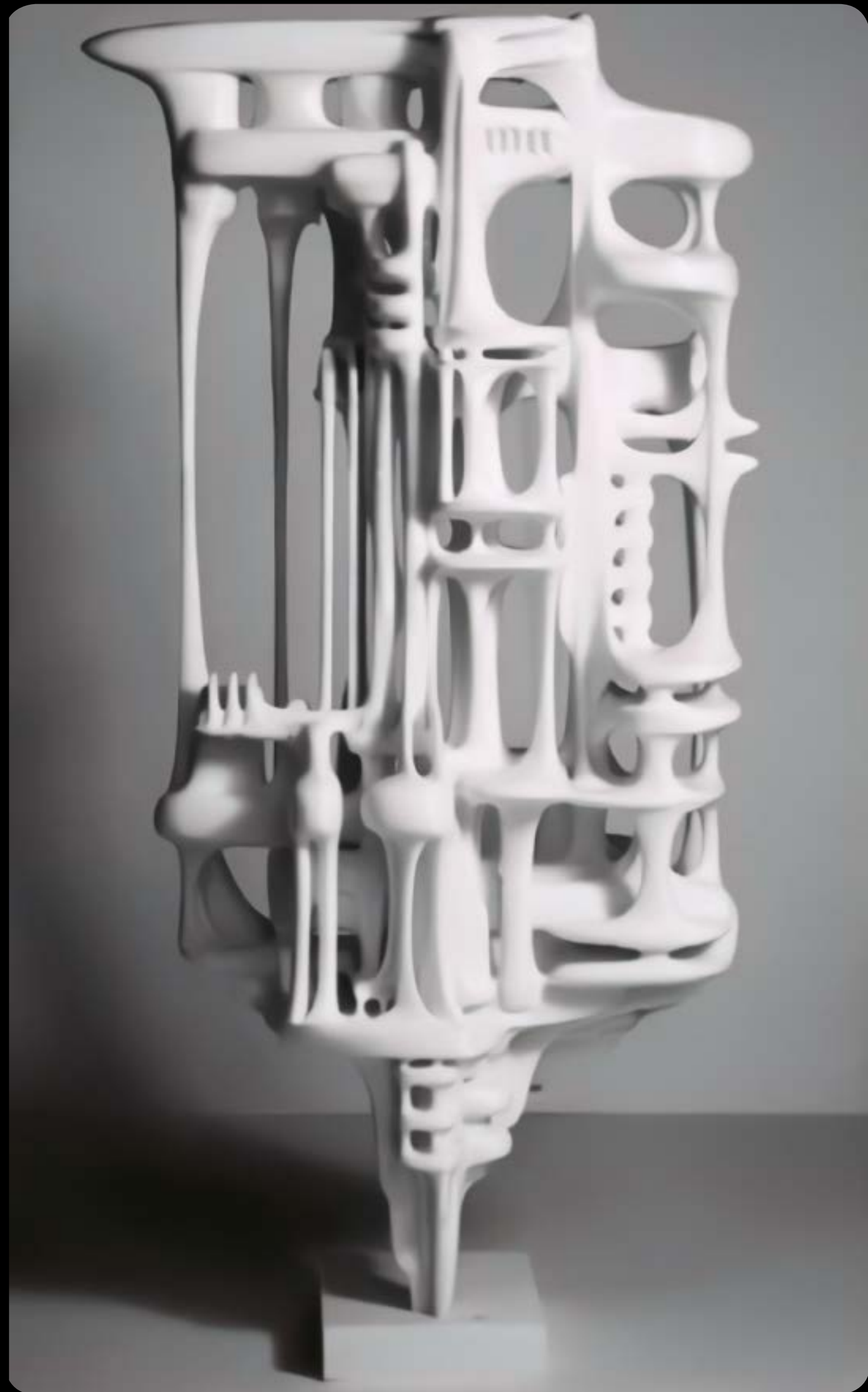
SCULPTURES & DRAWINGS

HOURGLASS

*Sand 3D printed sculpture
200 x 70 x 70 cm*



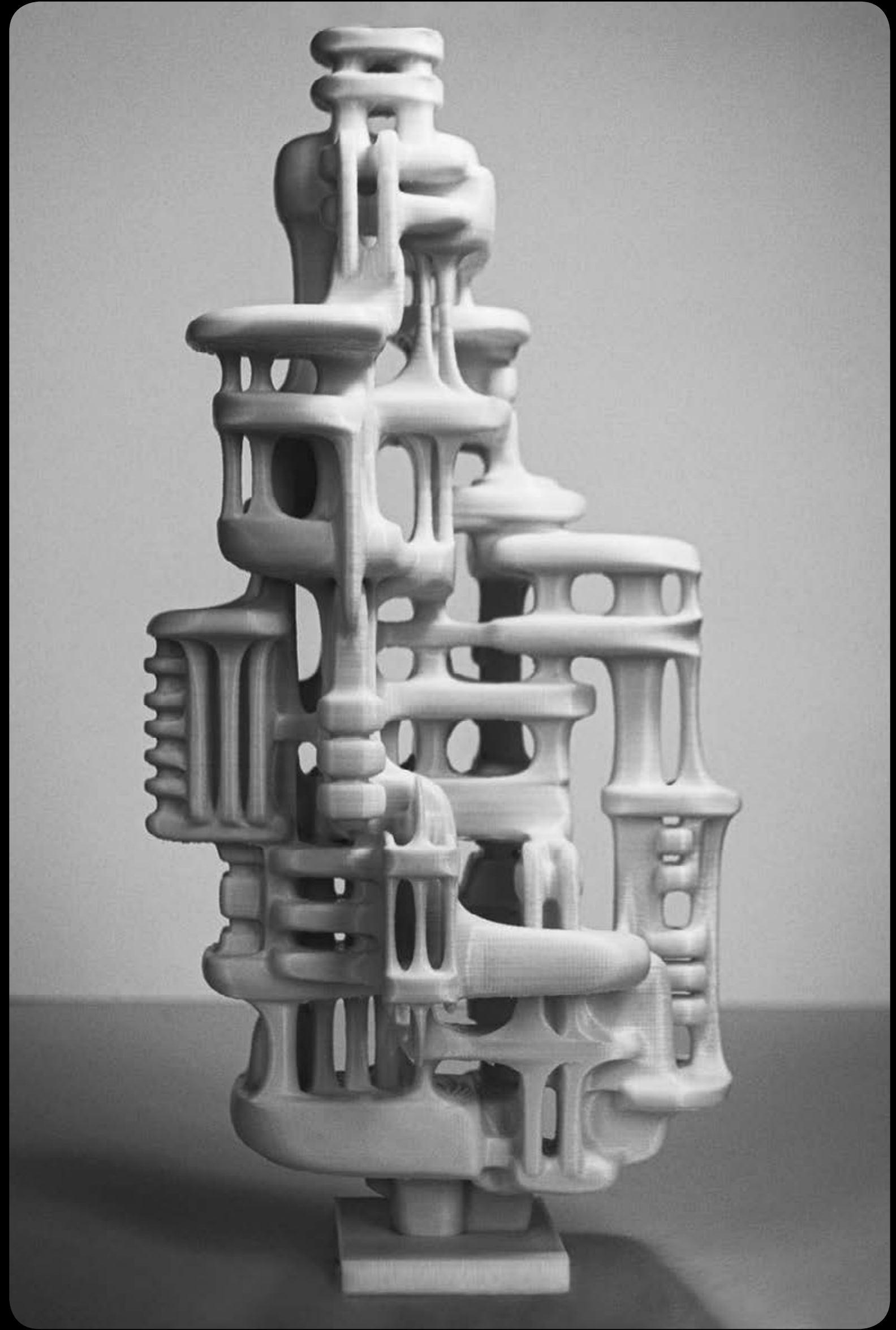
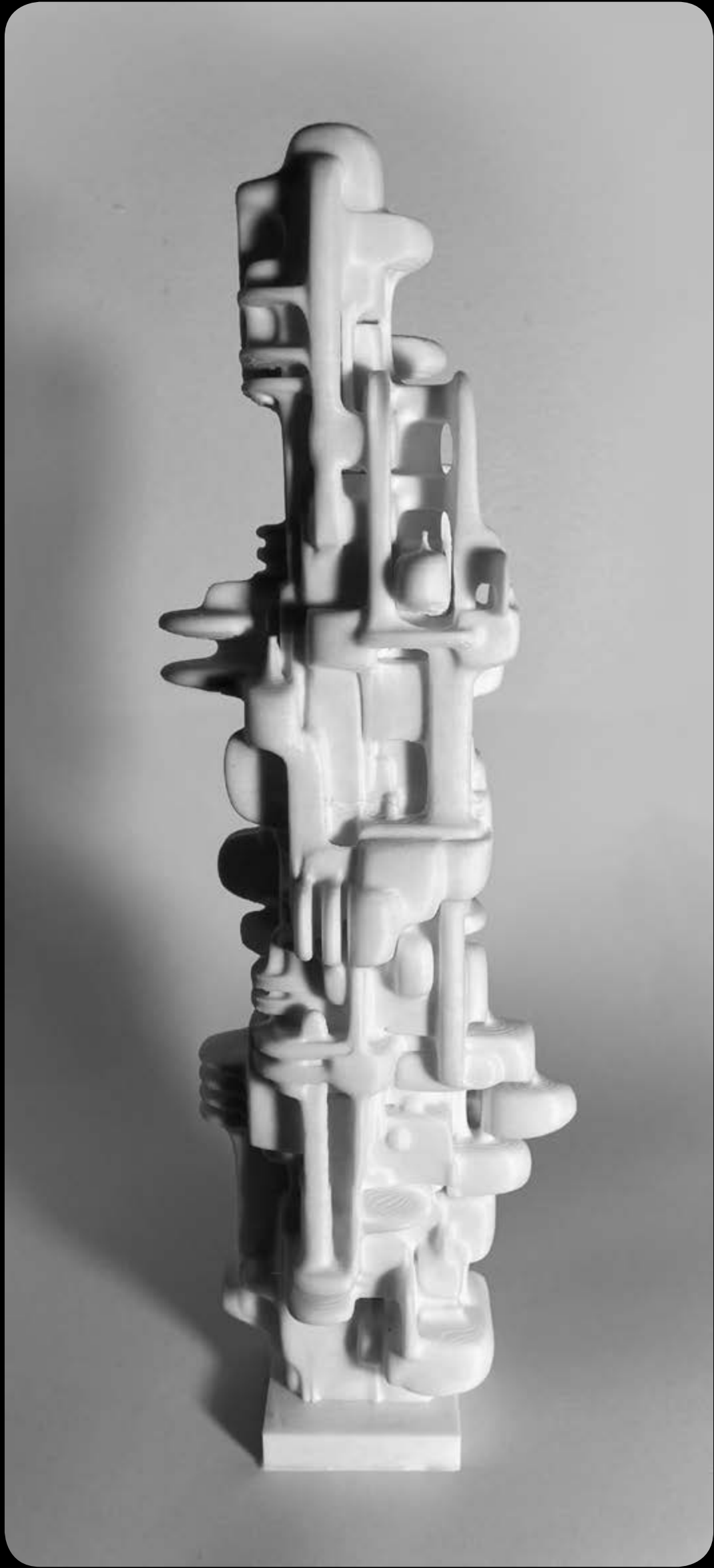




