

# Experimental Party Unit

DATASHEET

## ARTISTS

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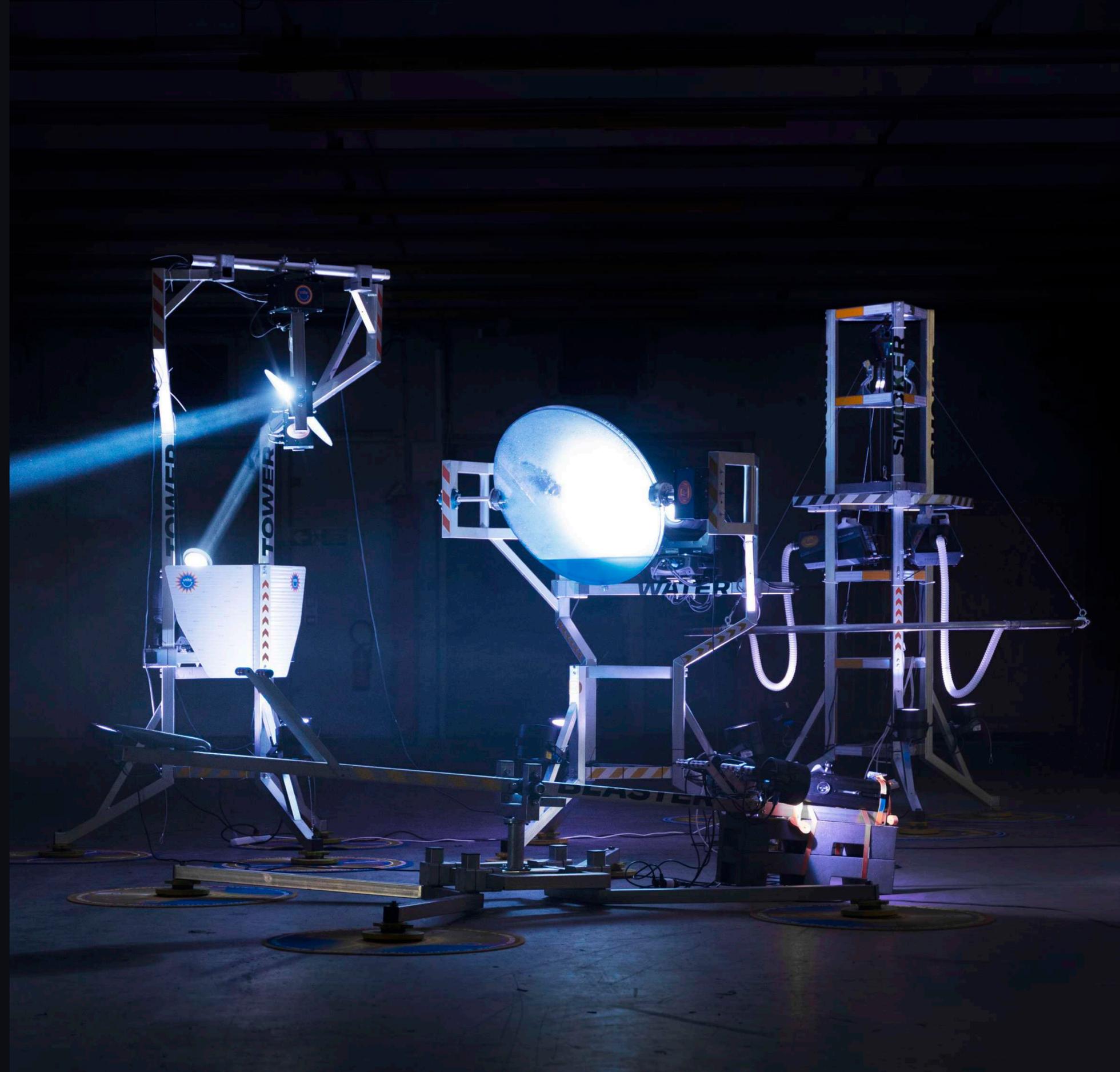
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# Experimental Party Unit is a festive space made of kinetic and luminous machines.

[→ WATCH THE VIDEO ←](#)

[→ SEE PROJECT ON IF DIGITAL ←](#)

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Maintenant Festival, October 2021  
Rennes, France



Experimental Party Unit is a spatial and sound experience composed of dynamic and luminous robotic devices involving the body and its senses.

It is composed of a set of 4 machines and 2 daybeds intended for festive spaces aiming at creating a dialogue, a proximity between human and technology. The project is anchored in a research approach around radical futures, between industrial design, spatial and sound experience, between technology and plasticity.

# It is a spatial and sound experience composed of dynamic and luminous robotic devices involving the body and its senses.

