FORTUNE TELLER

-> Interactive exhibition

Fortune Teller is **an interactive projection in which the spectator is confronted by nature spirits.** The spirits follow one another in a frenzy until the viewer triggers one of them. This encounter crystallizes a personal message and a dreamlike setting inspired by the movements of Nature.
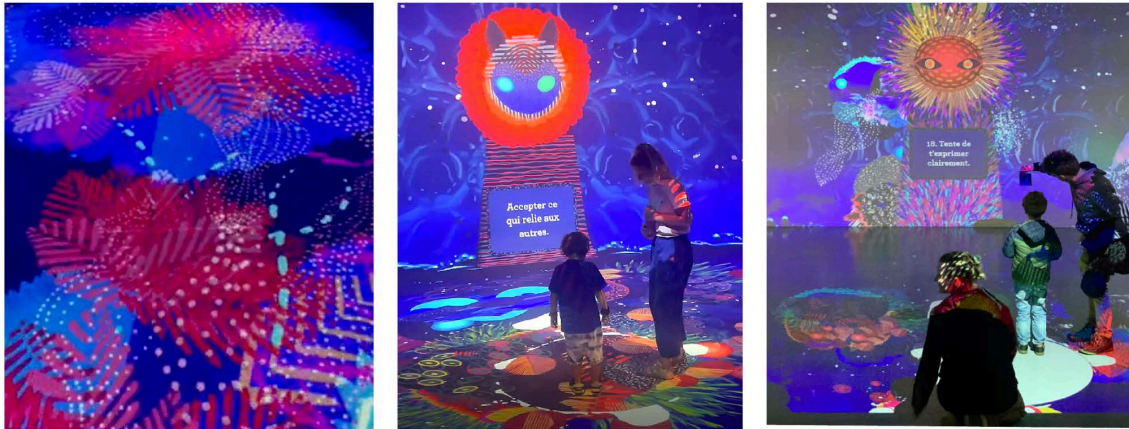
Fortune Teller is also accompanied by **an augmented reality narrative made up of spirits incarnated in the objects.** Some are hidden, others can be seen, and still others want to chat. Following these different encounters, like a book in which you are the hero, the spectator will find a life companion. The adventure is accompanied by fun workshops combining traditional crafts and digital technology.

See for yourself!

Download this .exe file on your Mac and click on the space bar to see a preview:

https://we.tl/t-N5aZrXvpa0

Here is an A4 pdf summarising the project: https://we.tl/t-mBPE2EeUyR
Images of Fortune Teller: https://we.tl/t-mKLfUSNVIe
Photos of the installation: https://we.tl/t-TFhs6b6IPZ
Videos of the installation in Brest, Lyon et Metz:
and the mobile version: https://youtu.be/mRccGPubLzY
An example of mediation: https://we.tl/t-7sLqXoTSnO
Gift cards with 64 options: https://we.tl/t-HoOEFkH5KZ
Photos of the lenticular panels: https://we.tl/t-BZ1CpgoBOO
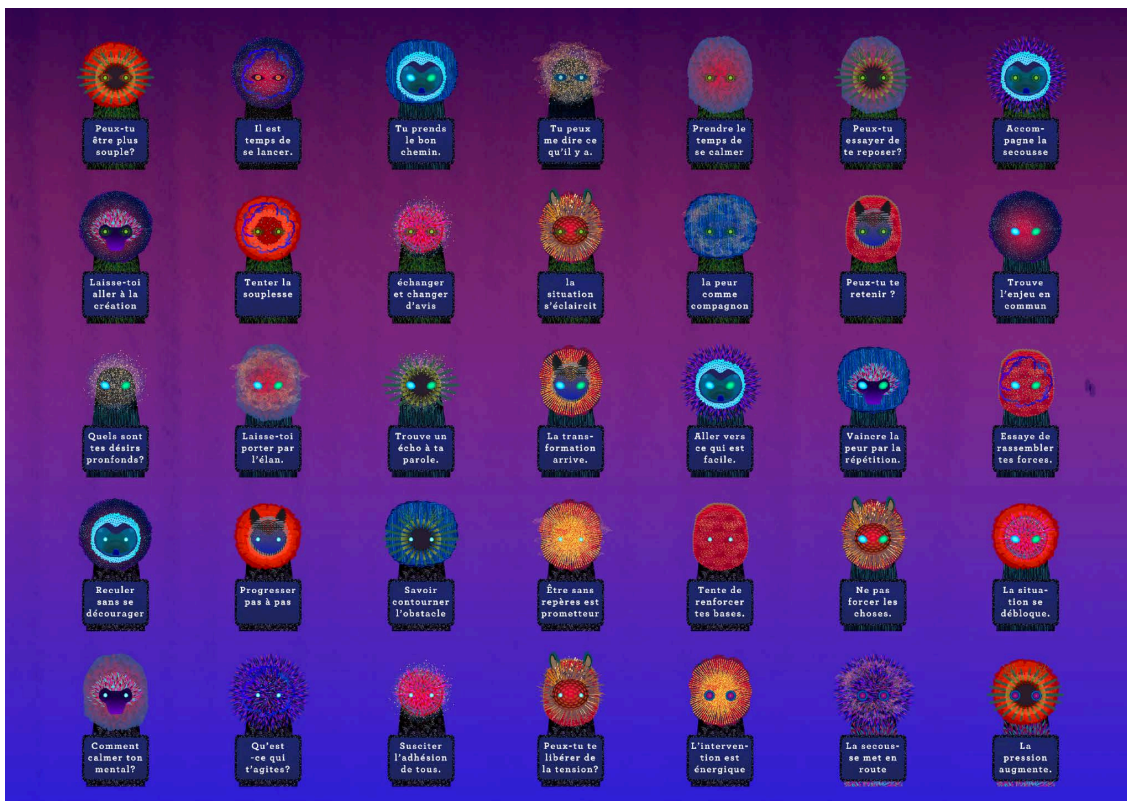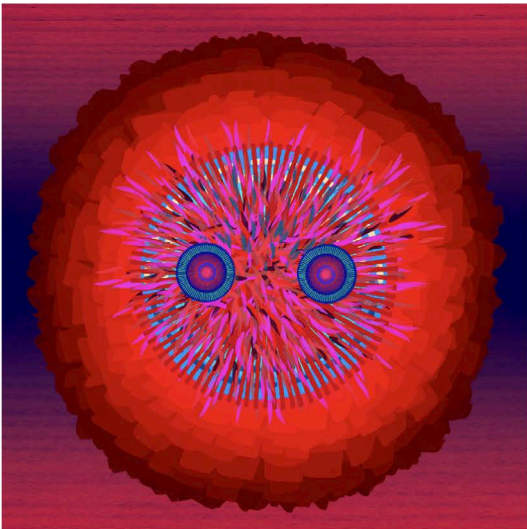
1. PRACTICAL INFORMATION

FEATURES

- Installation for all ages: 2 to 99

- Various workshops to accompany the event

- Duration: continuous flow.

- Gift cards, lenticular panels and an augmented reality experience accompany the installation.

- Please note: the installation is sound-based and can be accompanied by benches or cushions for the public to sit on.

(animated gift cards)

- **TECHNICAL REQUIREMENTS**

- Two possible set-ups:
        1/ A fixed set-up using a video projector (based on a programme to be download)
   2/ An immersive set-up using several video projectors (from Touch designer)

    Set-up time: varies depending on whether the set-up is simple (1 hour and remote) or immersive (3 days face-to-face)

    Dismantling time (2 hours)
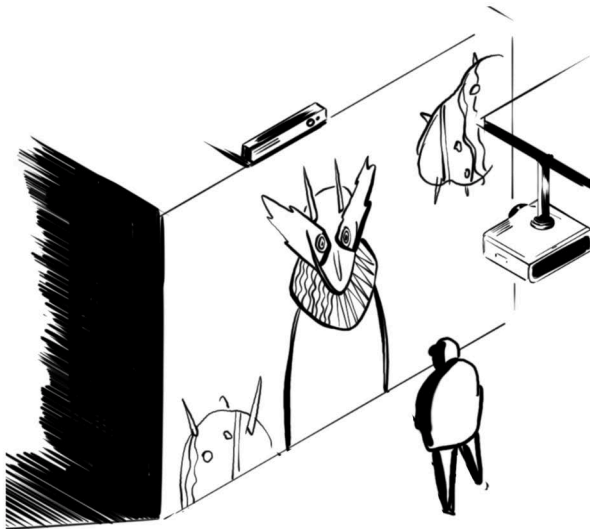

    RESOURCES REQUIRED

- A video/sound technician
- A stepladder and/or scaffolding and/or gondola to install the video projectors if necessary
- One or more video projectors and a projection surface

