



# FIELDS

DISCOVER THE HIDDEN POETRY  
OF OUR DAILY ENVIRONMENT

BlindspOt & Merovee

CREATED  
2019

DURATION  
approx. 45 minutes

PRODUCTION  
BlindspOt & Merovee

## CO-PRODUCTEURS

AADN - Arts et Cultures Numérique  
co-production, residency and distribution

Vaulx-en-Velin Planetarium  
co-production, residential reception

Société des Arts Technologiques, Montréal  
co-production, hosting in residence

DISTIBUTION  
AADN - Arts et Cultures Numériques

In spring 2018, AADN-Arts et Cultures Numériques and the Planétarium de Vaulx-en-Velin in collaboration with the SAT are conducting their first « call for immersive creation », of which *FIELDS* was the winner. This took the form of a two-week residency at the planetarium, supported by artistic and technical support. At the end of this work: a residency release and a programming as part of *Odysée / Tous Numériques* in November.

In May 2019, the team joined the SAT residency program in Montreal, allowing the creation to be reworked and completed. At the end of this working period, *Fields* is scheduled to attend the 9th SAT Symposium.

## PARTNERS :

- The Fund [SCAN]

The objective of this fund is to support artistic creations using digital technologies. It is intended for artists with a practice in a discipline and who make significant use of digital techniques, as well as artists who specifically use the latter.

- The DICREAM: Device for Multimedia and Digital Artistic Creation

Founded in 2002 at the initiative of the CNC, DICRéAM is the subject of an original institutional partnership between the National Film Centre, the National Book Centre and various departments of the Ministry of Culture (SG, DGCA, DGLFLF). DICRéAM encourages the development of new artistic practices, which can be collaborative, participatory, and above all transdisciplinary, far from any academicism.

- The French Institute

In December 2018, the Metropolitan Area of Lyon, the City of Lyon and the French Institute are leading a partnership agreement aimed at supporting the international dissemination of Lyon's cultural actors, facilitating the circulation of works and artists, particularly in favour of digital arts. AADN responded to this request and was supported in its project, integrating the *Fields* team into an overall objective of international cooperation.





## NOTE OF INTENT

*FIELDS* is a surrealist 3D audiovisual journey to discover the hidden poetry of our daily environment. *Blindspot* (video) and *Merovee* (audio) interpret at 360° the data they collected at the site of the creation, in Vaulx-en-Velin France and Montreal-Canada. The meeting between the local audiences and the duo beforehand, allowed the search for hidden, improbable places, in which sound recordings and visual sightings were made.

These visits to the territory were followed by sound work and the analysis of Big Data from Google Maps in order to create new immersive environments. Spatial and temporal scales are being deconstructed and thus change our perspectives into new sensory spaces, at the borders between nature and urban planning.

*FIELDS* was born from a desire to play with the immense quantities of data accumulated by Google, and to try to offer a reinterpreted, sensitive, living visualization, and linked to the reality of a territory and its inhabitants.

The form of immersion that has been chosen, the immersive dome, is a way of offering a shared immersive digital show, experienced by several people ; unlike the usual format of the virtual reality helmet, which offers a very individual experience.

Today, the will remains to create new content in situ. With this in mind, it is possible to carry out the same visual and sound surveys in the next performance territories. This in order to create a dedicated table rooted in local life