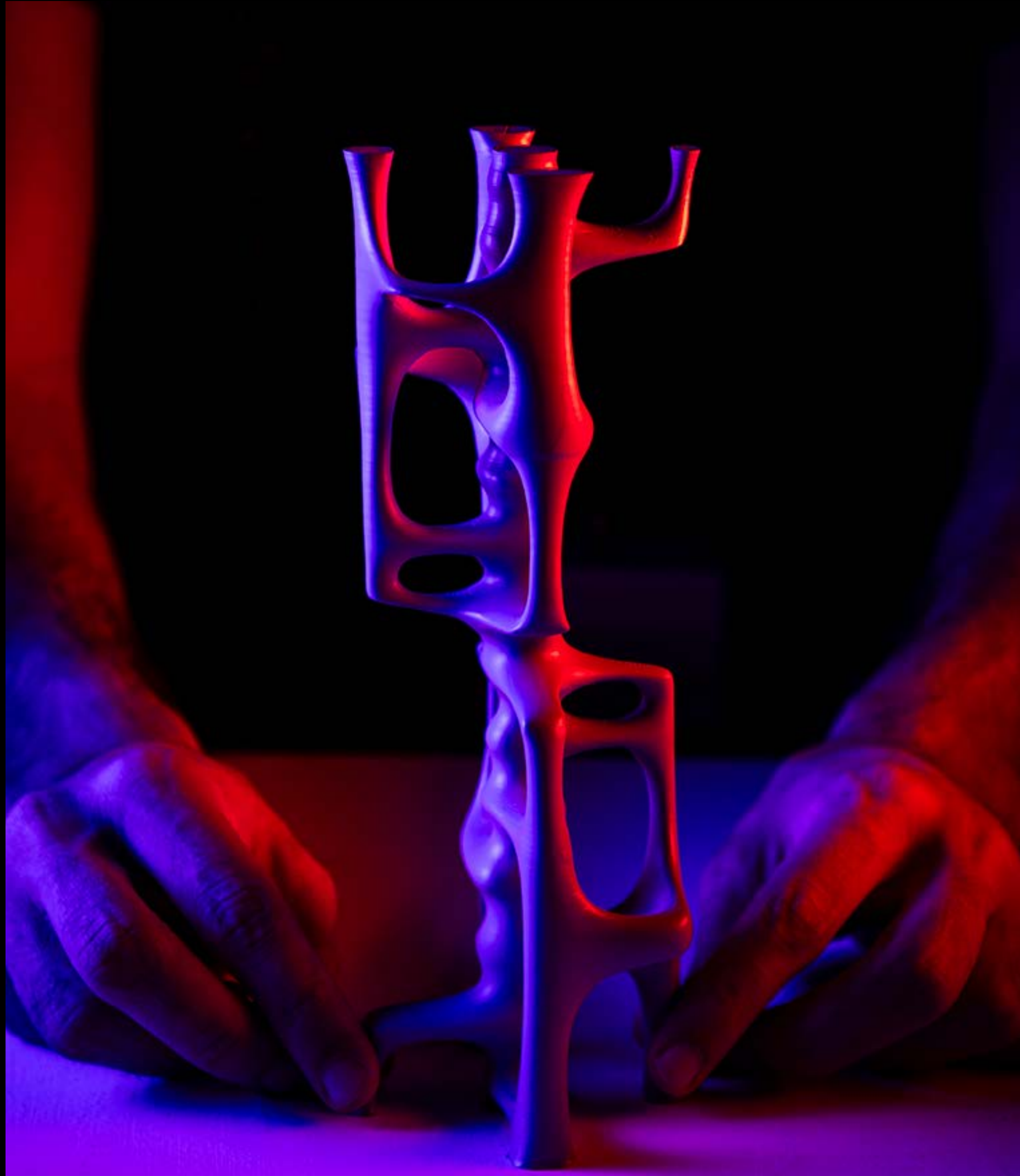
FRAGMENTS FROM ANOTHER WORLD

DATA SCULPTURES





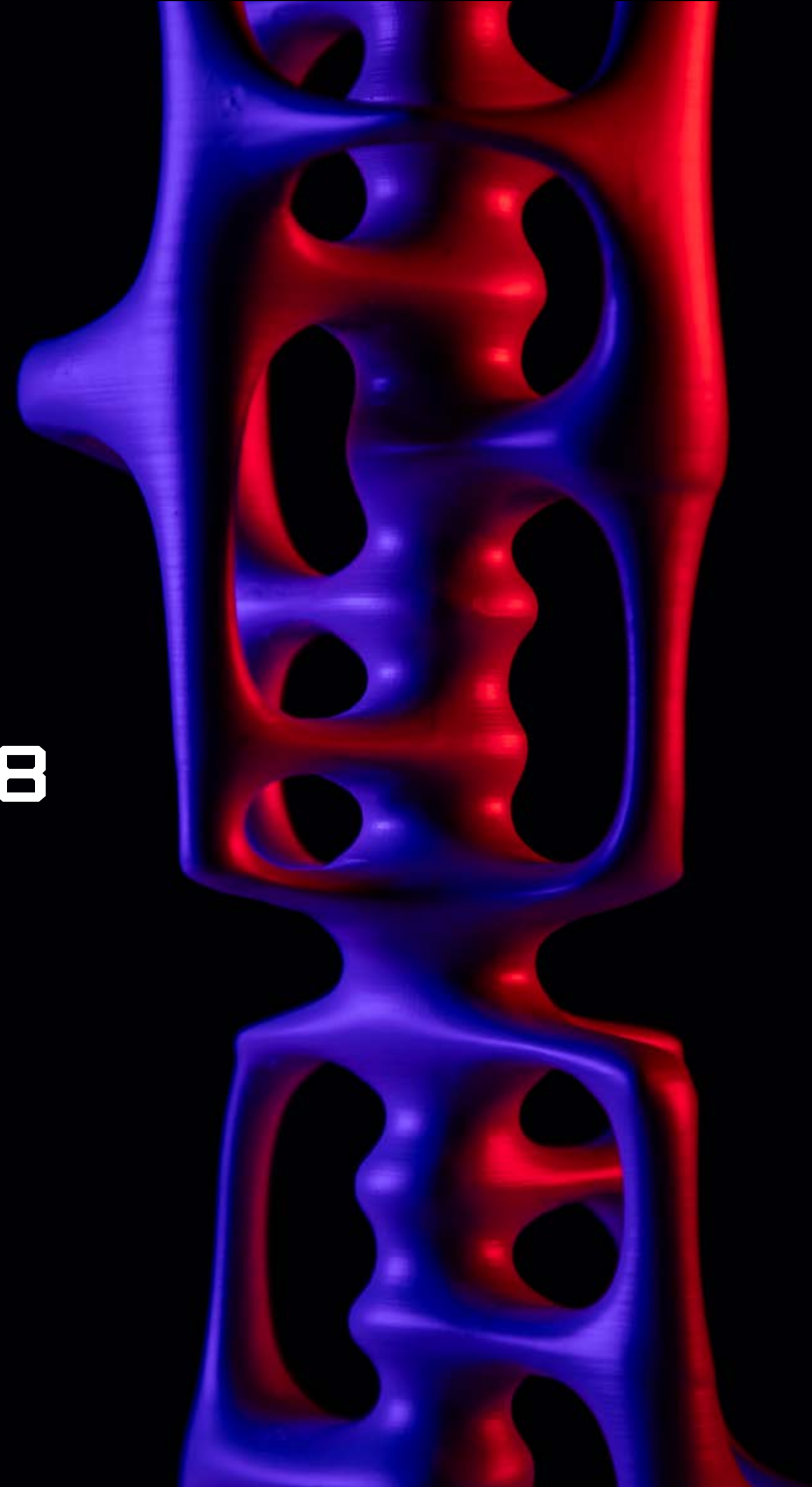




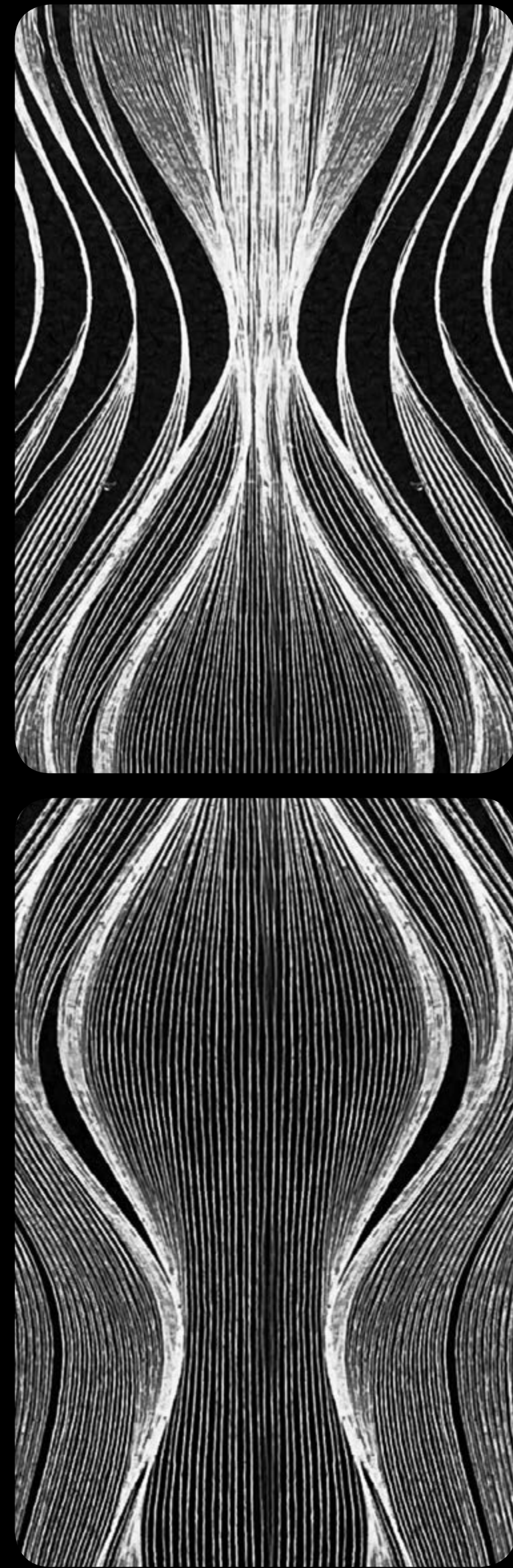
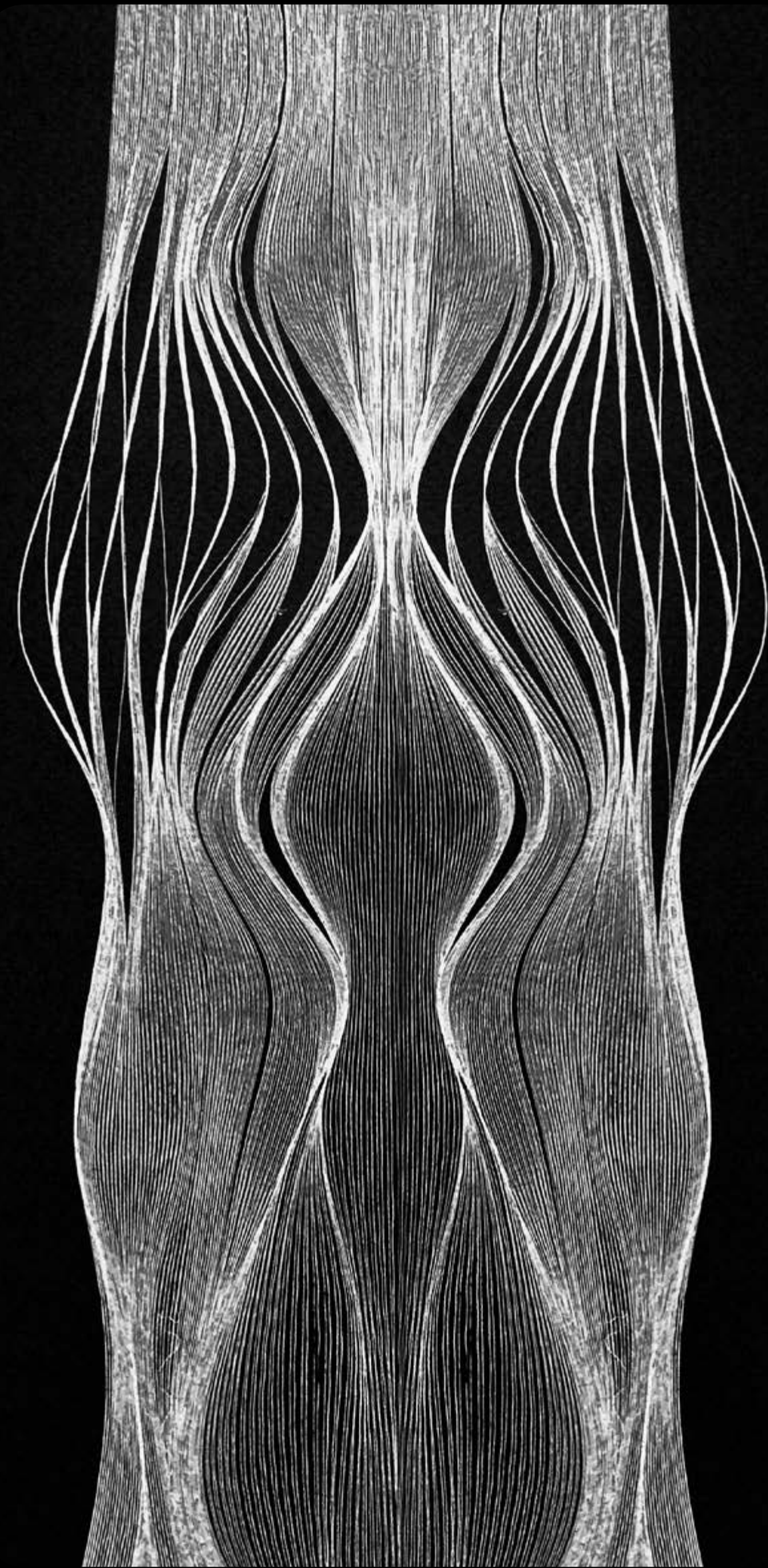
YT-08