Letting yourself be creative.
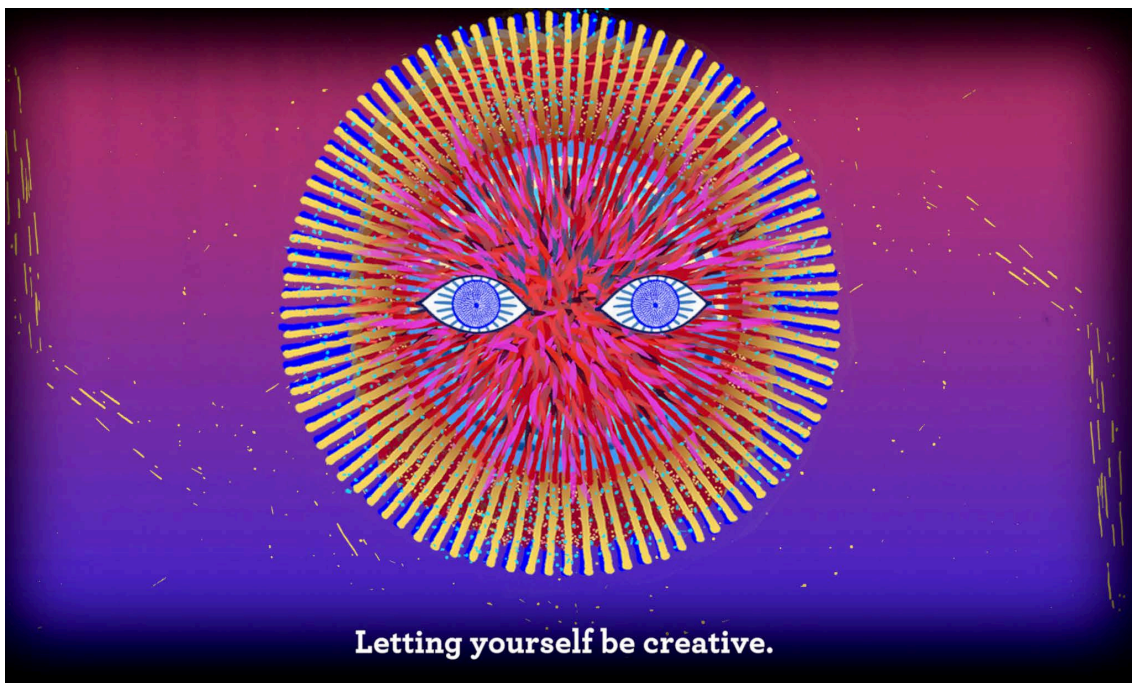
2/ Technical information

INTERACTIVE PROJECTION: TWO EDITING SYSTEMS

1/ the fixed version

An interactive installation can be set up using a video projector.

Technical requirements:

- A computer on site
- A screen or video projector
- Speakers
- A button or distance sensor

Here, the computer opens a programme to launch the interaction. A second projector showing floating scenery in linear video can be added to the experience.

2/ the immersive version

The second version consists of a mapping made up of 2 to 6 video projectors and requires a residency of 2 to 3 days prior to the event in order to prepare the mapping on site.

