



Light fountain

Site specific installation

Concept design: Joan Giner
Sound: Christophe Rault

LIGHT FOUNTAIN

Joan Giner & Christophe Rault

Light Fountain is a site specific installation, a sculpture augmented with light and sound, set on a water surface. As in a digital « Zen garden » where time seems to be dilated, this installation invites us to take a break and relax. In our present time where everything keeps accelerating, this fountain of light softly unfolds in a deep and slow breath. Water as a vector of peacefulness and relaxation, but also fun, fear, creativity or conflict, water as our primary resource, structurally essential to us.

Through an apparently simple and basic mechanism, **Light Fountain** proposes a subtle dialogue between volumes, lights and sounds, constantly modifying our perception of the sculpture and its surroundings, taking us into a world where shadows play with lights. Such language tends to transform movements linked with water (drops and cascades) into lights and sounds. Thus, we can form pictures in a narrative sequence, based on our sense of observation and our expectations. Through such interaction between lights and sounds, the visitor will be able to get his own free interpretation of the installation presented to him.

Video link: [instagram](#)



Festival Pléiades 2019 - Saint-Etienne, France.

LIGHT FOUNTAIN

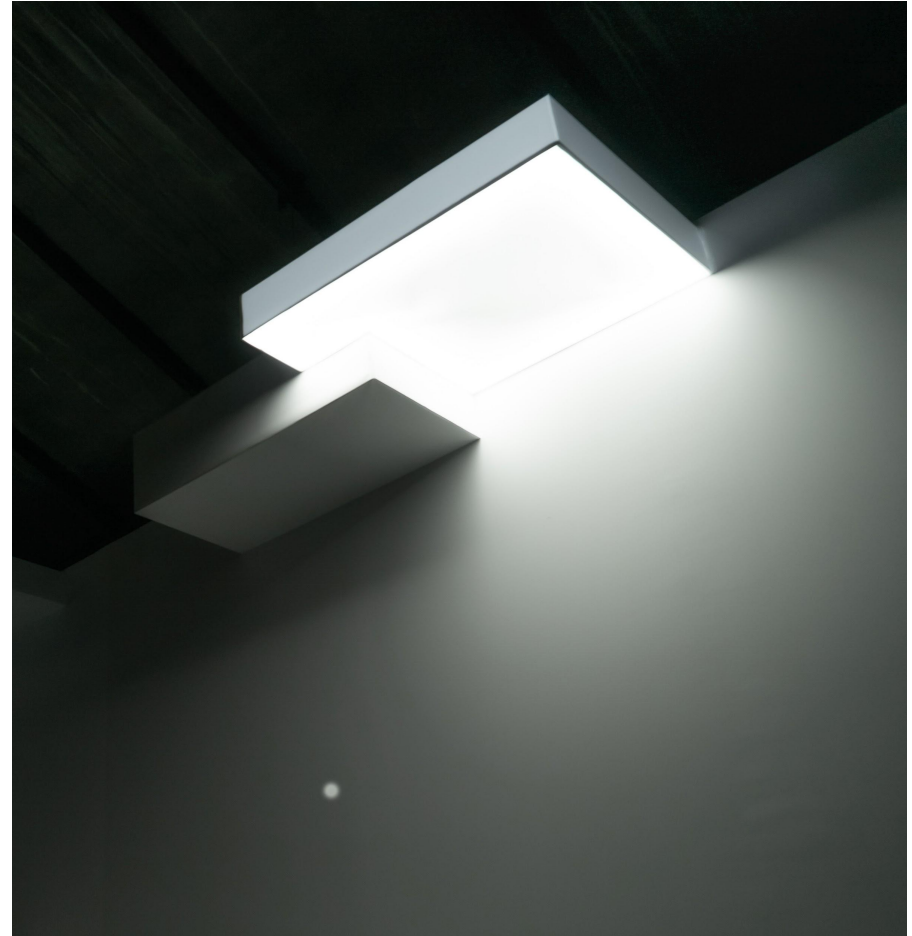
The sculpture

Light Fountain is made of high modules called «**clouds**» and low modules called «**landscape**». The design of the landscape can vary, evocating more of a cityscape or a naturescape, and can be adapted to different themes, locations and environments.