CITY-DATA

2023



3D printed
25 x 5 cm

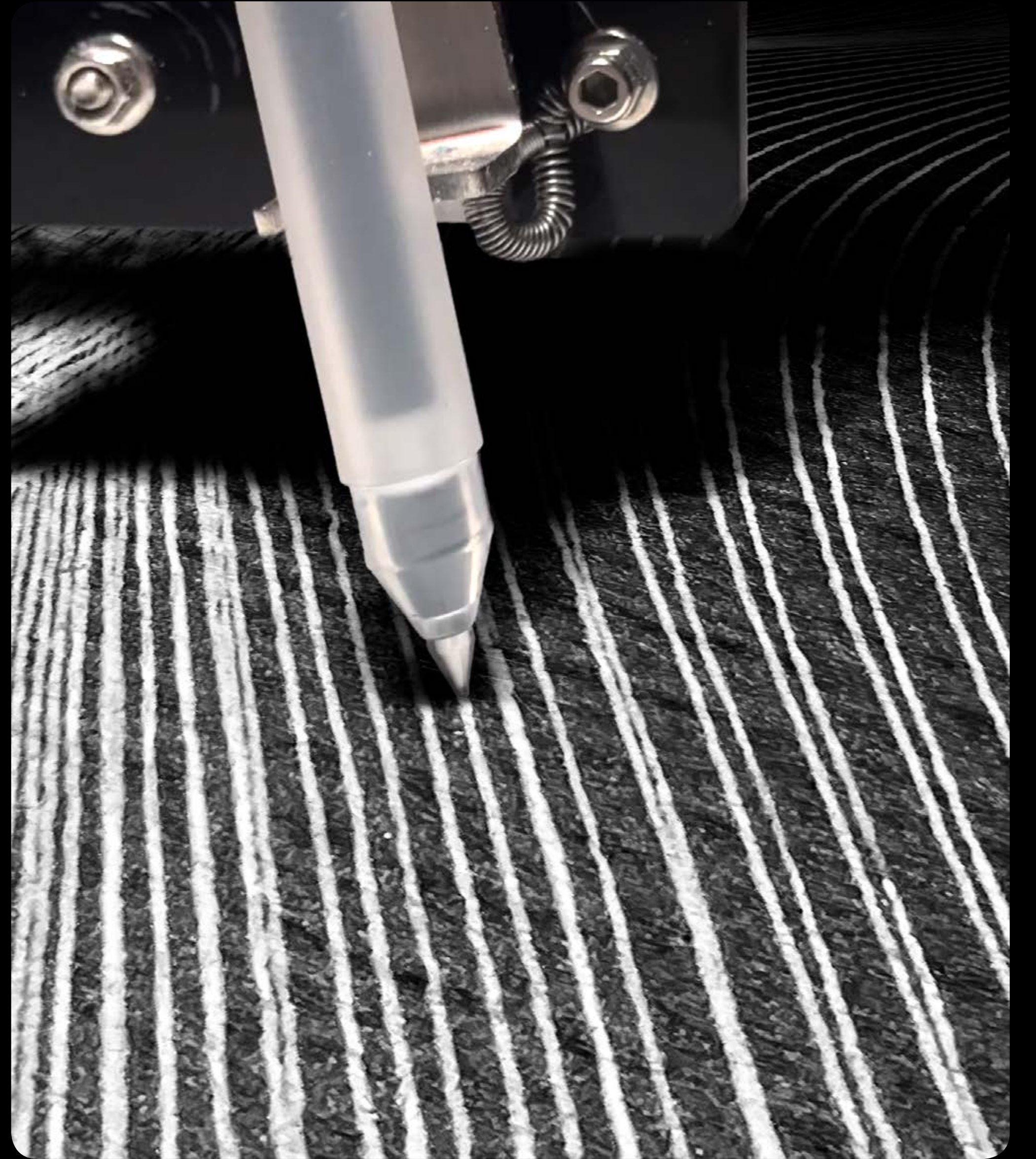
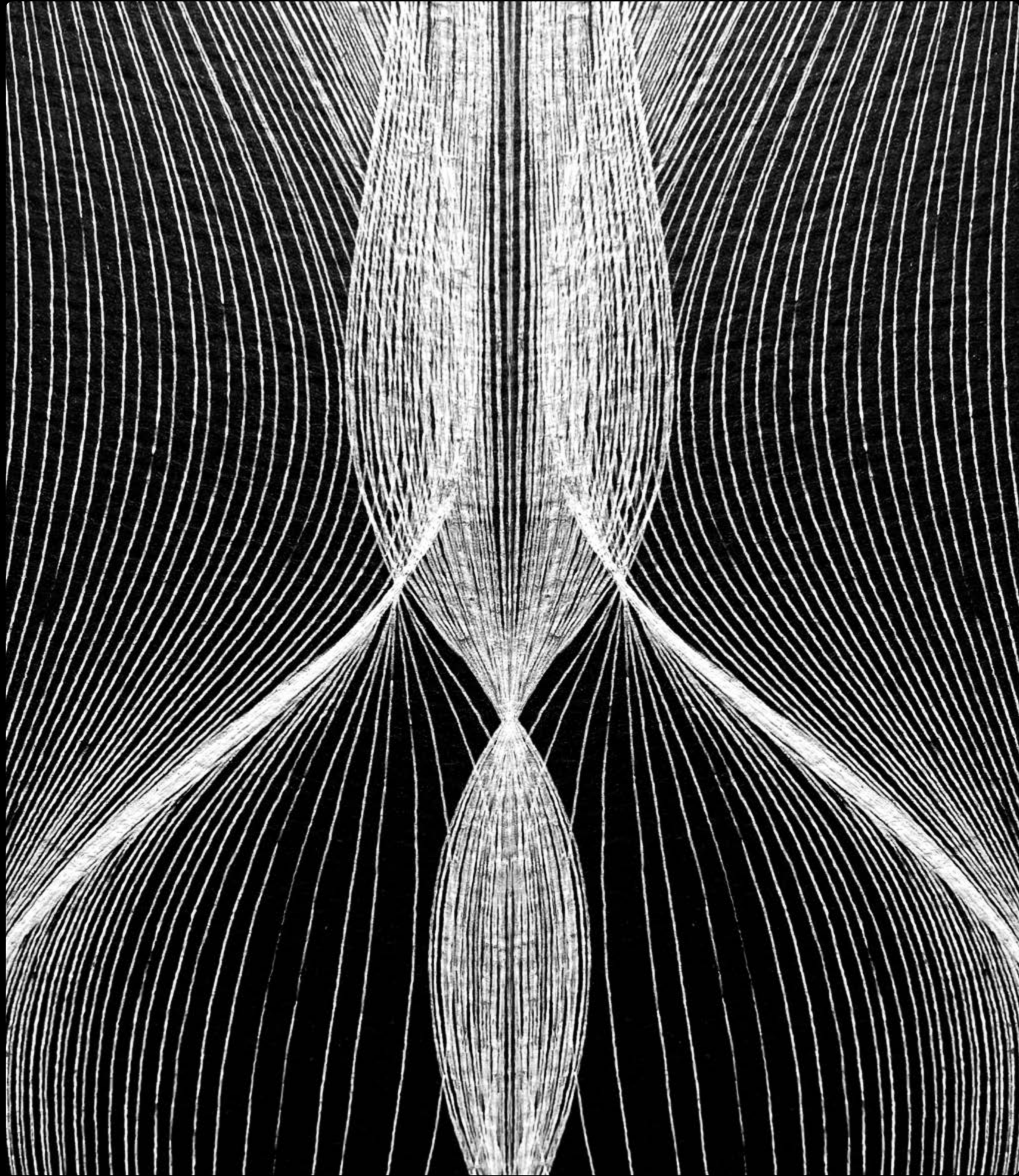


2019

TRACE

White ink on black paper

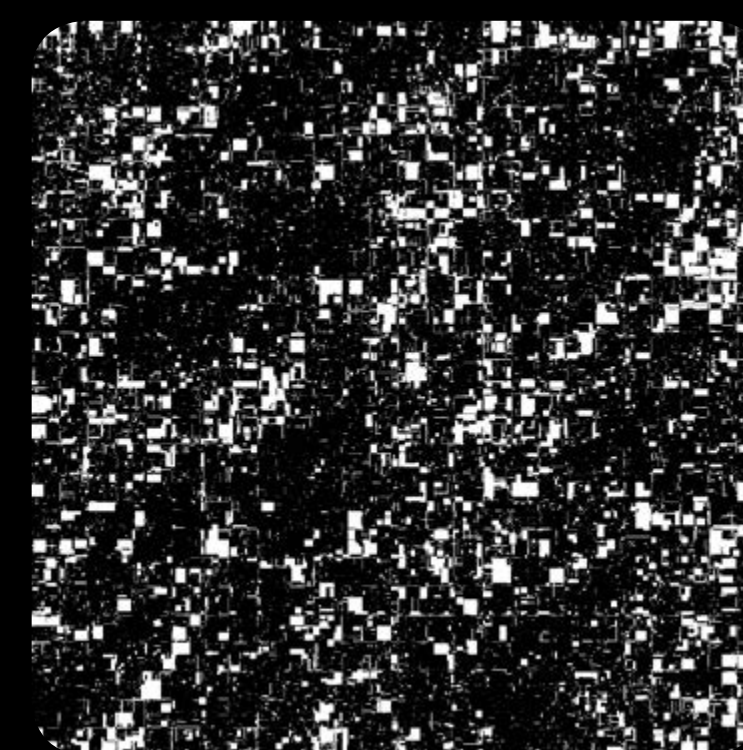
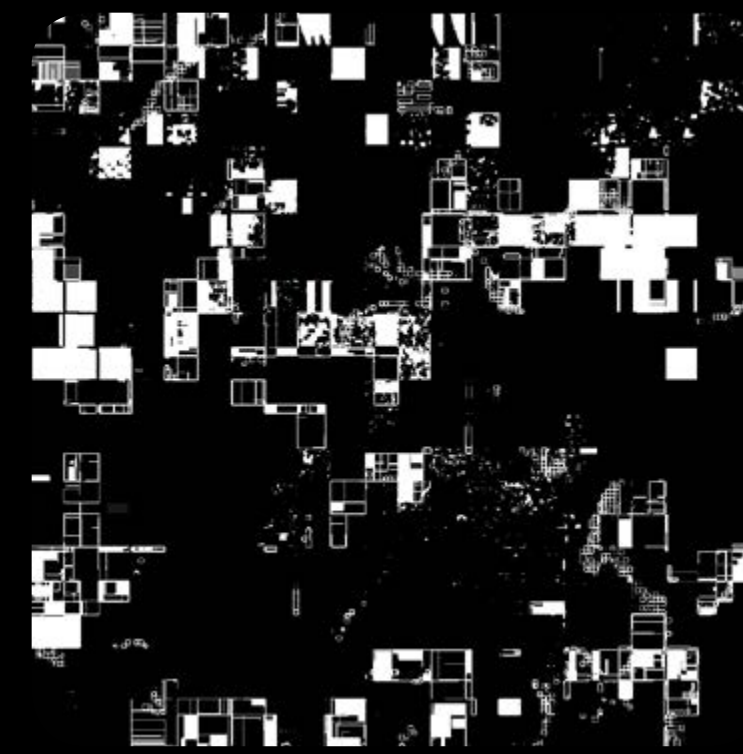
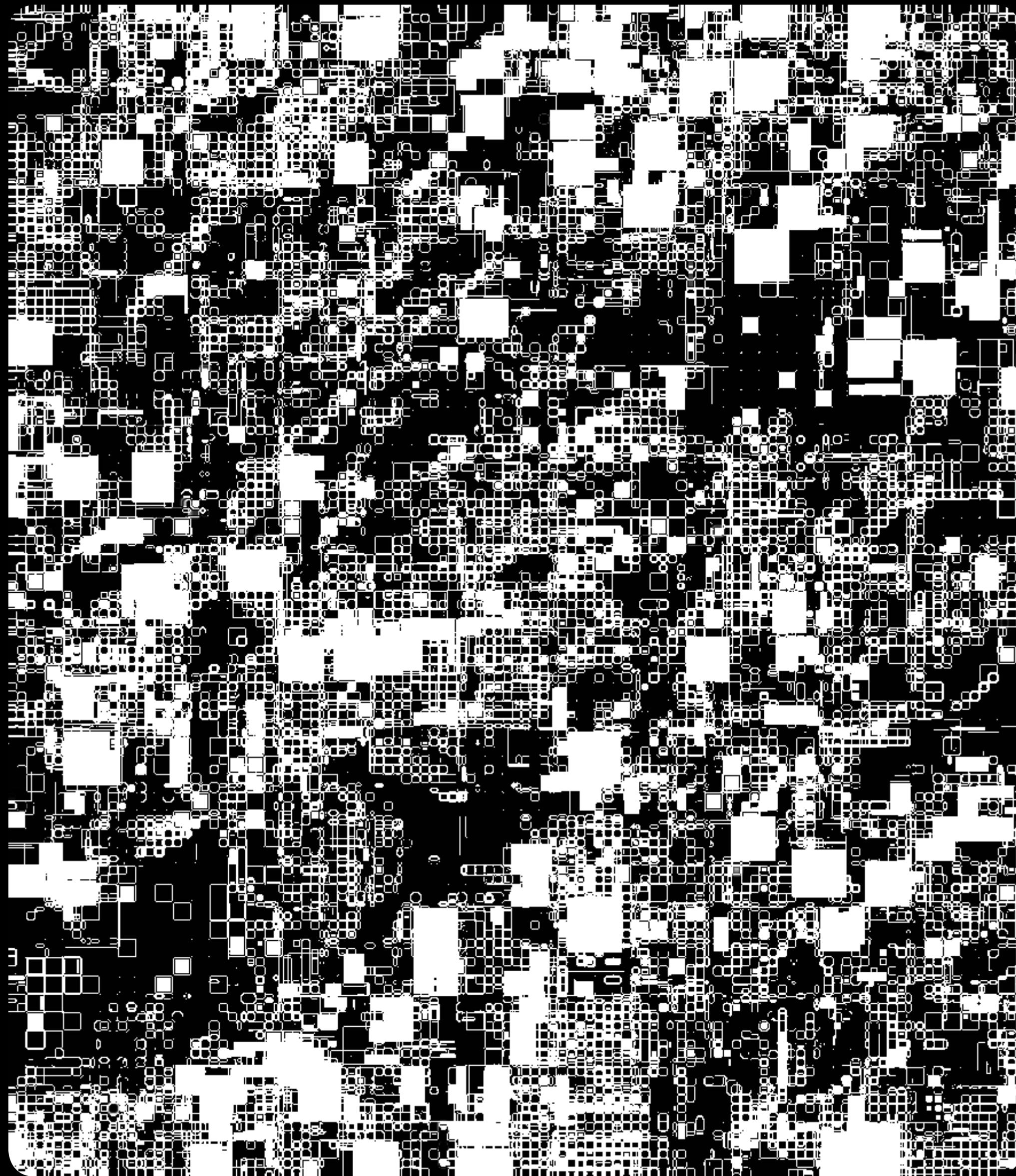
70 x 30 cm



