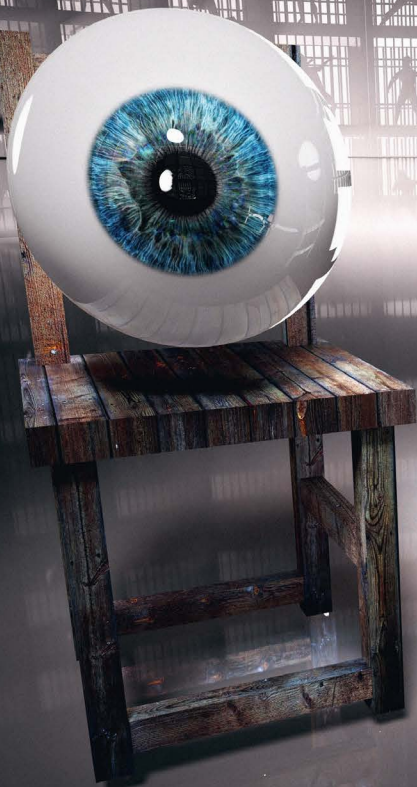


JEAN-MICHEL
JARRE

HSIN-CHIEN
HUANG



THE EYE AND I

IN CONTROL WE TRUST

EDDA, IN ART GALLERY AND FRANCE TELEVISIONS PRESENT A CREATION BY JEAN-MICHEL JARRE & HSIN-CHIEN HUANG « THE EYE AND I »

DESIGNED AND DIRECTED BY JEAN-MICHEL JARRE AND HSIN-CHIEN HUANG / SCREENPLAY BY JEAN-MICHEL JARRE AND HSIN-CHIEN HUANG / ART DIRECTION HSIN-CHIEN HUANG / MUSIC & SOUND DESIGN JEAN-MICHEL JARRE

TECHNICAL DIRECTION WEI-CHIEH CHIU / PROGRAMMING CHUN-YEN YU / PRODUCERS JEAN-MICHEL JARRE, HSIN-CHIEN HUANG / PRODUCTION MANAGEMENT AERO PROD, SAI-OU YUE TSAU, FRANÇOIS KLEIN

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THE EYE AND I

AN IMMERSIVE ODYSSEY OF SURVEILLANCE AND CONTROL

Jean-Michel Jarre & Hsin-Chien Huang | 2023 | FR-TW | 100 min.

Jean-Michel Jarre & Hsin-Chien Huang's «**The Eye and I**» is a **true collaboration** from its inception. Both artists share a fascination for the notion of surveillance with its influence and presence throughout the ages. This immersive work invites you on a **journey through the evolution of surveillance**, from religious supervision to today's digital omnipresence and control. Through 12 cells set in a panopticon, visitors explore the influence of surveillance in art, family, politics, social organization and technology. **Jean-Michel Jarre's exclusive music composition** enhances the immersive experience, creating a singular collaborative work for the mind and senses.

The Eye and I is an interactive virtual reality (VR) visual and musical journey in which the viewer discovers a collection of **12 large-scale virtual worlds**, each dealing with a key moment in history and humanity's schizophrenic need for surveillance and control. Visitors enter each world at their own pace, until they inevitably return to their starting point: a panoptic prison cell where they are under constant surveillance.

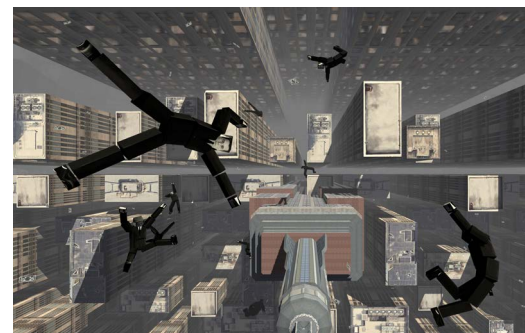
An EDDA, In Art Gallery and France Televisions coproduction, **The Eye and I** has world premiere at 2023 Geneva GIFF festival. It has been awarded as **Best immersive experience** at 2023 Filmgate Interactive festival in Miami and have been **finalist of 2024 interactive PGA Awards** from Producer's Guild of America.

«If the Lumière brothers were alive today, they would be creating in the metaverse. More than an artistic encounter, The Eye and I is a unique opportunity for immersive creation, addressing the theme of surveillance and control in the form of a digital entertainment accessible to all.» - Jean-Michel Jarre.