It is a light and sound sculpture. Speakers and light are hidden inside the sculpture. Therefore, sound events are emitted precisely where visual animations appear, augmenting the spatial feeling and inviting the audience to move along the sculpture.

Light Fountain is made for indoor purposes but can eventually be adapted into an outdoor version, the sculpture itself is waterproof, Electronic devices are IP67.

A water pool is at the bottom of the sculpture, for water always tend to reach the lowest point. It also creates depth, reflecting volumes with different angles and multiplying points of views.



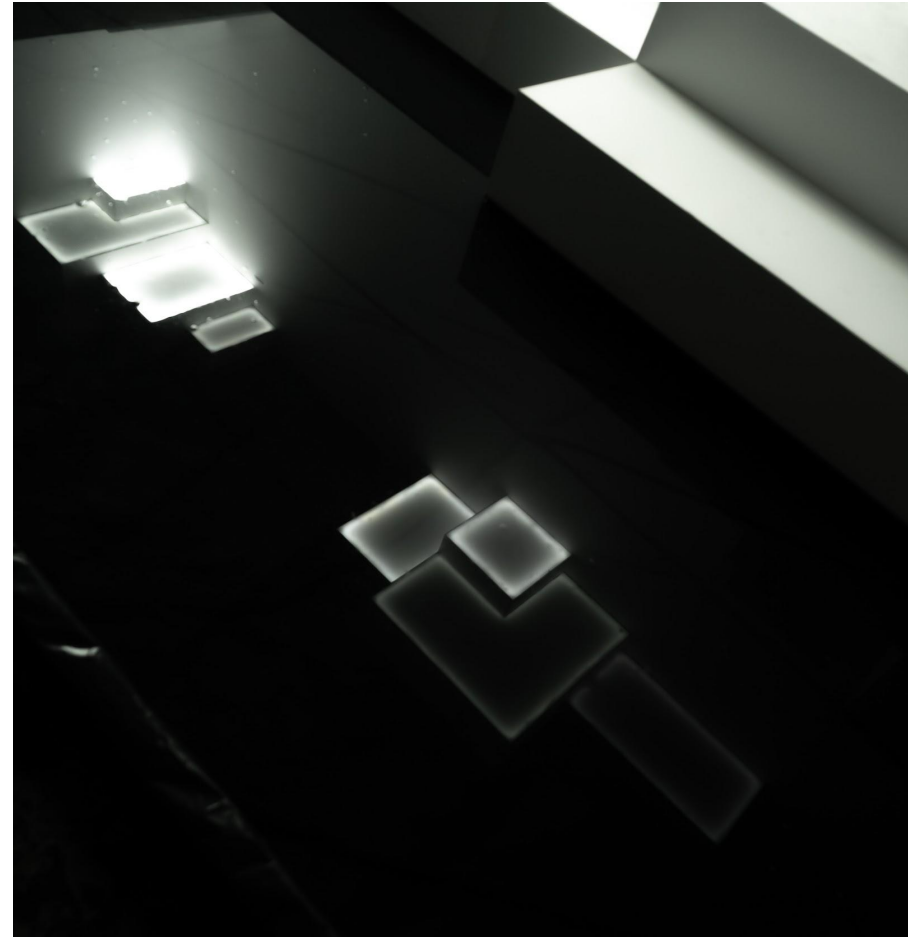
LIGHT FOUNTAIN

Graphic design

The graphic animation of **Light Fountain** is minimalistic and refined. It allows the viewers to appropriate the installation and to project their own interpretations.

Video projection is used as a source of lighting to animate the surface of the sculpture. No color is used, the motion graphic is made of simple geometric shapes, dots, rectangles, lines.

The mechanic is pretty simple, **cloud** lights on slowly, a water drop falls along the wall until it hits the surface of the **landscape**. According to the number of water drops hitting the surface simultaneously, the motion graphic changes. However, the motion principle always remains descendant, like the physical phenomenon it reproduces.