Technical requirements:

- Video projectors and ceiling and side hangers: (e.g. Sony VPL-FZ 65, 6000 lumens to BENQ MW665, 3200 lumens)
- Speakers and console
- HDMI cables
- Kinect (we can bring our own)

Notes: We will bring our own computer and the Touch Designer project.
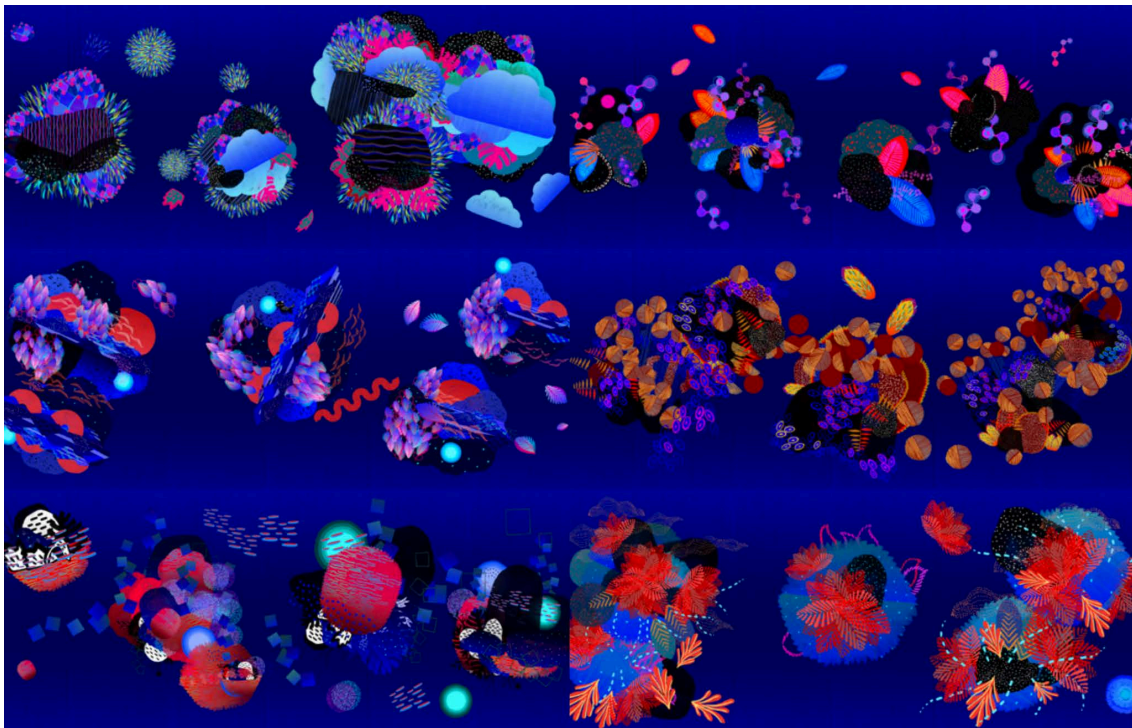
THE AUGMENTED REALITY EXPERIENCE

Eight eyes in three different sizes can be used to **personalize objects, posters, floors and walls in each space**.

These eyes, linked to different personalities and stories, invite the viewer to play a game that, like a book in which you are the hero, gives access to each of the guides.

Some are hidden, others can be seen, and still others want to talk. The audience is invited to discover each spirit, its fears, its desires and its history. Once tamed, they will **guide the audience throughout their lives.**
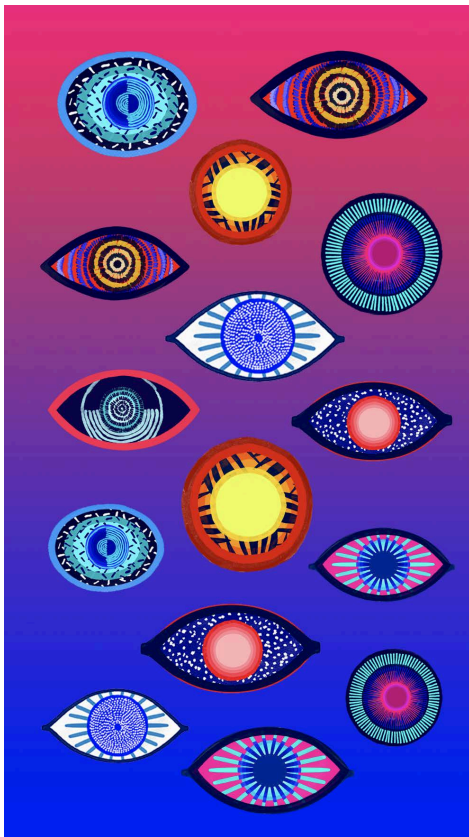
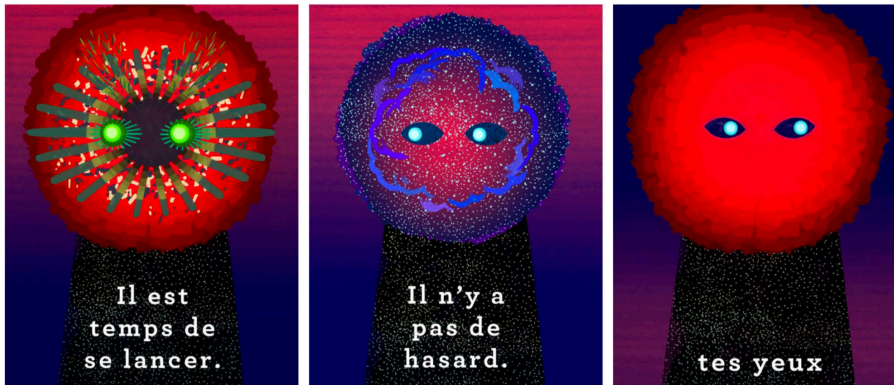*(the idea is to print a multitude of eyes)*