2022

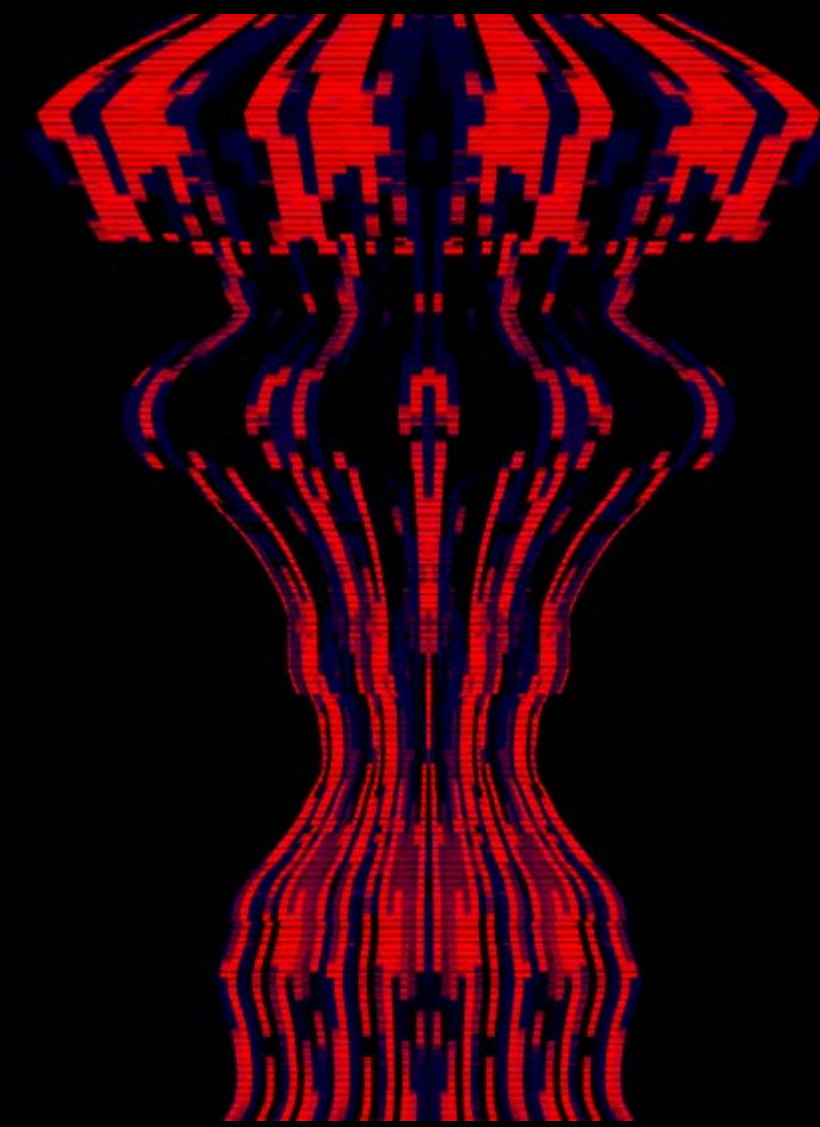
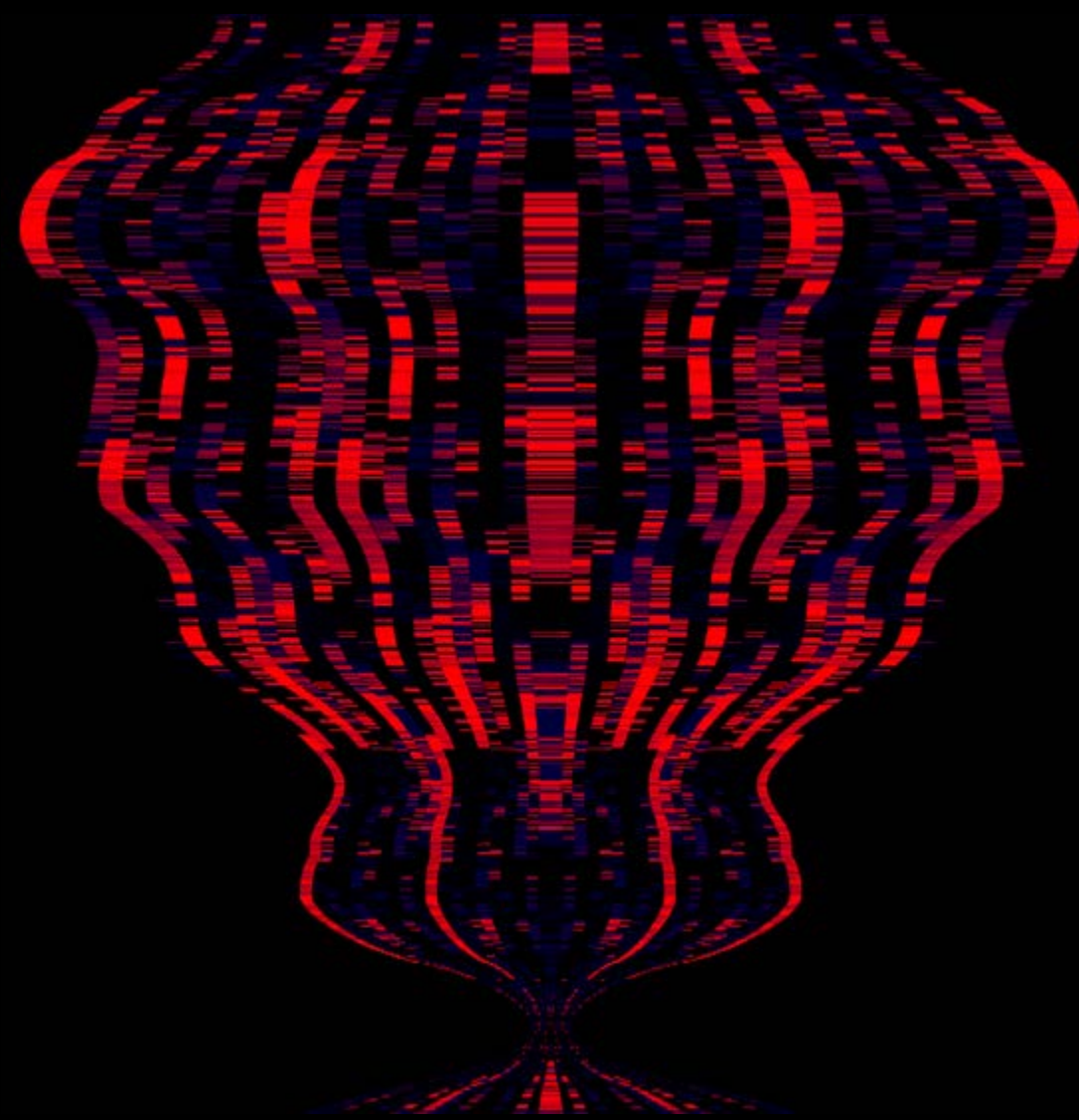
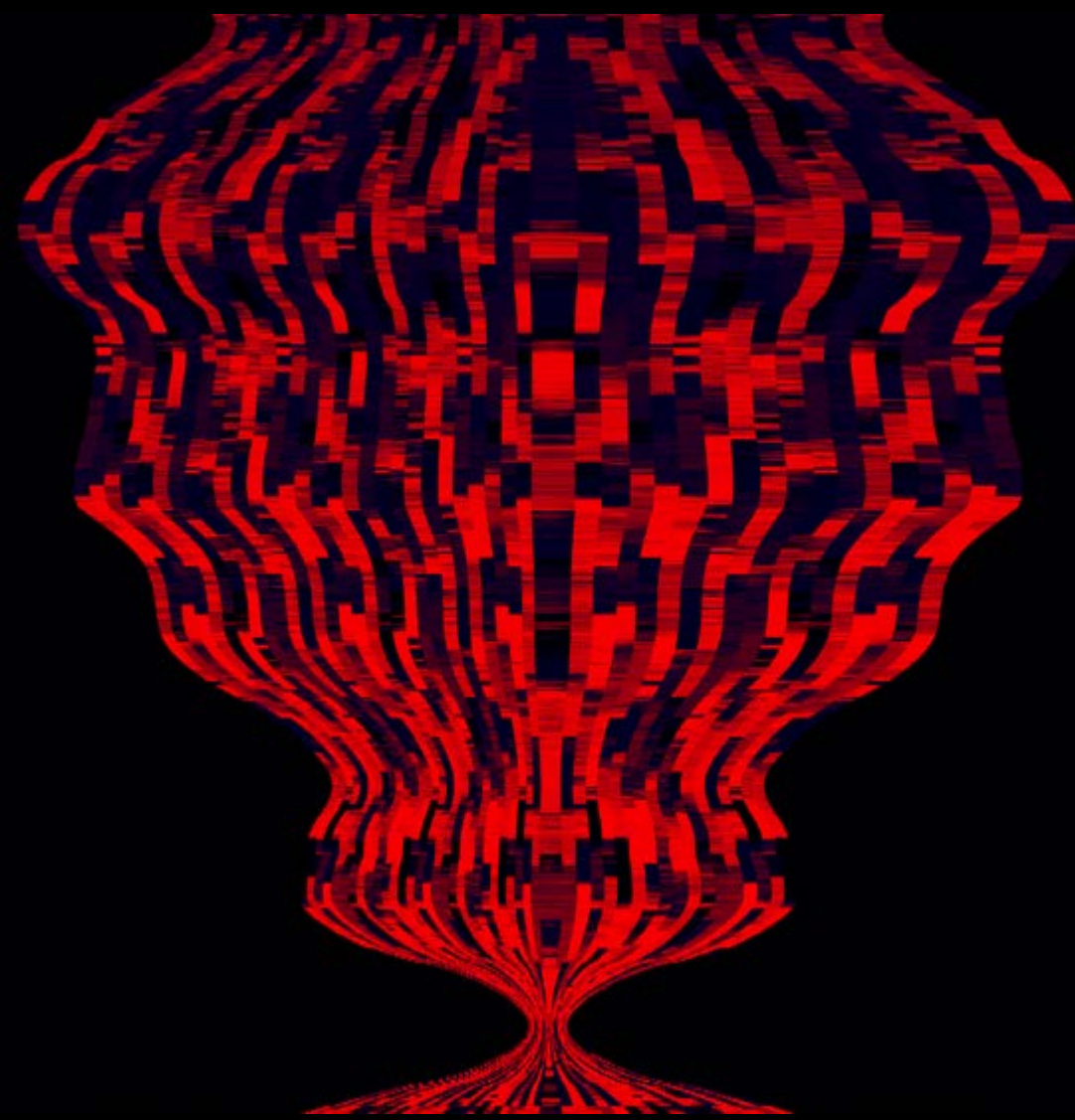
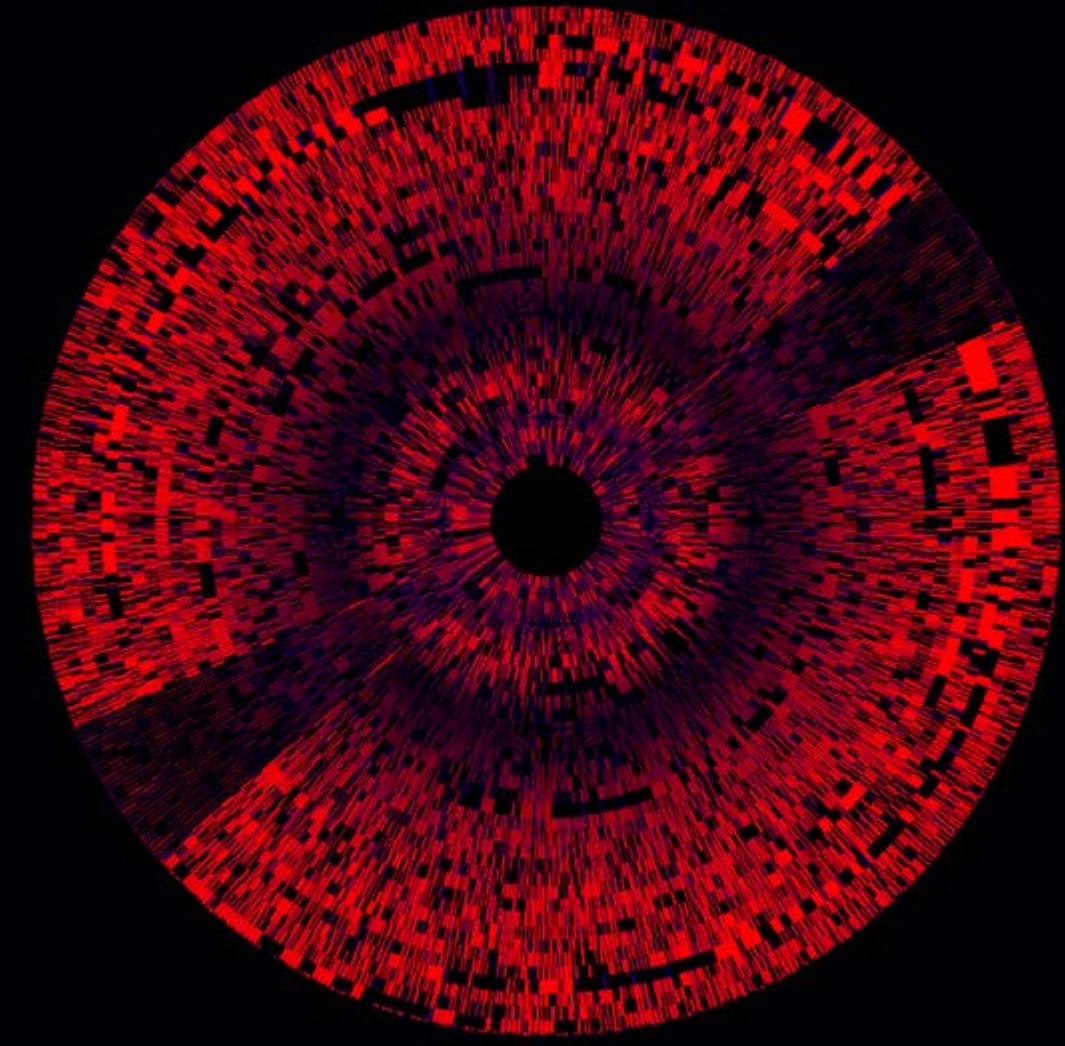
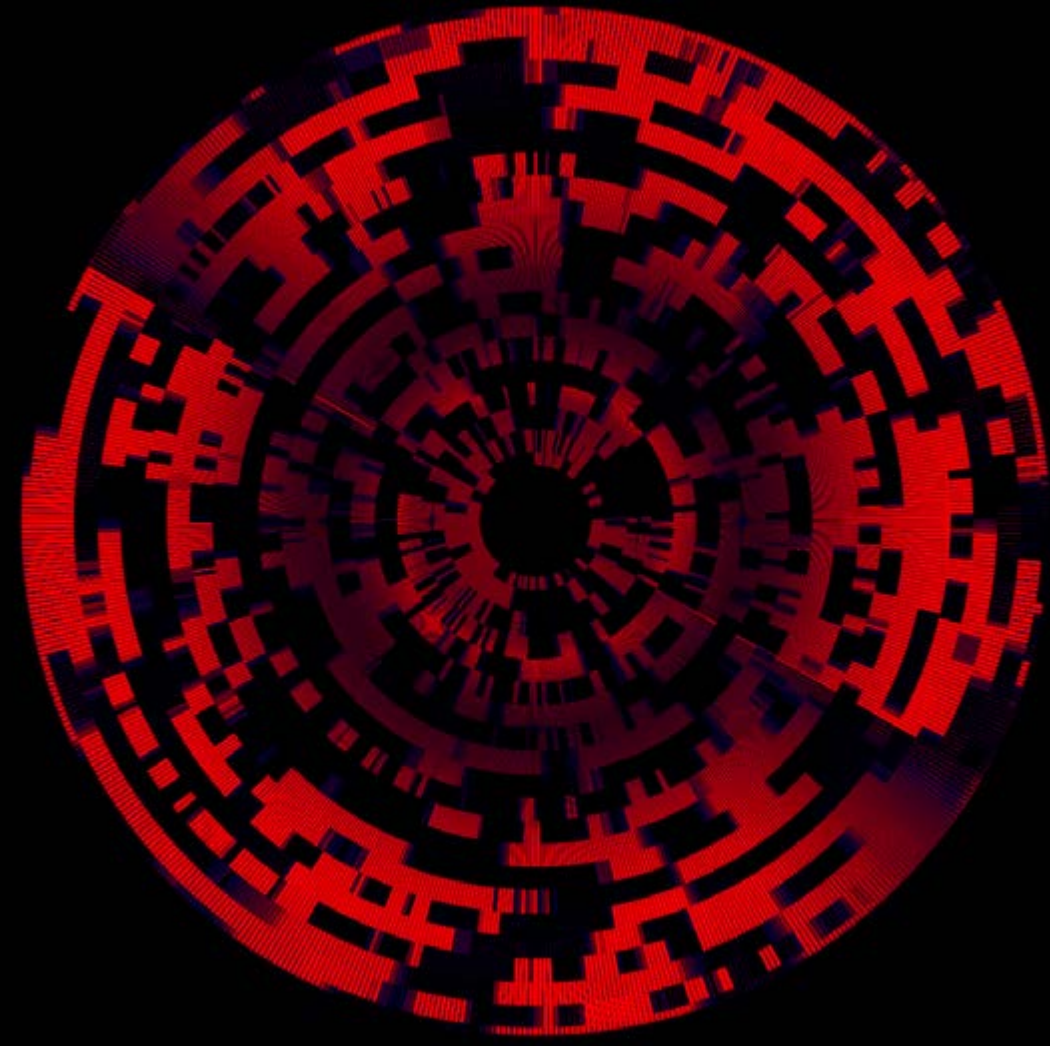
PIXELETED.00

