

DIVA



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Giant video mapped low-poly Sculpture

By Thomas Voillaume & Jérémy Oury

VIDEO 1 - VIDEO 2

DIVA is a giant sculpture with video projection. The disproportion of her body, which is larger than the viewers, creates a strange and fantastic atmosphere that is visible every day and comes to life at night with the video projection. The simplification of the details through low-poly and minimalism leaves a door open to the imagination about her exact representation.

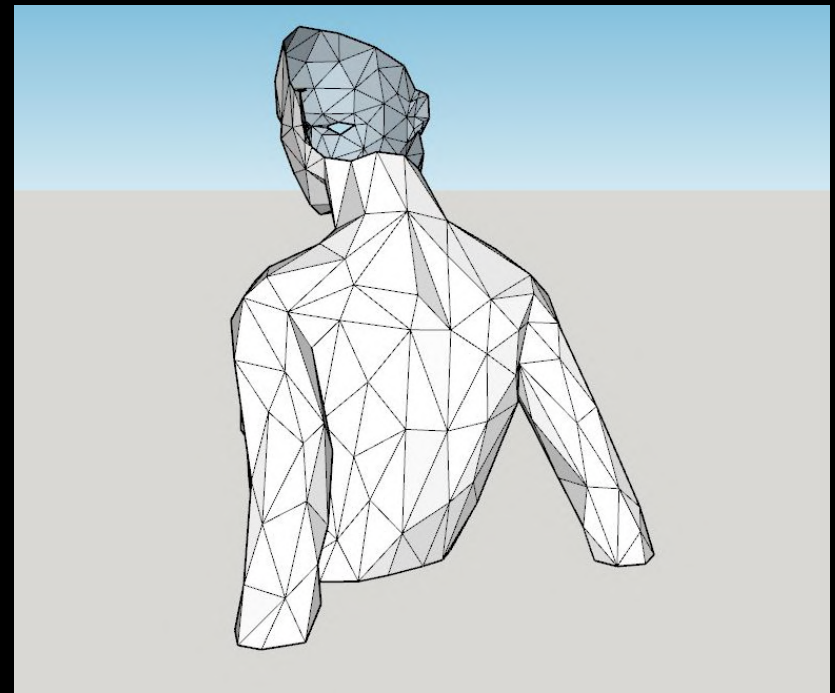
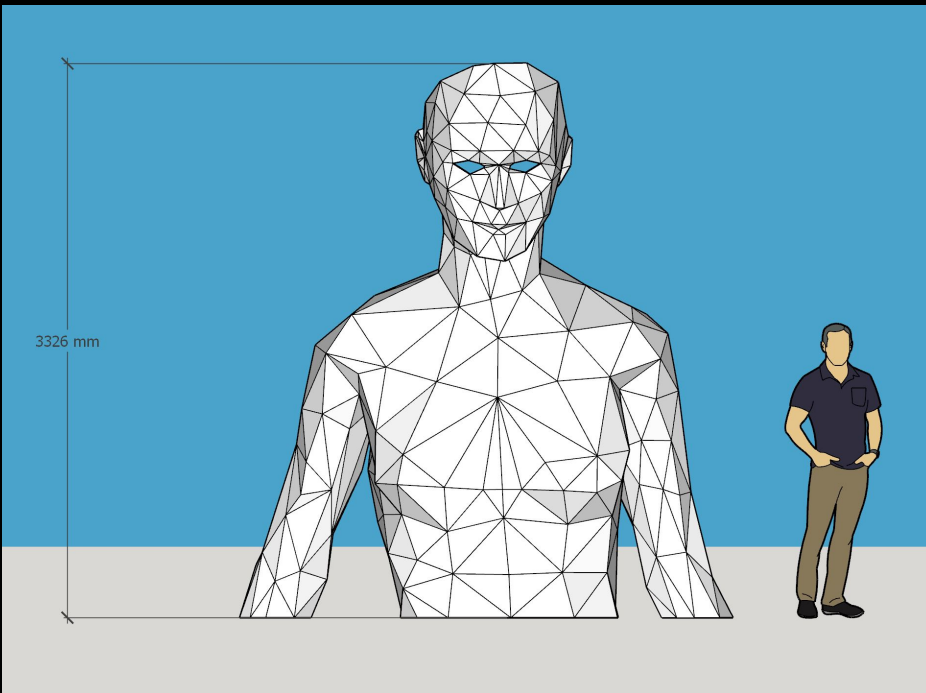
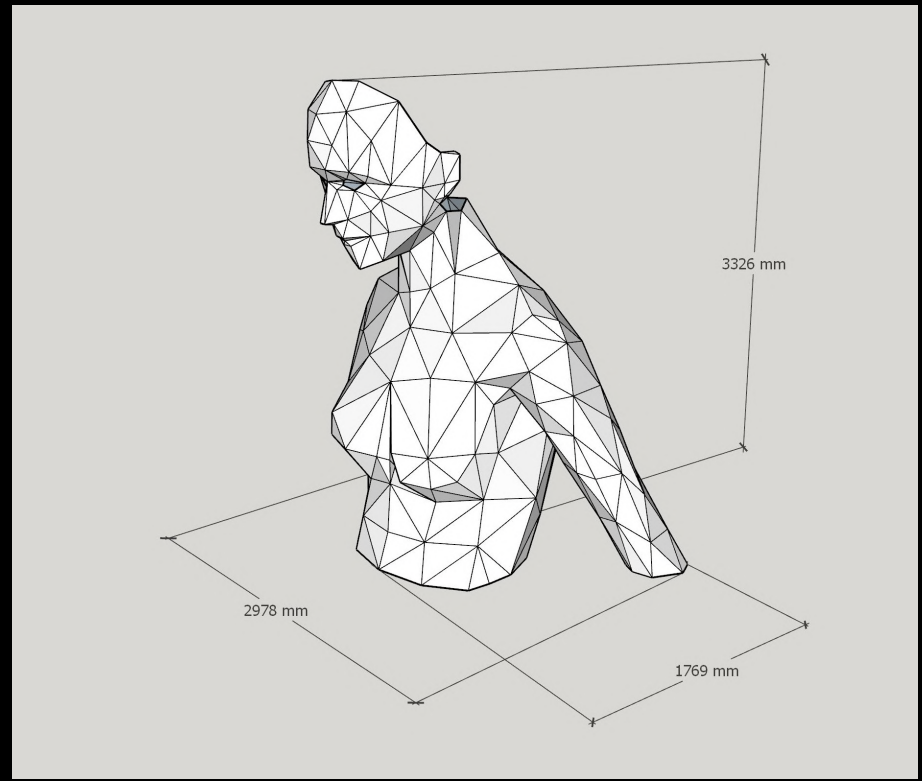
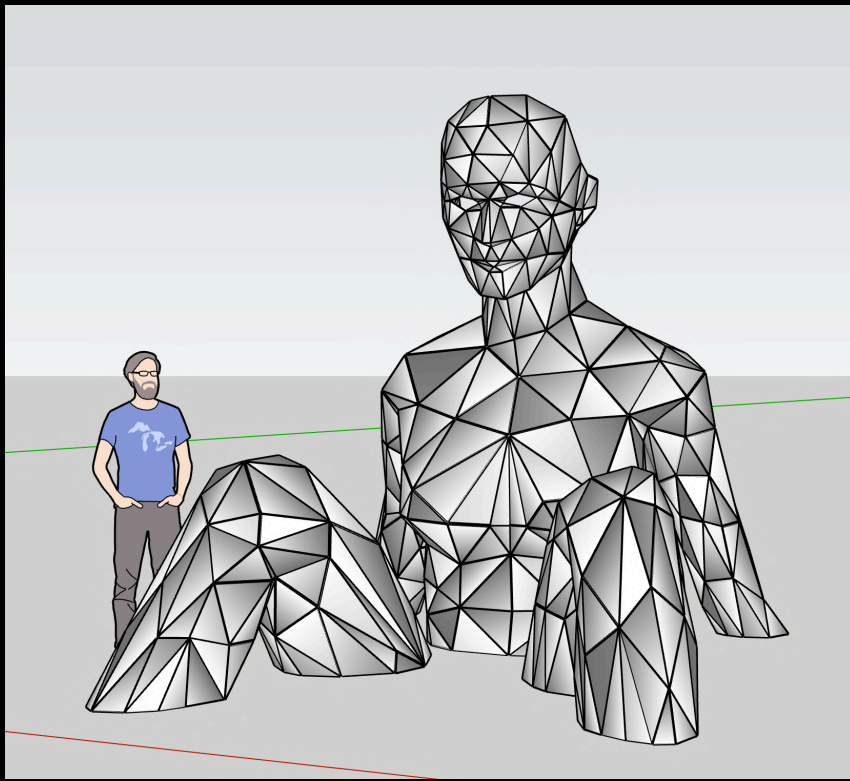
By night, the projection on the sculpture gives a strange, hallucinatory and mystical impression at the same time. The video gradually shows us his emotions by revealing his story.

The artistic practice of sculptor Thomas Voillaume has its roots in 3D images and digital technologies. Interested in the concept of the Anthropocene and the impact of man on his environment, he realized DIVA, a humanoid artifact that oscillates between the material world of sculpture and the immateriality of computer-generated images. To create a sense of mystery, he gives the illusion that the sculpture is buried in the ground, like a poetic human footprint in a natural landscape.