## VISUAL TECHNICAL DEVICE

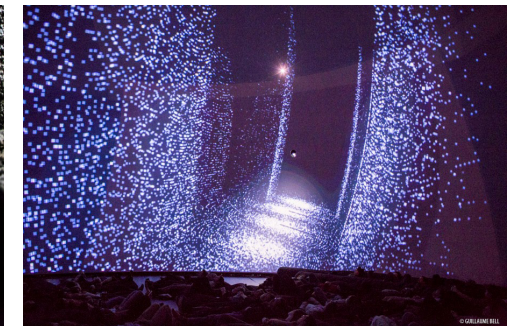
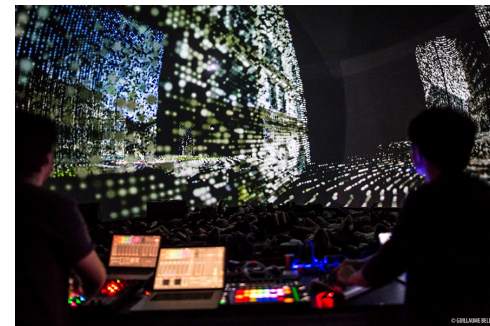
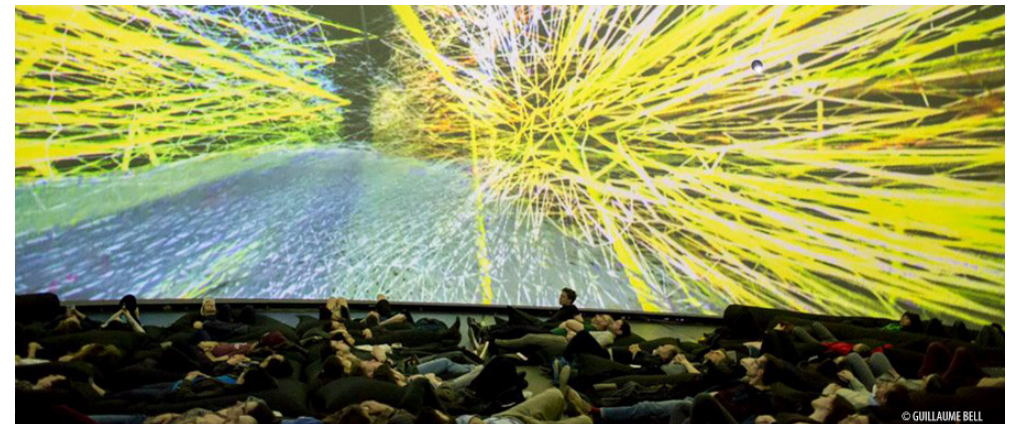
The video device analyzes the data provided by Google Maps. This portal is based on taking 360° photos at regular intervals; they correspond to the points on the map on which you can move when using the Google View service. Thanks to several successive photos, it becomes possible to triangulate the position of a point in space.

Based on the research paper entitled «3D City Reconstruction From Google Street View», published by Marco Cavallo (University Of Illinois At ChicagoChicago, IL), Antoine Vanel designed an algorithm for three-dimensional recovery of given regions of the Earth's surface.

GPS coordinates are injected into the device interface. They indicate to the application the information of the portal to be processed and the places to be «rebuilt» in three dimensions.

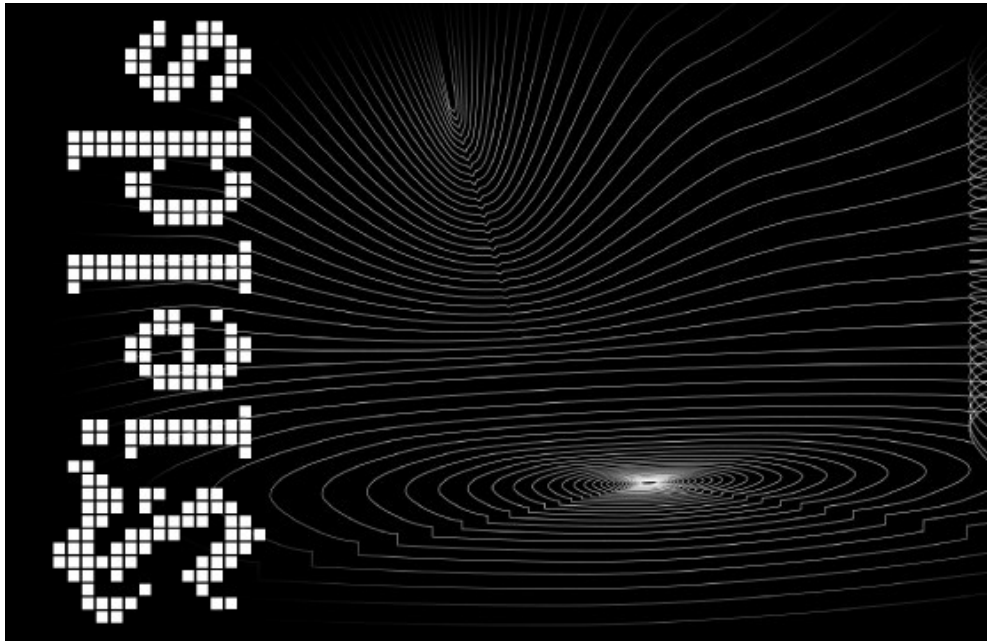
For the performance, the visual artist manipulates our position in this point cloud. He moves us freely in space, accelerates according to the intensity of the music, stops for a few moments around surprising details. It also directs our gaze into the environment. It selects and applies to the Mesh different real-time effects: audioreactive deformations, lighting as well as effects on the material - video filters, texture effects.