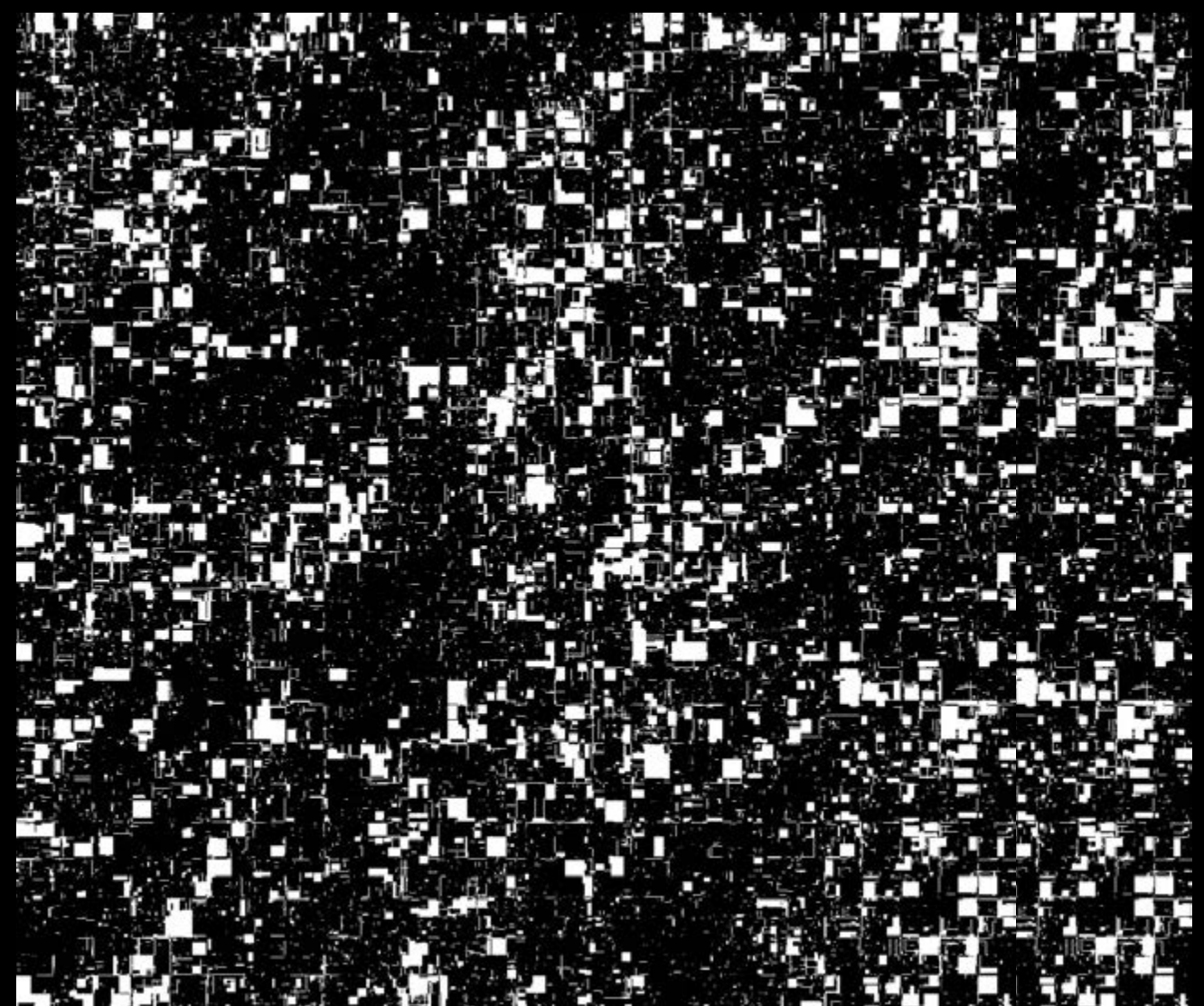
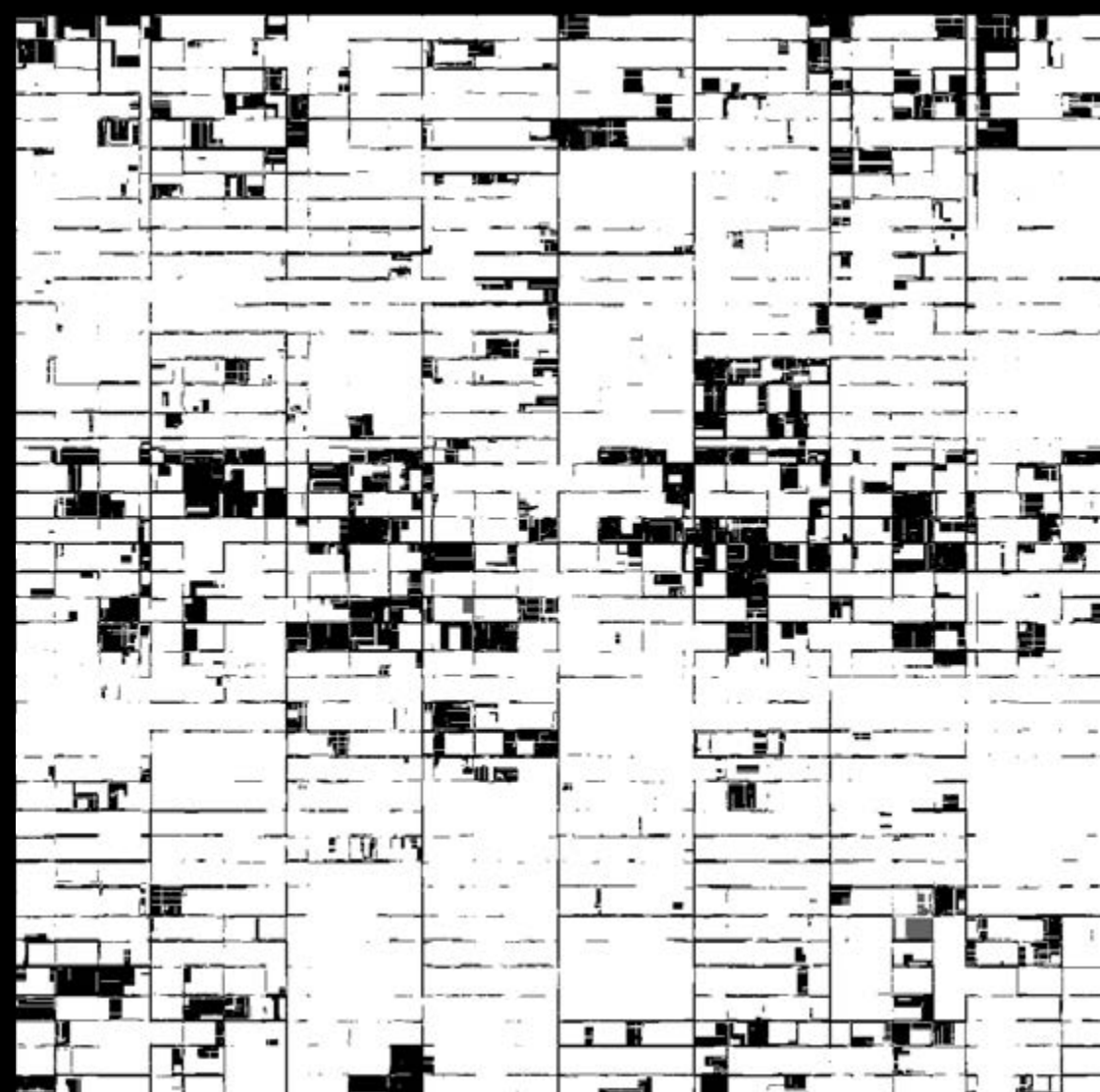
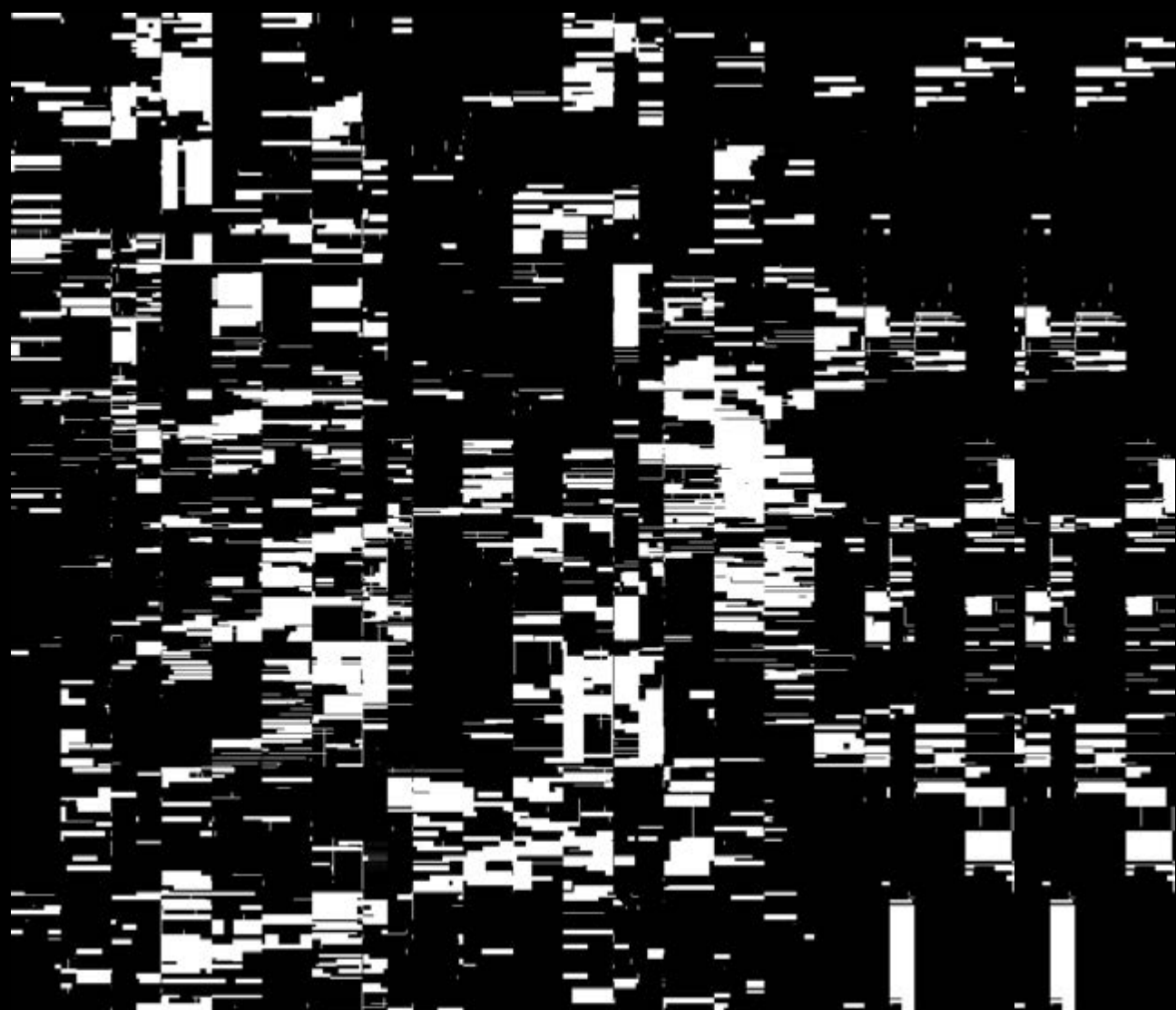
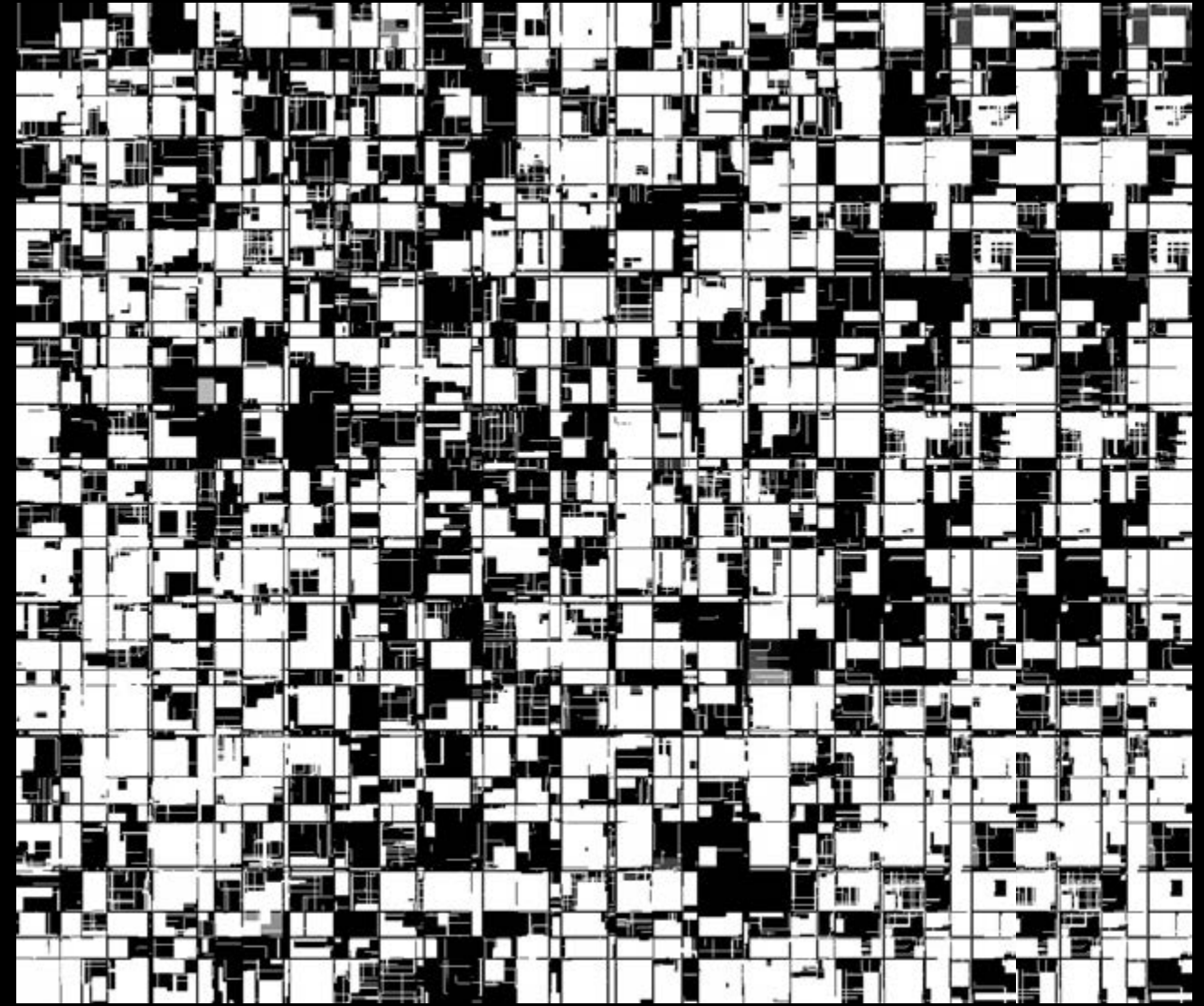
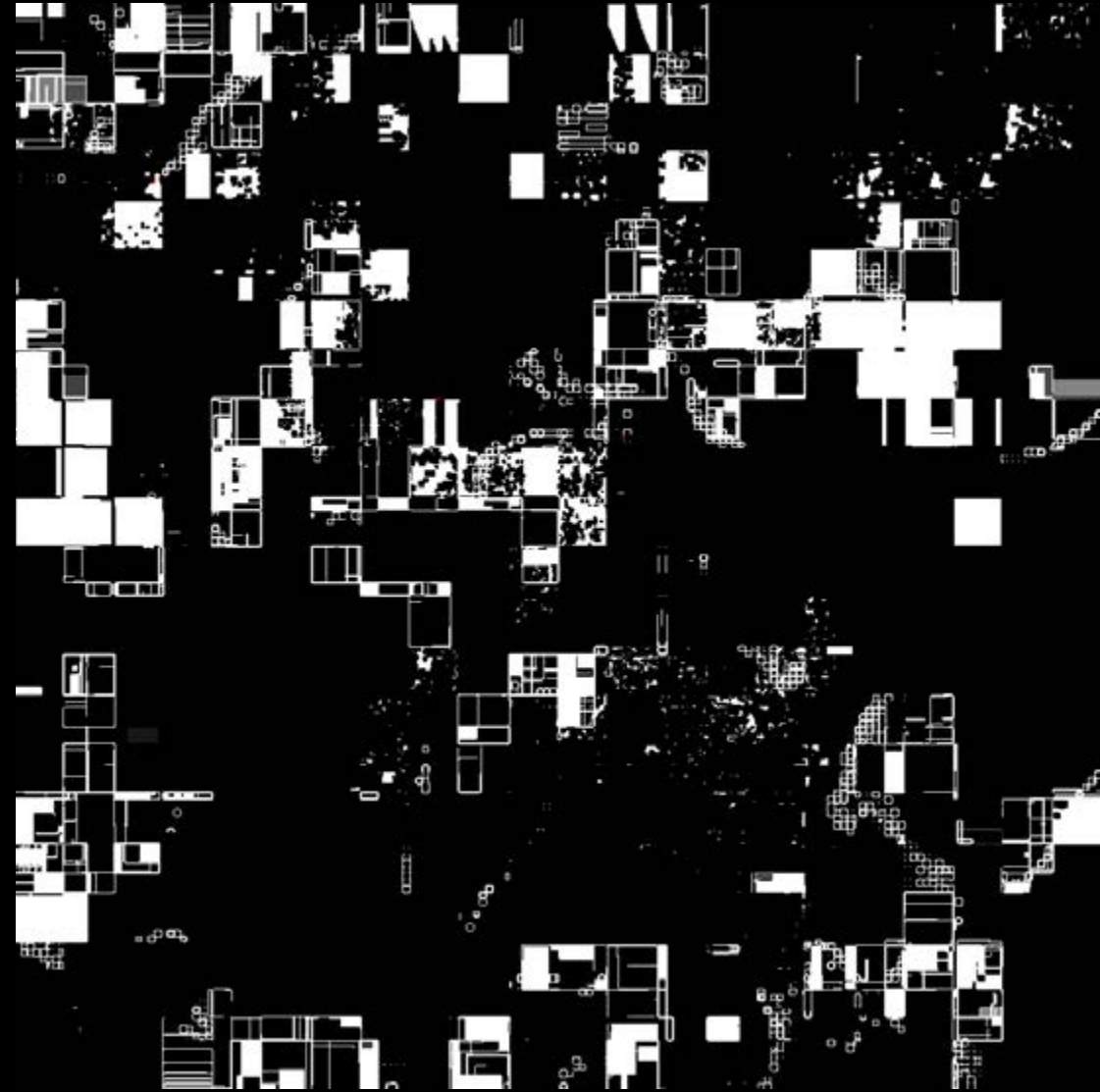
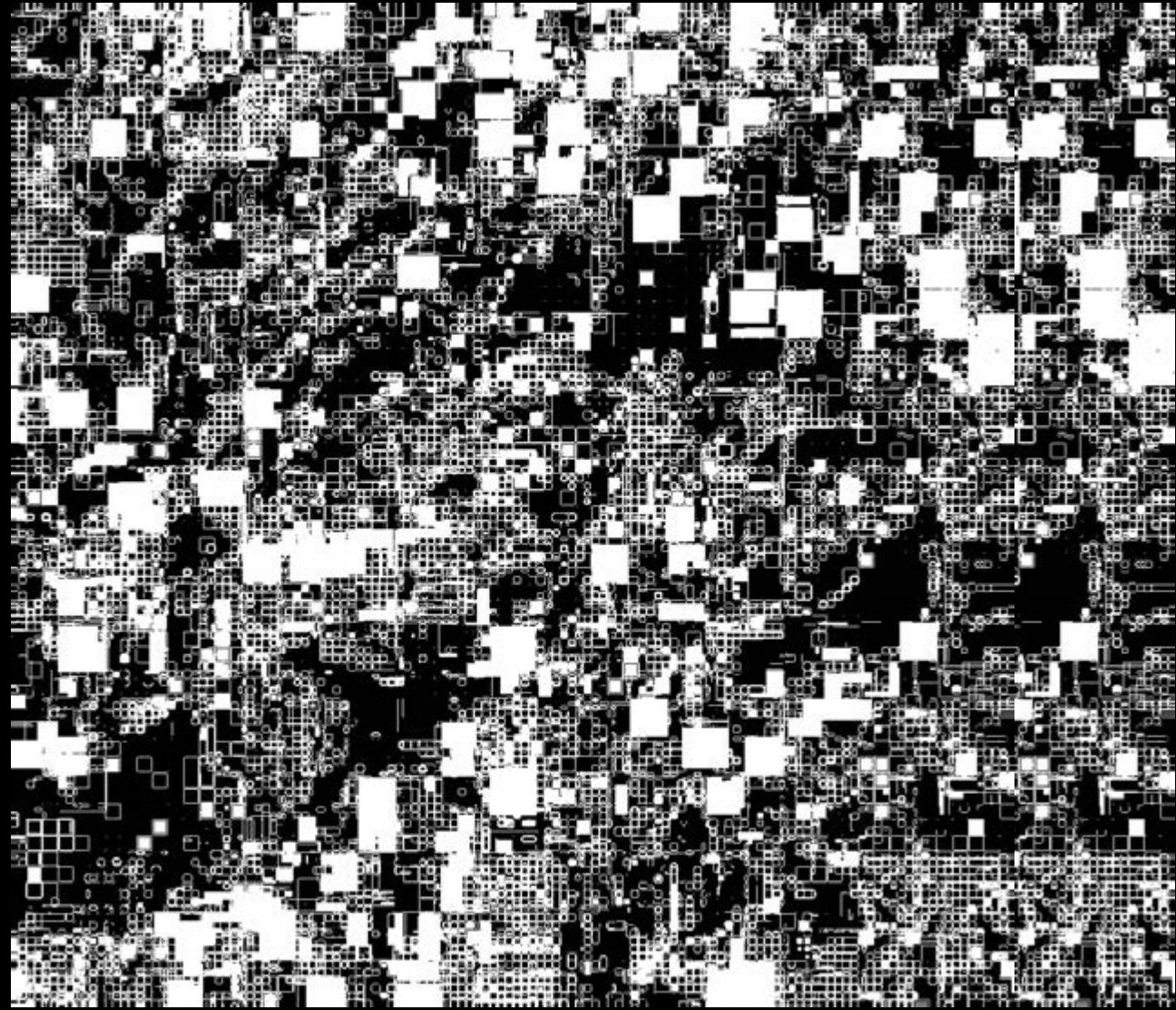
JPG & Video loops