Its white low poly surface transforms it into a projection support for digital artist Jérémy Oury, interested in the illusion and movement that virtual 3D can create on a real surface, bringing the structure to life.

DIVA is a poetic trace that blends into the natural landscape.





Fiche technique :

- 1 Videoprojecteur 5000Lumens minimum
- 1 Système de sonorisation stéréo (si possibilité d'avoir du son sur site)
- 1 Cable vidéo (HDMI) / électrique / audio
+ Passage de cables
- 1 table
- 1 barnum si mauvais temps

Nous pouvons fournir :

- 1 Ordinateur avec Madmapper et/ou 1 Minimad pour la diffusion



Si nécessaire, nous pouvons construire également une boîte de régie pour la projection avec le matériel suivant :

- 2 planches de contreplaqué CTBX 15mm dimensions 125cm X 250cm
- 2 Litres de peinture noir
- Vis diverses
- 12 mètres linéaire de tasseau bois 4X6cm
- 1 Ventilateur 230V
- 1 Tube mastic noir

Outils nécessaire :

- Outils scie circulaire plongeante sur rail
- Scie sauteuse
- Pistolet mastic
- Consommables
- Pinceaux divers
- Rouleau à peinture
- Bac à peinture





Jérémie Oury

Jeremy Oury is a French artist who combines audio and visual skills to make singular digital forms as architectural mapping, immersive fulldome, light installation and original creation for theater. He focuses his artwork on a research about illusions from geometric distortions, on the synesthesia between sound and video, and on immersive forms in order to place the viewer at the center of a minimalist virtual universe to disrupt his perception of space.

Since 2014, his artwork was awarded in various international video mapping festivals (FIMG 2015, Luz y Vanguardias 2017, Skopje 2019) and fulldome festivals (HIFF 2022, Macon 2019, Fulldome festival Jena 2018). His work has been shown in many digital festivals and exhibitions as MUTEK MX 2022, Mapping festival 2023 and 2021, ISEA 2019, FILE festival, +CODE, Domo Llano, MADATAC, and many others.

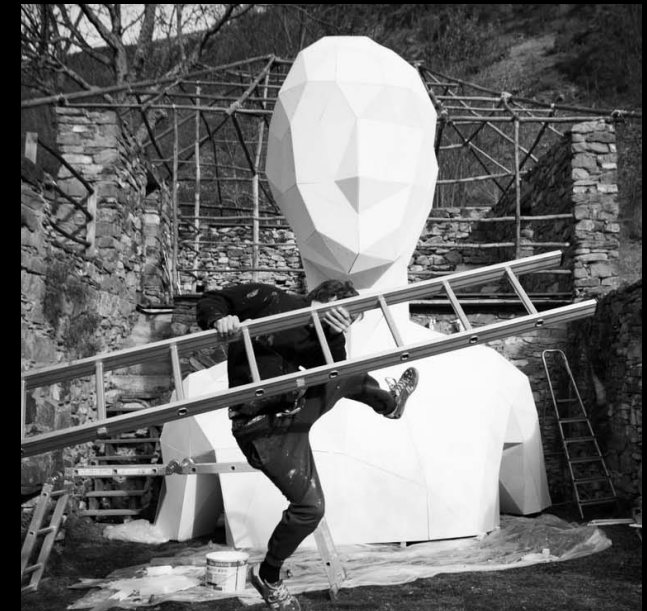
He also promotes fulldome production with the curation for the festival Sous dôme in Paris. He is actually based in Mexico City.

www.jeremyoury.fr

Thomas voillaume

I graduated with a master's degree in art and image technology. My artistic practice is rooted in 3D images and digital technologies. For several years now, I have been developing sculptural work that takes advantage of contemporary technologies in order to inscribe my formal and poetic research in today's world. I experiment with technical means specific to the contemporary world and in particular to the world of fablabs (laser cutting, 3D printing, CNC machines, 3D scanning, or video-mapping) to produce artifacts that oscillate between the material world of sculpture and the immateriality of computer-generated images. The capacities of projection and poetic speculation generated by virtual universes and their relationship to science fiction allow me to produce dystopian visions in an attempt to translate the anguish of my generation in a collapsing world. My research is permeable to the issues raised by the scientific community regarding our ecosystem and in particular the concept of the Anthropocene, as well as theories on the collapse of industrial civilization. They thus represent submerged worlds that are combined with futures past.

<https://www.thomasvoillaume.com/>





3rd version DIVA



2nd version DIVA



2nd version DIVA



Original DIVA



3rd version DIVA



Original DIVA