(and stick them on the objects)

A short video of an animated eye:
https://we.tl/t-62mhVNJpWV

OTHER POSSIBILITIES: THE LENTICULAR and AR FILTERS

Panels and other lenticular elements:

Here's the A4 explanation: https://we.tl/t-WDc45Qm0SL

AR filters are in progress:

Cinq filtres AR réalisés sous Sparck vont être mis en place
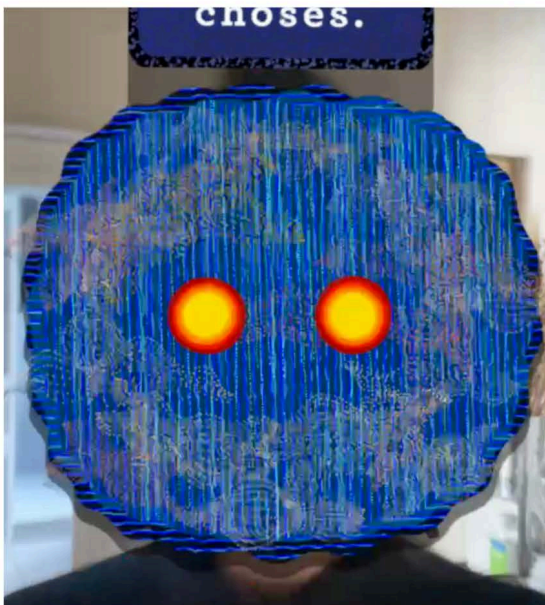
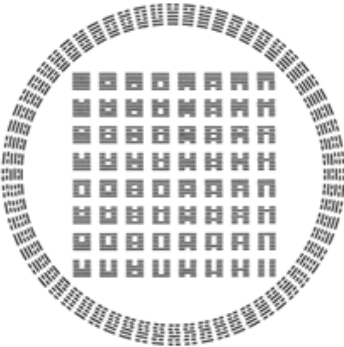**Premier test:** Une série de têtes s'enchaînent et délivrent un message sur le tap.

Second test: Une série de deux possibilités s'enchaînent, interrogeant la personnalité du spectateur.

Here's the A4 explanation: https://we.tl/t-OBfjUI4tmR

THEMES AND OPENINGS

INTERPRETATION GAMES: YICHING AND CARD GAMES

Card games, Yiching, tarot cards and other narrative systems are built around interpretation mechanisms that enable a combinatorial narrative, the possibilities of which are infinite. Whether tarot or Yiching, these systems, which originated in Europe and Asia, were originally designed to teach philosophy in a playful way. By removing the divination overlay that has been added over the ages, it is possible to rediscover many storytelling mechanisms.

L'OULIPO, A POTENTIAL LITERATURE WORKSHOP

l'Oulipo, Ouvroir de littérature potentiel, is a major inspiration for Fortune Teller. Offering a wide range of narrative experiments, the Oulipo uses a constraint to reinvent our relationship with stories and play. The result is a form of controlled

randomness, albeit infinite. As they say: "There is very little chance; all possibilities make sense.