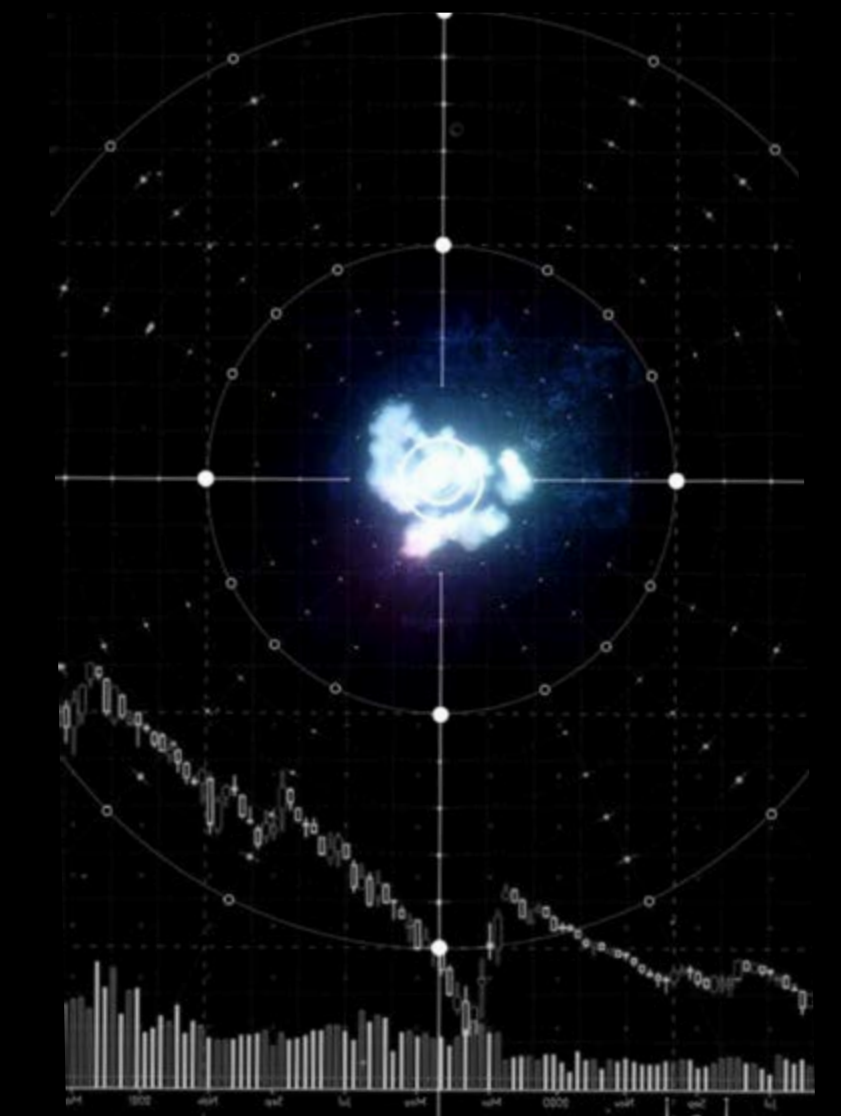
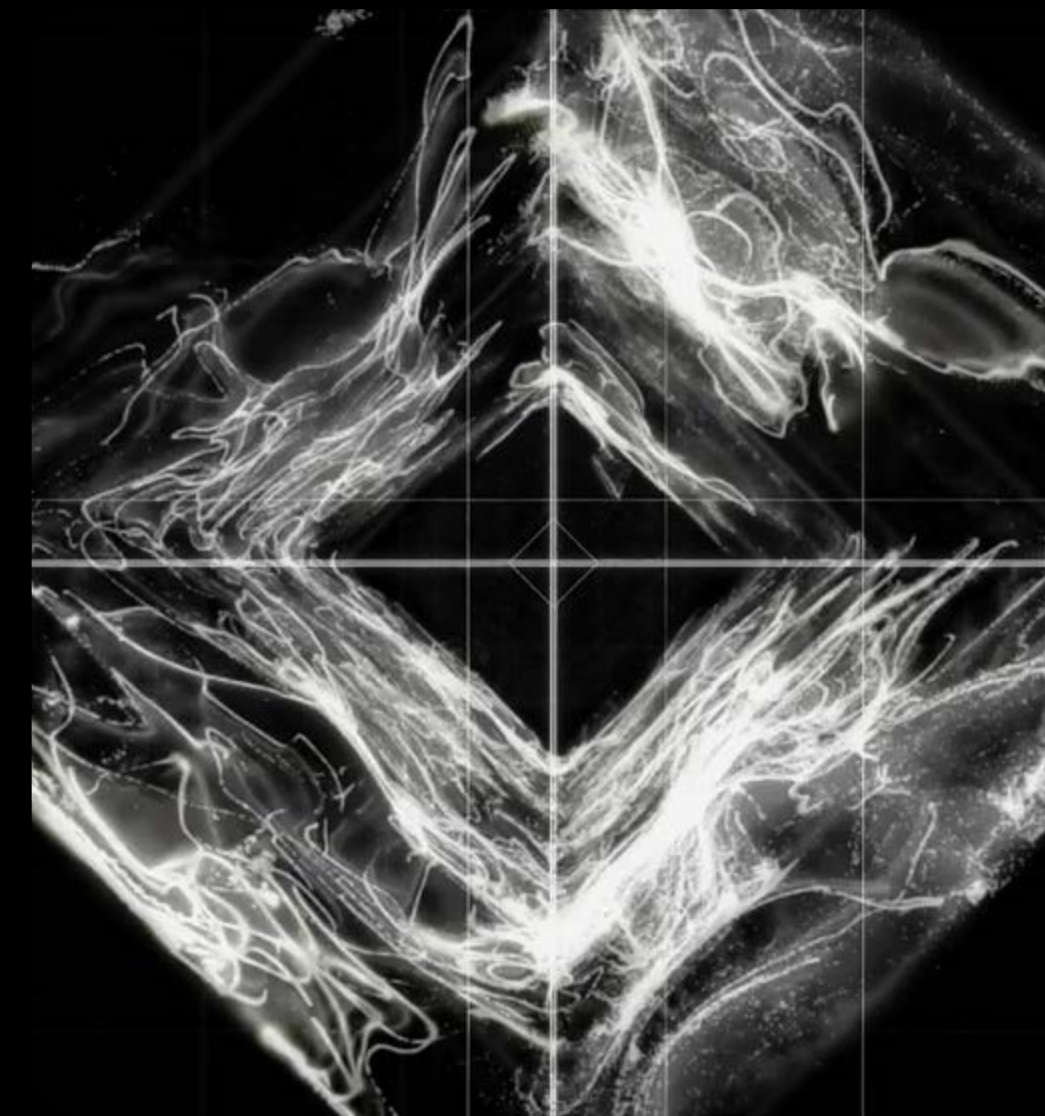
Pixeleted.00 is a series of generative visuals that explores notions of rhythm and composition within animated visual patterns. Those videos will be available to buy as NFT.