## EPU IS A TOOL-LIKE ENVIRONMENT THAT ADAPTS TO THE VENUES

The full EPU experience is made of 4 machines and 2 daybeds (see next slide for the description of the machines). Within EPU, the public is invited to wander, to dance, to lie down in the daybeds, to examine the machinery systems. To provide an optimal experience, we would be happy to discuss with you the number of machines and their layout!

## A PROJECT THAT RAISES HUMANISTIC ISSUES THROUGH TECHNOLOGY

Our work investigates technology not for what it is, but for the emotions it can bring out in us. We believe that parties are one of the only socio-technical & utopian laboratories in our world. EPU aims at developing a social prototype, a new reality.

Closer to the public, the robotics of EPU are intended to get the public to inquire about automated systems and their impact on our environment, our relationship with others, our ability to let go.



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# Like in a theme park, machines have evocative names, indicating their effects and the linked fantasy.

SMOKER is a device composed of a motorized aluminum hoop (vertical axis) creating a dynamic smoke sculpture.

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TOWER is a machine operating with a motorized beam. The ray of light is reflected in a mirror programmed at 360°, revealing the silhouettes of the people present or the architecture of the place.

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WATER is a machine made of a transparent Plexiglas circle filled with water. It reproduces in space the effects of "caustics", aquatic light projections.

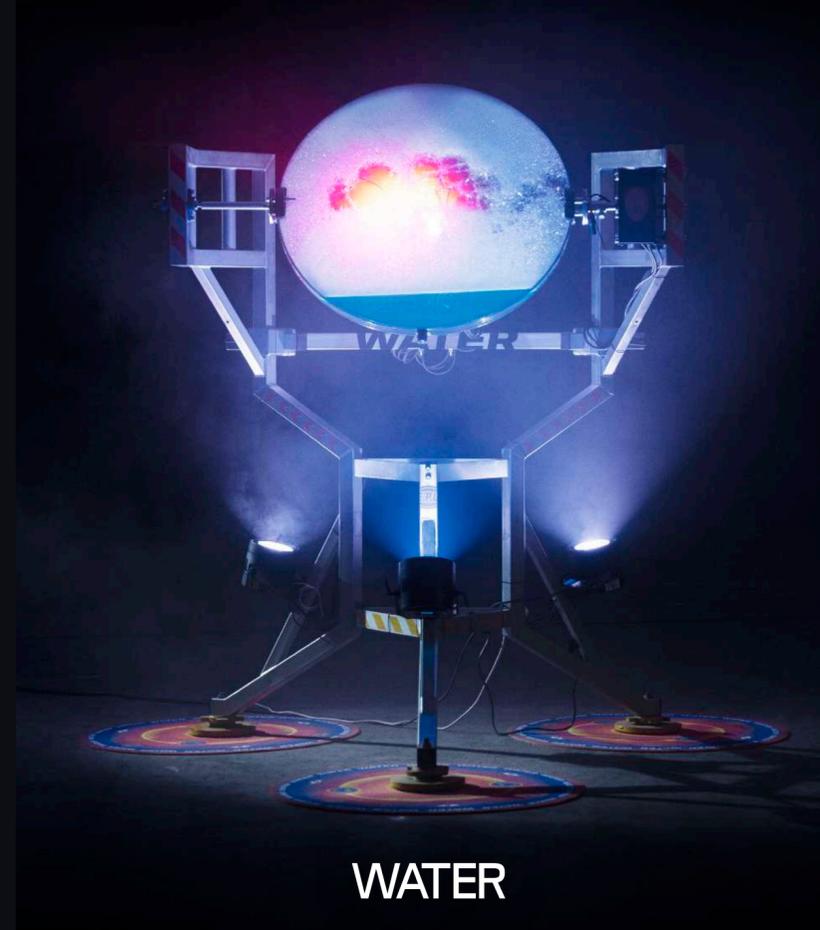
[DATASHEET HERE](#)

BLASTER is an interactive device based on the kids' game model of the swing. It allows the audience to climb on it and direct the lights as they wish.

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BUMPER is a wide resting seat for the public made of a steel structure and inflatable cylinders (two units are available).

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# EPU is an immersive installation that operates in two modes.

## STAND ALONE FORMAT

We worked with two musicians to create two loops of 10mn of alternating performances. The machines come to life to the rhythm of the music and the sound moves around the room as if the machines were communicating with us. This mode works particularly well during the day to receive a continuous audience.

## LIVE FORMAT

This format is very popular and is part of the DNA of the project, offering the public to enter into a symbiotic relationship with EPU machines.

For Mutek Mexico, we would be delighted to collaborate with local musicians and/or performers/dancers. In this case, we must plan to exchange with the involved team beforehand (2 months).



#01

Stand-alone format

Ideal for automatically running two 10-minute loops during the day.