«Surveillance is deeply rooted in our culture. It reflects our belief in the understanding of the truth. To go beyond surveillance, we must understand its history and reason, and then we can escape and transcend from it.» - Hsin-Chien Huang.

[Selected visuals from The Eye and I available here](#)

[Video trailer and reels from The Eye and I available here](#)



THE EYE AND I

AN IMMERSIVE ODYSSEY OF SURVEILLANCE AND CONTROL

*Fled to see
everything, everywhere*



THE EYE AND I

ARTIST STATEMENT

Jean-Michel JARRE

The **EYE AND I** is about the idea of the relationship between human beings and the idea of control and surveillance. **It's all came along when I first heard Edward Snowden** few years ago. It connected with my mother. She was a great figure of the French resistance in France during World War II. And she always told me : *"When governments or States are generating ideas or facts that could harm our community, some people, some of us, should stand against it and going to resistance"*. It is exactly what Edward Snowden did when he revealed the existence of several American and British mass surveillance programs. And I've been quite shocked by his story as everybody talked about Edward Snowden for a while and then, everybody forgot more or less what he did and he became just another news.

And it seemed strange to me because this idea of everyone being surveilled should have remained much more crucial for our future and our children than what happened. **It is very interesting to think about the ambiguous attitude we all have regarding control and surveillance.** We love to be controlled and to controlled. The parents with their children. The children later on with their parents. The boss with their employees, the employees (through the unions) with the boss, the CCTV cameras, the drones, the eye of God...

I consider Hsin-Chien as one of the most influencer artists of our days. When he proposed me to work together on a project, I shared this thoughts with him. And then, from this idea, we decided to create **The EYE AND I**, which is this kind of exploration through time, through history, through different societies, different civilizations about this relationship we all have regarding control and surveillance.

Hsin-Chien HUANG

Surveillance is a topic more relevant than ever in our age of Artificial Intelligence and social media. We are constantly being watched. And sometimes we are even targeted by misleading information. But let's not forget who's watching the watchers? That's the essential question of The EYE AND I.

We are on a path to a life more or less fully surveilled and we often willingly participate by sharing our life online. However not all surveillance are armfuls. Governments often use it to protect the vulnerable among us. The key is to understand how to use surveillance for the greater good.

I found especially meaningful to use Virtual Reality in this project because VR could be the ultimate for of surveillance. It controls what you see and know what you are looking at and you could potentially become the future panopticon. So meditating surveillance through virtual reality though The EYE AND I is particularly impactful.

The EYE AND I invite you to a virtual panopticon with twelve cells. Each one explores a different aspect of surveillance. To its historical roots to the current impact on our life. As you navigating though those cells, Jean-Michel Jarre's music serve as your guide. It's not just a background music, it's an integral part of the narrative.

THE EYE AND I

AN IMMERSIVE ODYSSEY OF SURVEILLANCE AND CONTROL



THE EYE AND I

Jean-Michel Jarre



Jean-Michel Jarre has always been a futurist in his field. Throughout his illustrious career, the composer, performer, producer and cultural ambassador has continued to break new ground with his music and his mastery of creative innovation. From his early pioneering role in electronic music, his use of multi-channel audio technology and production, to his recent explorations into the realms of VR performance and the metaverse, technology is at the forefront of everything he does. He is quoted as claiming that “today is the most exciting time to create, to make music, and to share across so many mediums”.

Jean-Michel Jarre is also a United Nations ambassador for UNESCO, in the fields of the environment and education, and a defender of copyright and intellectual property. Winner of the Stephen Hawking Medal for scientific communication, he actively defends the idea of a Franco-European metaverse and digital sovereignty.

Jarre’s current catalog, which now includes 22 studio albums, has generated sales of more than 85 million worldwide to date, and earned him countless awards and nominations. In 2021, he rang in the new year with *Welcome To The Other Side*, a groundbreaking livestream broadcast of over 75 million viewers worldwide across various platforms, television and VR from a virtual Notre Dame in Paris.

Hsin-Chien Huang



Hsin-Chien Huang’s creations have been awarded the grand prize in the New Voices, New Vision new media competition in 1994 and the American Association of Museum’s Muse Award in 2009. In 2017, his collaboration with Laurie Anderson on *La Camera Insabbiata* won the Best VR Experience Award at the 74th Venice International Film Festival (the first edition of the festival’s Immersive category).

In 2019, his VR creation *Bodyless* is nominated at the 76th Venice International Film Festival. Hsin-Chien Huang also won the Honorable Mention in the CG Animation category of the Prix Ars Electronica 2020

and his VR creation *Samsara* won the Virtual Cinema Jury Award at the SXSW Festival in 2021.