[▶ Youtube playlist](#)





LIVE
EVENTS



-BENNU-

Audio-Visual performance

In collaboration with musician Peré Oudav

Bennu is the search for a Flow State of Mind, a moment in between awake and asleep, that second before waking up. It's an attempt to liberate the mind from its conscious prison and set it free. Bennu is creation/destruction, chaos/reconstruction. Opposing elements that come together and fall apart in a joyous yet ominous atmospheric texture.

Bennu merges electro acoustic instruments such as the sitar, guitar, and piano with generative percussive patterns and thick bass lines. Using

projection mapping, the duo compliments the audio experience to create a narrative moment. For visual and scenographics, one of the inspirations is the indigenous "Areito" ceremony from the taíno tribes from Puerto Rico and the Caribbean. These ceremonies narrate and honor indigenous ancestors, chiefs & gods (deities). They involved music, choreography, singing and instrumentation, and were performed in the center of indigenous taino villages. the almost extinct tribes.

2019

(RE)BIRTH

*Interactive virtual scenography
for a dance performance*

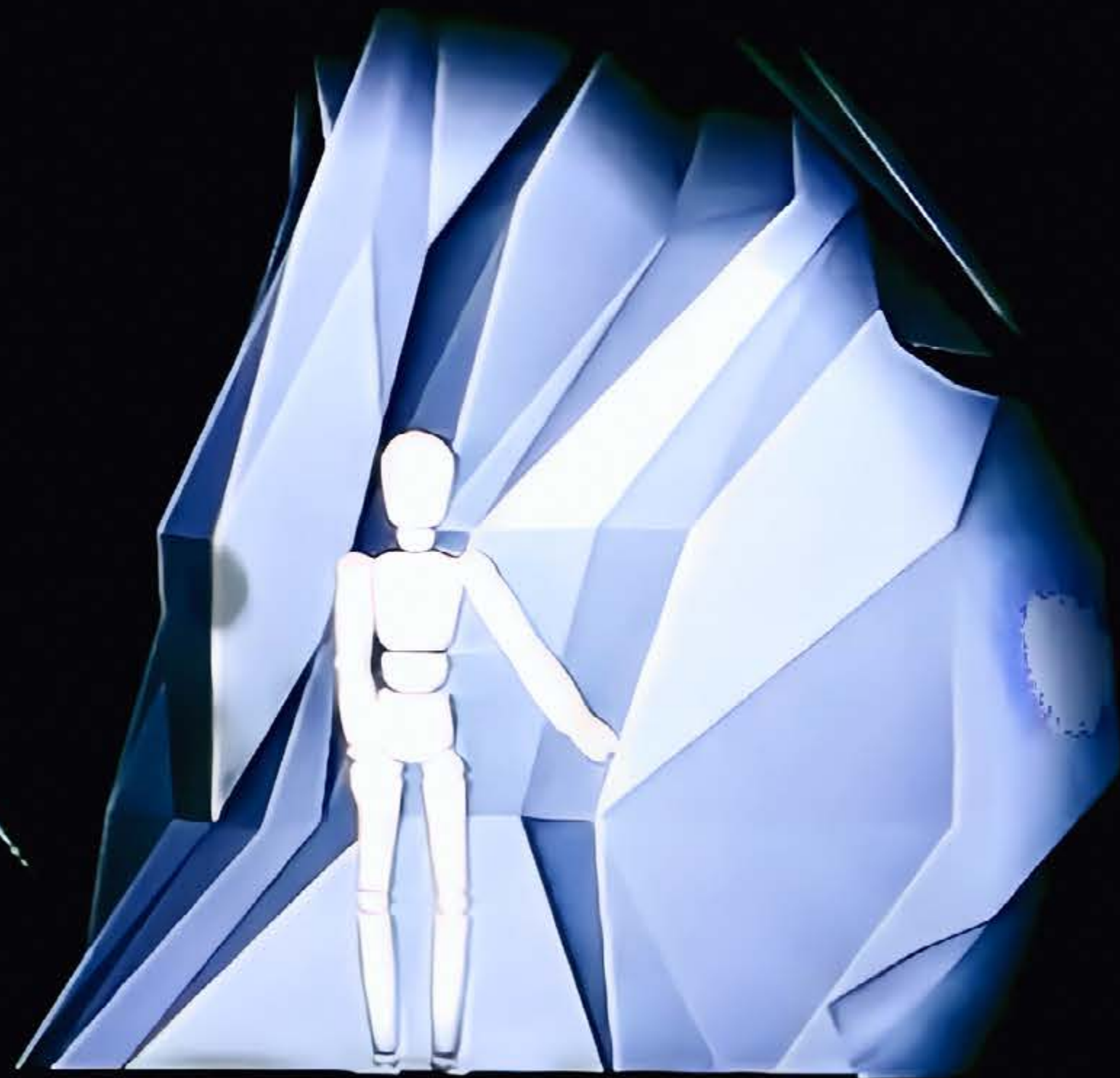


The performance (RE)Birth is an attempt to address the question “What is the role of Man next to machines?” in a satirical way.

The plot is centre around a dancer discovering his alter-ego through a process of auto destruction, emancipation from identity and self-transposition. The alter-ego, named “The Entity” is actually a digital puppet whose movements are driven by an Artificial Intelligence. This Artificial Intelligence learns in real time about the body language of dancing and interacts with the human performer by studying his movements.

The empty memory slots in the

memory of a computer are similar to a child’s mind. Learning and defining itself through mimicking the world around it, The Entity understands progressively how to express himself with a language of rhythm and movement. At the end of the show, the Artificial Intelligence and the Human fuse together to create a choreography that represents the synergy between those two faces of existence: rational and emotional.



STAGE
DESIGN

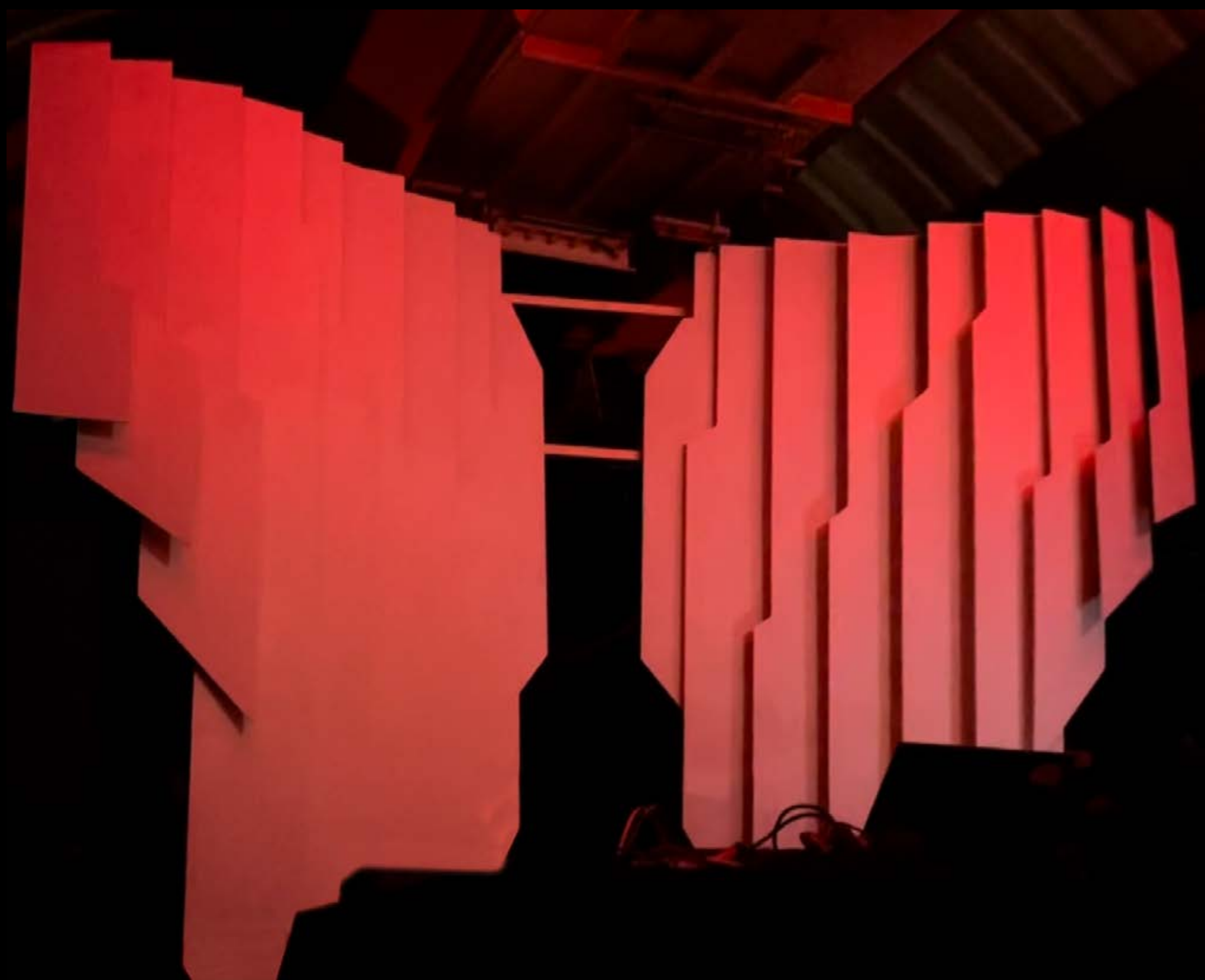


-DMT PAVILION-

The D.M.T. pavilion is designed to generate an empathic space where people can share a collective sensorial experience. Through its interactive and immersive design, the pavilion transforms the emotional state of its visitors into stunning visual patterns and kinetic movements. This installation was first exhibited at the Parc de la Villette in Paris during Nuit Blanche 2018 and now resides permanently at the Chateau Ephemere in Ile de France.