#02

Live format

Sound and light show with our usual musicians or local artists / chosen by the festival



**EPU can host up to 150 spectators per 10mn music loop.**

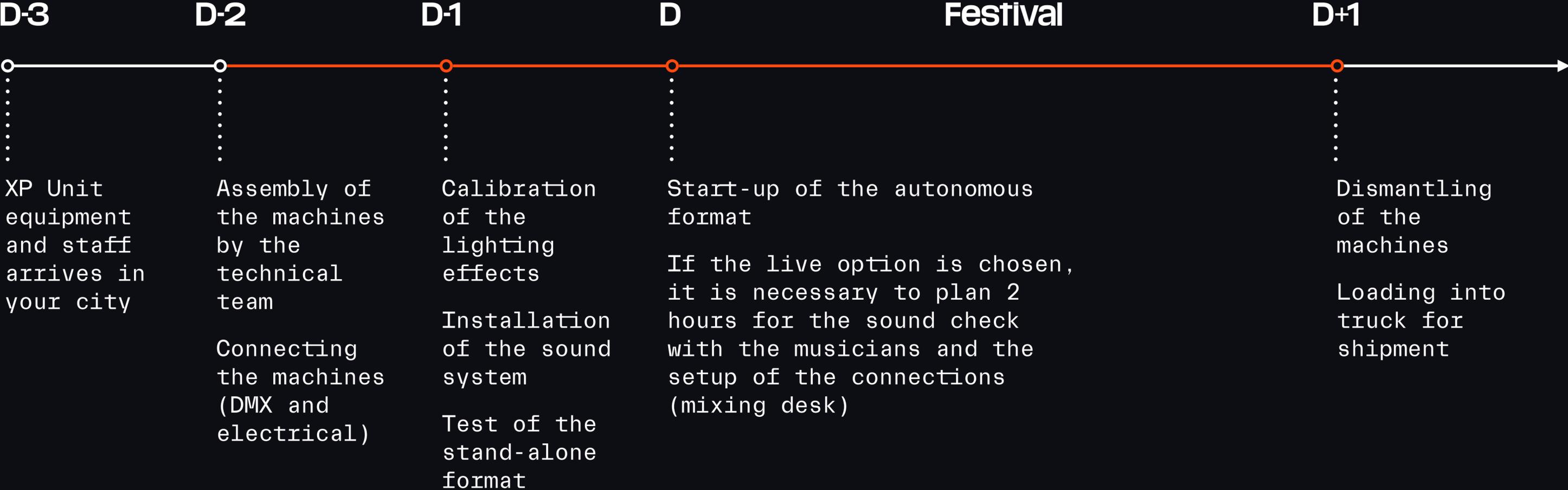
**This installation is intended for several types of audiences.**

- Young audiences, especially around the optical and luminous effects of the machines. We can provide mediators with factsheets to talk about the physical principles that make the machines work (light diffraction, robotics, retinal persistence...)
- A curious and often intergenerational public, not necessarily expert in visual arts. The daybeds allow to enjoy the work while sitting.
- EPU referring to the world of the rave party, it attracts a public passionate about electronic music
- An audience interested in robotics



# Tentative schedule

Period during which we need electricity



# XP Unit is an experimental design and research collective founded in Paris in 2019 by Tom Formont and Roman Weil, later joined by Jordi Vuong and Guillaume Le Tarneac.

The collective focuses on the relationships between technology, human sensations and social behavior. XP Unit's artistic process is based on the design and development of highly identifiable hardware machines to create art installations and scenographies.

Rooted in a continuous research and experimentation approach at the crossroads of technicality and plasticity, their machines play on various physical or chemical dimensions linked with motion, colors, light or smoke, to convey an affective charge with the audience.

Their installations were recently exhibited at the Palais de Tokyo, the Grand Palais or the Musée des Arts décoratifs de Bordeaux.

The collective is also regularly commissioned to conduct technological art direction in the fields of set design, experimental product design and virtual or physical scenography.

2021

"EPU [a] Festival Maintenant"

October 1 to 10, 2021

Théâtre du Vieux Saint- Etienne, Rennes, France

"EPU [a] Undomestic »

From June 11 to 13, 2021

Palais de Tokyo, Paris

"Paris Design Week Factory"

From September 3 to 8, 2020

Commines gallery, Paris

"EPU [a] Capture"

December 27 & 28, 2020

Grand Palais, Paris

"Designer(s) du design"

From September 16 to November 11, 2020

Le Tripostal - Lille.

"Diplorama"

From September 3 to 8, 2020

Galerie Joseph - Paris.

"Cycles»"

March 2020

Variation Gallery - Paris.

2020

"A.P.M - Ambient Party Machines"

February 2020

Museum of Decorative Arts and Design of Bordeaux