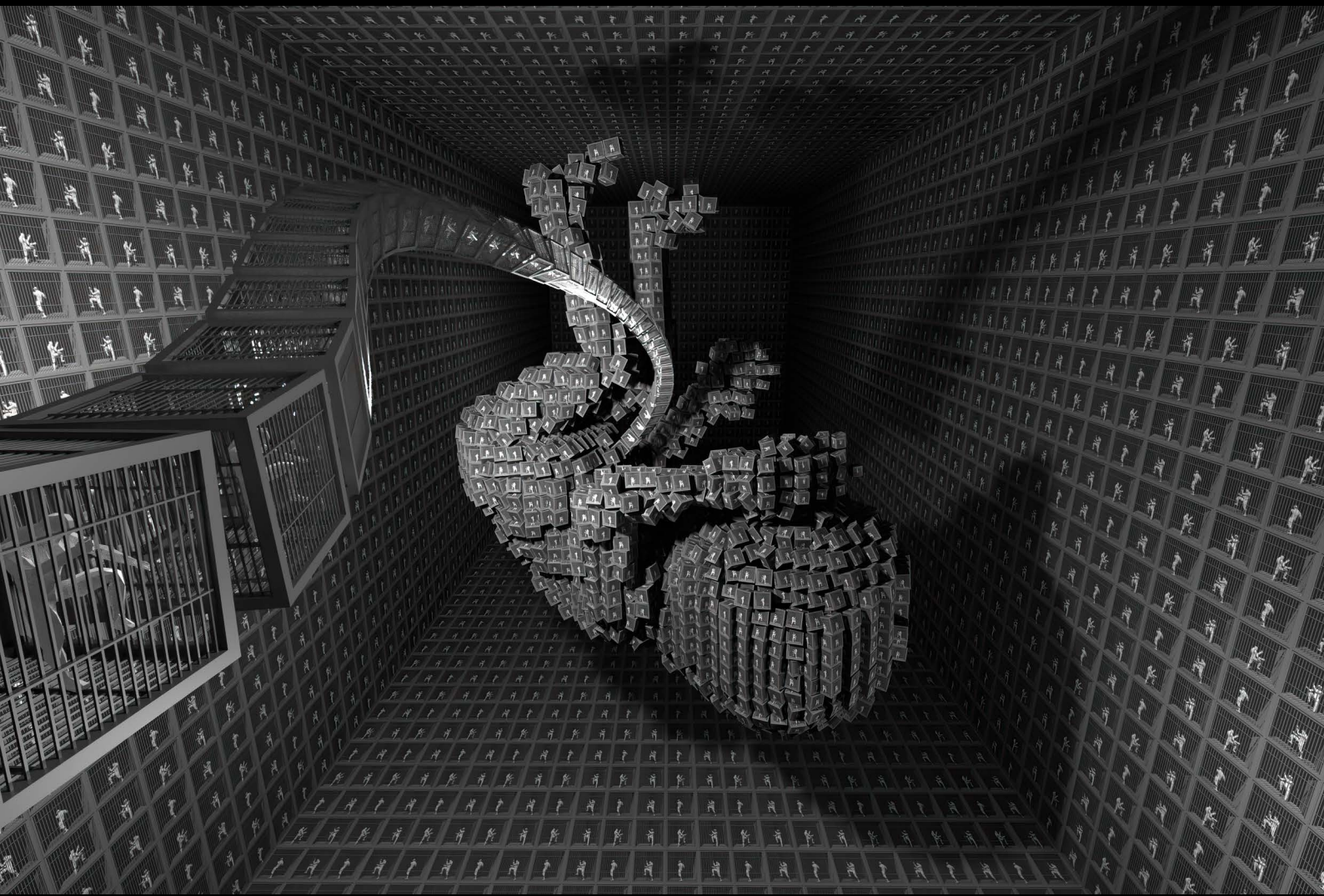
Huang’s accolades include the grand prize of the «New Voices, New Vision» new media competition, the Muse Award from the American Association of Museums, the title «Pride of Taiwan» from Taiwan’s Office of the President, Best VR Experience at the Venice Film Festival, the Masque d’Or (Golden Mask) Award at NewImages Festival, Honorary Mention in the Ars Electronica Festival, Best Virtual Reality at the Los Angeles Film Awards, Best VR Story at Cannes XR, and the Jury Award in the SXSW Virtual Cinema Competition.

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