The pavilion's structure adapts its geometry and atmosphere in response to the brain activity of those inside, creating a multisensorial experience. As the atmosphere inside the pavilion becomes more stimulated, the visuals become more complex and the structure expands, creating a unique experience for each visitor. When guests enter the pavilion, they are given a headset that detects and tracks their emotional state; these headsets communicate with custom software that











VR - XR

A GALLERY IN THE CLOUDS

3D models, software design, server infrastructure

Available in Virtual Reality & web browser



A Gallery in the Clouds is a blank canvas to publish and experience virtual art, it is a place where artists can showcase their work, in a virtual open world, free of any environmental or geopolitical constraints. It is an artwork on its own, a communal space of exploration, as well as a tool for creation and social interaction.

Together with other artists, In-Dialog launched during the COVID-19 lockdown a virtual exhibition space under the name of Children of Cyberspace. For this, we have set up the infrastructure, designed the environment and co-currated a series of events in collaboration with partnering cultural institution.

A new language of experience is emerging from the aesthetics of the digital age:

this post-symbolic language is the result of our ability to use multimedia tools to directly make, record and communicate our intentions.

There is a need for artists to be part of a community and share their creations with others, without being harassed by rating algorithms. Our new virtual space is made for the sole purpose of promoting these multi-sensory languages that create a sense of "Cybernetic Serendipity".

[▶ Showreel video](#)

[🎮 Chateau in the Clouds](#)

CHATEAU IN THE CLOUDS

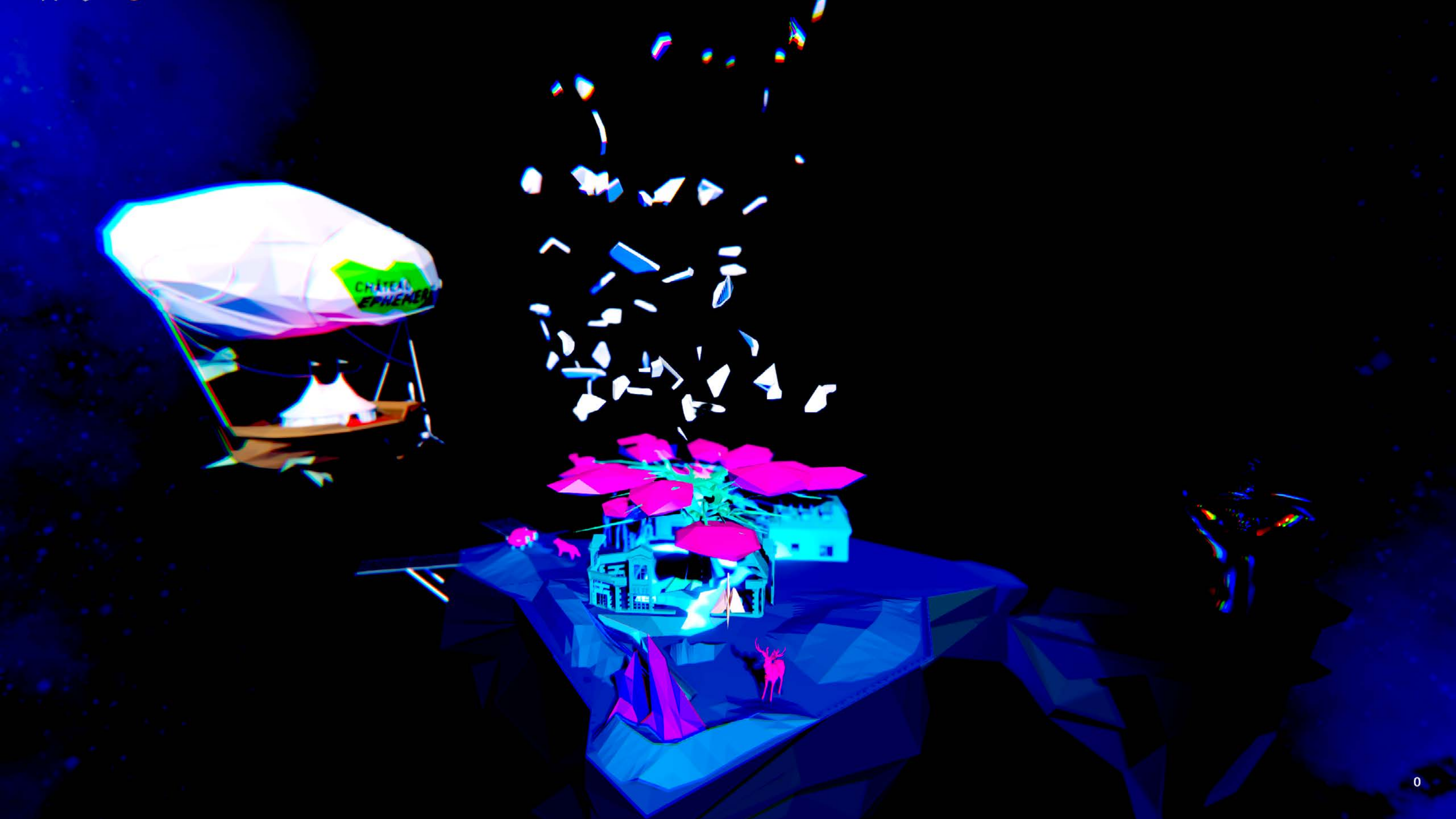
3D models, software design, server infrastructure

Available in Virtual Reality & web browser

Chateau in the Clouds is an online experience developed in collaboration with the Château Ephémère. As a response to the cancellation of event aiming at showing the work of the musicians in residency at the Château, we created this virtual environment to accommodate their sound pieces. Working in close collaboration with the musician, we crafted each zone of the space as a virtual scenography inspired by their music.

In collaboration with Nicolas Melmann, Varieras, VonD, Collectif Arpis, Anne Jeppesen & Omid Zarei and Maria Bilius.







2020

PLANET L.E.V.

3D models, software design, server infrastructure

Available in Virtual Reality & web browser

Planet LEV is a world born in the nebulas of cyberspace. Built of vertices and quads, it was shaped in millions of cycles out of pure terrain data to become the world you see today. The dominant species of this planet are the Nimis, sentient beings that are the most renown collectors in cyberspace. Their love for arts has made them dedicate their whole planet to the beauty of creative expression.

As you walk along the horreo habilis, the homes of Nimis, you might catch the giant in action, pass through digital storms, wander in biodomes, or find other artworks until you lose yourself in the canyons. One last piece of advice: beware of the diva trees, they tend to have strong attitudes.


At the core of this planet lies a temple, dedicated to AV performances, whose dome rests half buried amidst the stones. On its

walls, artists project live performances while the sounds of their electronic music resonate all the way to the surface, making the whole atmosphere vibrate to those rhythms.

When you decide to end your journey, don't forget to pass by the desert to leave your trace and plant a tree that will stay until the last cycle of the planet.

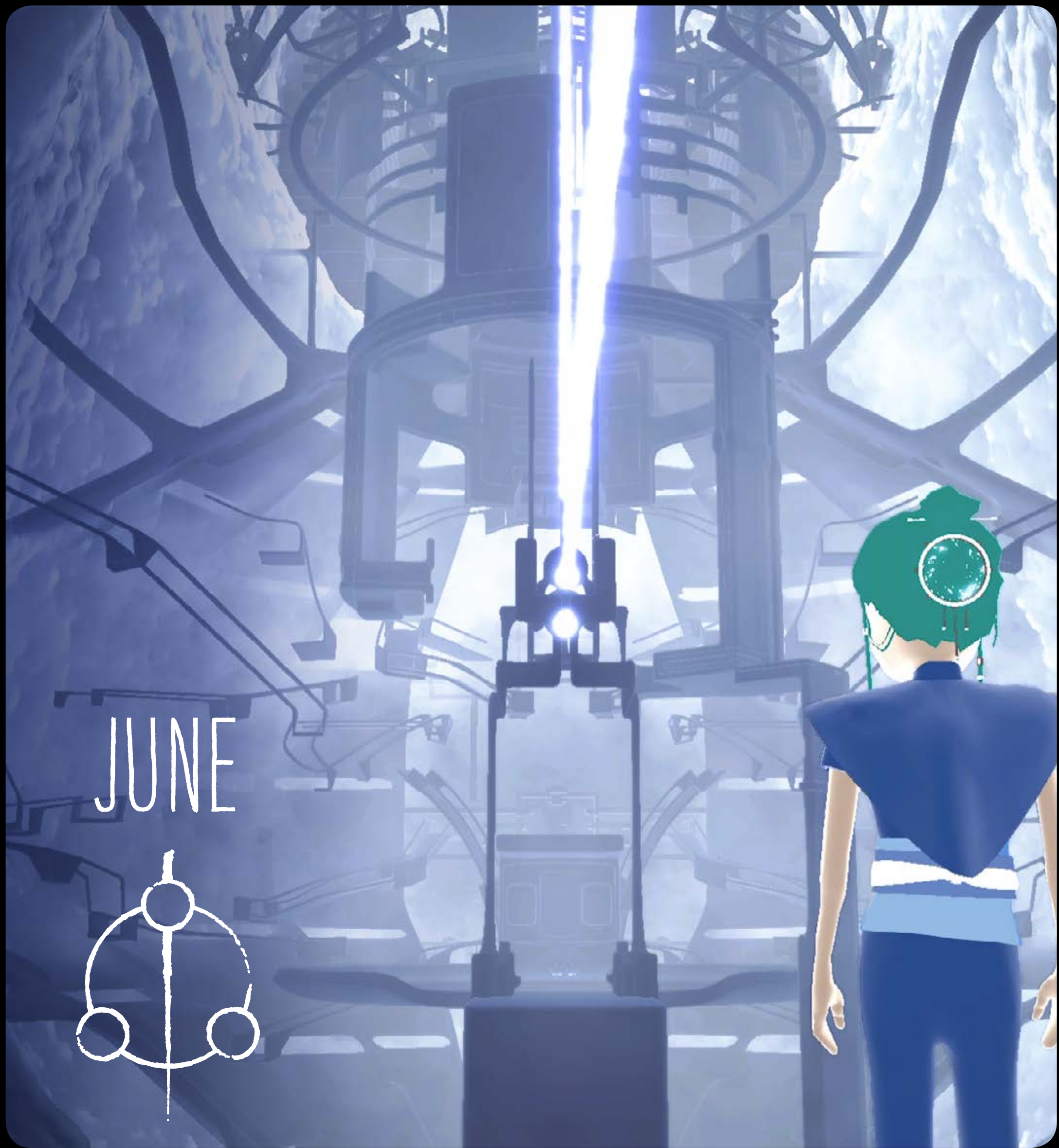
Planet LEV-Matadero is an immersive art experience, available in both Virtual Reality and on Web browsers. This dream-like universe hosts animated sculptures with sound installations, as well as concerts and live audio-visual performances of artists from all around the world. The Planet's landscape is an immersive stage, where this magic is taking place in real time. The virtual scenery has been inspired by the Asturian landscape, home of the LEV Festival.

 *Documentary*

 *Web browser experience*

 *VR experience*





2020-2023

JUNE: TALES FROM CYBERSPACE

Video game

June, a child of cyberspace, is the first digital organism to have evolved naturally in the Cloud.

The video game follows the adventures of June as she discovers the world and forms her identity. The design of the game draws inspiration from the DSL collection of artworks and looks at ways to disseminate the artist personal journey within the gameplay and narrative.

June is a rare occurrence that nobody could have predicted. She is a digital organism that evolved naturally. She layed tucked away in the clouds of Cyberspace. June was not created, nor given birth to : she simply came into being.

For years she stayed hidden in the billions of terabytes of data that exist out there, slowly gaining consciousness. One day, she looked around and said : What am I ?

 [Trailer](#)

 [Demo on request](#)



TEAM :

Calin Segal – creativ coder

Codin Segal – main developer

WE HAVE COLLABORATED WITH:



GET IN TOUCH

www.instagram.com/indialog_studio

www.in-dialog.com

contact@in-dialog.com