SPIRITS AND MYTHOLOGIES OF THE WORLD

Spirits draw their inspiration from all cultures: from the Yokais in Japan, Animism in Africa, Totem Animals in Latin America and mystical Animals in the Inuit culture, the aim here is to discover a universal bestiary embodying the benevolent and protective Totem.

NATURE AS A CHARACTER

Fortune Teller proposes an embodiment of nature, linking Nature (animals, spirits and natural elements) and Man. Here, the movements specific to the natural world (notions of the seasons, death, regeneration, etc.) echo the spectator's emotions. The idea here is to question our relationship with Nature on the basis of similarities, and thus to soften the opposition between Man and Nature.

CRAFT AND DIGITAL

Fortune Teller is a laboratory of form and narrative. Evolving over the years, it is a series of playful experiments inviting viewers to play with craft and digital techniques, to make with their hands while taking advantage of today's tools.

FORTUNE TELLER WORKSHOPS

1/ A workshop with augmented reality eyes

Create your character using eyes that come to life in augmented reality. This fun workshop combines drawing and animation. It lets you create an avatar by imagining its back story.

2/ A workshop with lenticular eyes

Create your character using lenticular eyes. This fun workshop combines drawing and animation. You can create images using either lenticular print or folded lenticular.
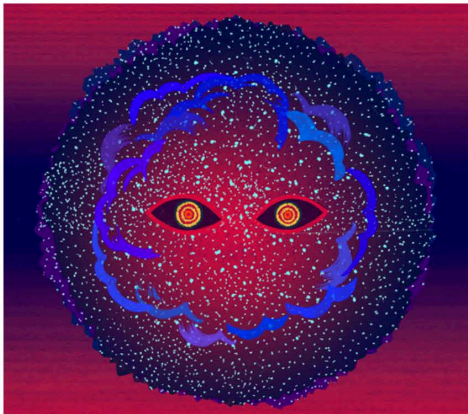
COMMUNICATION

Synopsis

Fortune Teller is **an interactive projection in which the spectator is confronted by nature spirits.** The spirits follow one another in a frenzy until the viewer triggers one of them. This encounter crystallizes a personal message and a dreamlike setting inspired by the movements of Nature.

Fortune Teller is also accompanied by **an augmented reality narrative composed of spirits incarnated in the objects**. Following these encounters, the spectator will find a life companion, like a book in which you are the hero. The adventure is accompanied by fun workshops combining craft and digital practices.
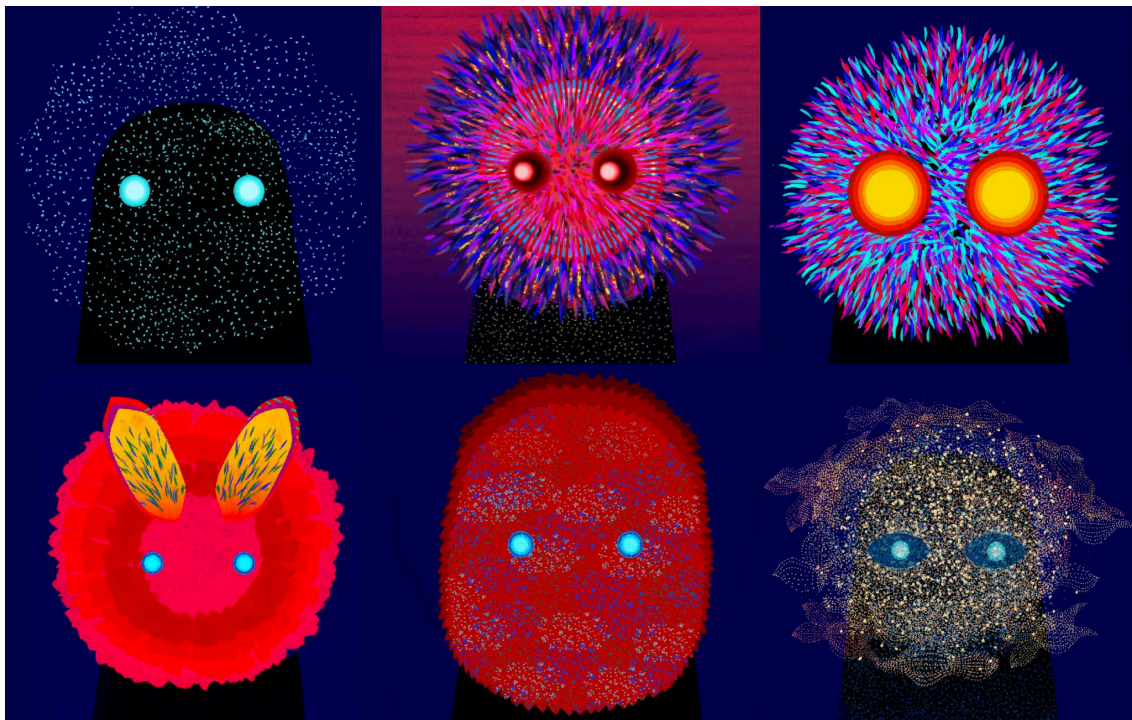
Detailed synopsis