This first-person point of view allows a total immersion in a virtual and sensitive universe. Finally, all this content is adapted to dome projection, by pre-calculating the inverse deformation of that induced by video projection on a spherical surface. In this way, we preserve a realistic threedimensional perception of the environment. This last step helps to maintain realistic lines and perspectives. Since volume information is stored throughout the video material processing chain, it offers incomparable rendering and immersion possibilities for the viewer.



BlindspOt questions our perception of reality and shows what our cognitive system cannot grasp. It causes a synesthesia between sound and visual vibrations in a new set of scale relationships. It moves us from the pixel to the entire surface of the earth, following the very essence of volumetric matter: the line and the point.

# TECHNICAL SOUND DEVICE



Merovee liberates itself from the units of place and time of a realistic landscape. Night and daytime shots overlap, at intervals of a few hours or several weeks in a real sound timelapse. For example, he uses the bells of churches in The Hague in the Netherlands ; the listener cannot identify them as such, but he feels, through the sound design, their impact and power when they resonate in the heart of the sleeping city. By processing the signal, adding synthesis, traditional instruments and sound archives, the artist thus takes the viewer into augmented and surreal sound landscapes.

The sound technical device uses multi-channel or surround broadcasting, and the viewer no longer hears the environment through a stereophonic window of which he is familiar, but is surrounded by speakers and therefore totally immersed in the sound field.

This broadcast is controlled by ambisonic mixing tools coded under Max for Ableton Live. They offer the ability to position and move audio sources in a three-dimensional environment, adding unique spatialization effects. The psychoacoustic subtleties thus deployed increase auditory attention tenfold and reinforce the spectator's immersion.

*FIELDS'* musical approach finds its source in the emotion felt in the field, guided by the indications and advice of the audiences met beforehand. As the photographer captures a light that inspires him, Merovee searches for atmospheres and sound events to develop, manipulate and transform.

Several field-recording techniques can be used to restore one's perception of space in the field. Monophonic sound recordings with a parabola can isolate remote sources, such as the singing of a lark in flight at several kilometres above sea level. Stereophonic plugs, such as ORTF, A/B, M/S, X/Y, accentuate width, depth, proximity or intensity variations.

Finally, ultrasonic sensitive microphones and electromagnetic field sensors record information that is imperceptible to humans. By slowing down, their frequencies decrease, a new sound and rhythmic material appears. The artist reveals variations that are too complex and fast for the human ear. It thus goes beyond the anthropocentric status of listening, adapting to the point of view and chronobiology of other species.

# BIOGRAPHIES



## BLINDSPOT - ANTOINE VANEL

Blindspot, alias Antoine Vanel, is a French digital artist based in Lyon. Her work focuses on the issues of surveillance, fundamental freedoms in the digital environment, big data, citizenship in the age of social networks and transhumanism.

He imagines immersive audiovisual experiences and installations that play with perception: of oneself, of others, more generally of the reality that surrounds us; and questions us on these subjects.

He uses his computer programming skills to develop his own technical solutions. Concerned to be as close as possible to the latest technological advances, he aims for a critical approach to them. He likes to divert them from their primary use in order to make them tools for creation and to question us about the use we can have of them.

The interaction of the living body with digital matter is also a major focus of his work, and has led him to collaborate with several choreographers, dancers and directors.

After obtaining an engineering degree in 2006 (UTBM), he began his career as a research engineer at the Institut National de la Recherche en Informatique et Automatismes (INRIA, Grenoble, France)



## MEROVEE - ALEXIS NEMTCHENKO

Alexis Nemtchenko a.k.a. Merovee is a French composer and sound artist. Passionate about fieldrecording, he imagines immersive and surrealist spaces, whose emotion is rooted in his experience in the field.

He surveys rural and urban environments, exotic as well as everyday, in search of unusual textures, excessive spaces and other acoustic singularities. By integrating synthesis, distortions, traditional instruments and archival documents, it addresses our sound environment in its complexity, evolution and fragility. It ultimately raises the question of its preservation and our impact on it, focusing on the diversity of animal sound production.

On stage, he specializes in multicasting and real-time spaciousness, his work leading him to collaborate with various visual artists and to integrate the public into his approach through conferences and workshops.



## DISSEMINATION CALENDAR

2018

- November : Odyssey, All Digital, Planetarium of Vaulx-en-Velin (69)

2019

- May : Symposium IX , Société des Arts Technologies (Montréal - Québec)
- August : Festival Mutek , Société des Arts Technologies (Montréal - Québec)
- November : Space Camp (Aix En Provence)

## CONTACTS

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