Fortune Teller is **an interactive installation** in which the viewer comes face to face with nature spirits. This encounter gives **rise to messages that can be interpreted**, as well as various dreamlike settings inspired by the movements of nature.

Echoing the games of our childhood, the research of the Oulipo movement and the various interpretations of oracles and interpretation mechanisms, Fortune Teller is inspired by **the Yiching or Book of Metamorphoses, a narrative system of the 8 elements of nature**, including the trigrams that form 64 figures. Faced with the different messages on offer, the viewer will act as a bridge of interpretation between his or her own story and the message conveyed, forming **the true narrative of Fortune Teller**.

Various interactive formats (augmented reality, lenticular and AR filters) are available to accompany the interactive installation, depending on the venue.

An augmented reality experience made up of 8 eye designs to be placed in different formats, in pairs or on their own, inviting people to personify the objects, walls, floors, furniture and ceilings of the spaces. The result is a spatial narrative that intimately blends the space and the story of Fortune Teller. Viewers are then invited to download a free application called Fortune Teller. They will be able to animate each eye and discover a tree-like narrative, allowing them to discover the story of the spirits hidden within the objects.

Lenticular panels of nature spirits can be placed along the path or scattered around a space to make initial contact. Composed of two or three images, depending on where the viewer is positioned, messages in the form of palindromes are revealed.

Once the experience is over, the spectator can let themselves go and contemplate the scenery and the other participants, and/or leave with his or her card, like an amulet that comes to life in augmented reality and accompanies the spectator on a daily basis.

CREDITS

Writer and director: **Julie Stephen Chheng**
Animation director: **Thomas Pons**
Developer: **Julien Hognon (Volumique) / Pauline Millet**
Music: **Apollo Noir**

With the support of l'Arche, AADN Lyon and the CNC Immersive creation

The Author

Having graduated from **Arts Décoratifs de Paris**, she works in the fields of books, design and scenography both **on paper** and **digitally**. From the studio Volumique, she wrote **many books and apps** : Poèmes en Pièces, les Aventures d'un Village, Labyrinthe, Moving Cards, le Petit Train Postal, la Pluie à Midi.

In 2014, she was the artist in residency at the **Hong Kong Arts Center** and in 2016, she became the **laureate for digital arts at the Villa Kujoyama** in Kyoto. In 2017, she presented *Uramado* at the Museum of Hunting and Nature and *Pliés Coupés Décalés*, a moving exhibition organised by the children book fair in Montreuil. Since 2018, she realises windows for

Hermès in Tokyo and the Maison Hermès in Shanghai and exhibits Uramado AR, an experience in enhanced reality across the world.

She currently works on Fortune Teller and Lanscapes in Construction, two exhibition projects mixing traditional and digital practices.

Through her research, Julie Stephen Chheng **questions our relationship to nature and spirituality** by confronting the mecanisms of interpretation, built on words and images.

Her work revolves around playful and combinatorial narration inviting the spectator to place themselves amongst tangible and virtual universes.