LIGHT FOUNTAIN

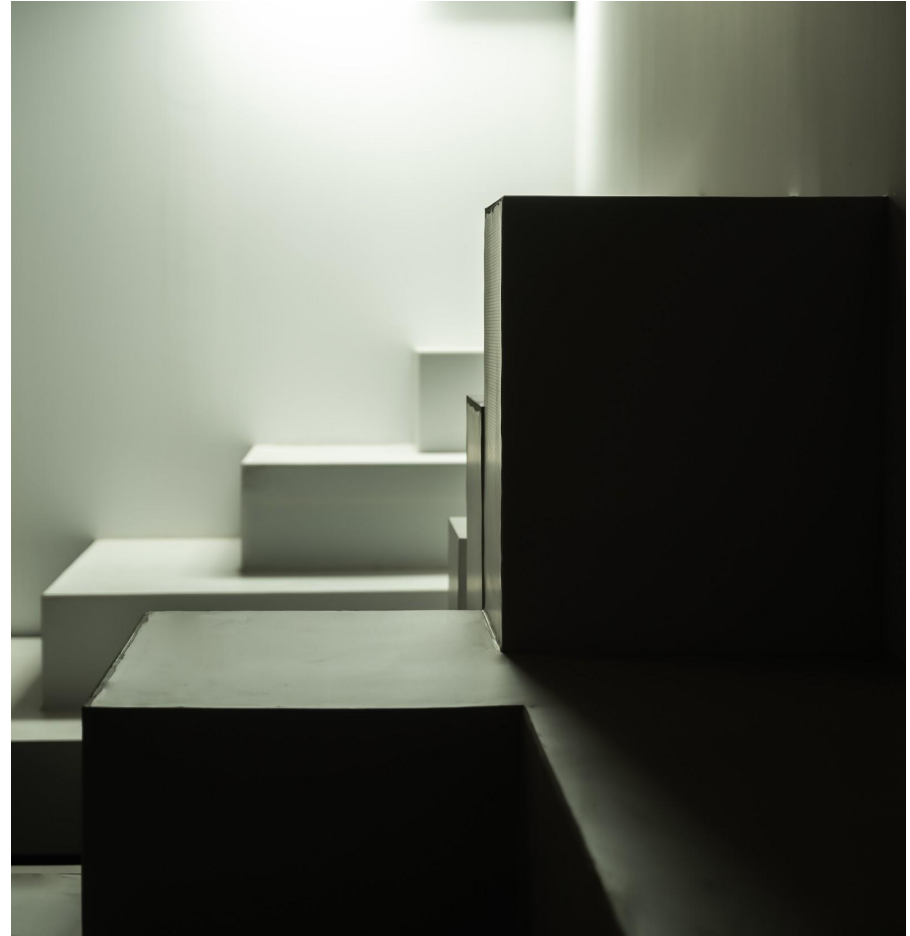
Sound design

The work is based on **wait** and **suspense**: Where will the next event happen and what will be its note?

Not really realistic, nor completely abstract, the timbre oscillates between a water drop sound and a xylophone blade. Each event triggers a different note. The overall events create a kind of arpeggio, distilled with silences and resonances.

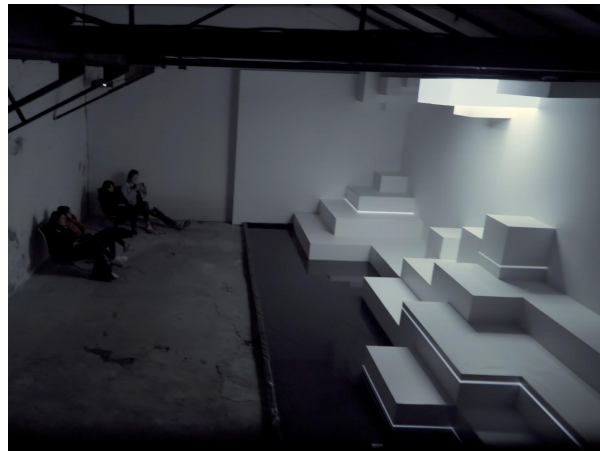
A sound mass appears, like a wave, leaving room for silence when its gone, until the next one. The global feeling is soft and melodious, sustained by a distant rumble coming from behind the walls.

Sixteen speakers are hidden inside the sculpture. Each and every sound is perfectly spatialized to visual events. This spatialization invites the audience to move along the installation, guided by the sound drops.



LIGHT FOUNTAIN

PHOTO GALERIE Festival Pléiades 2019 - Saint-Etienne, France.



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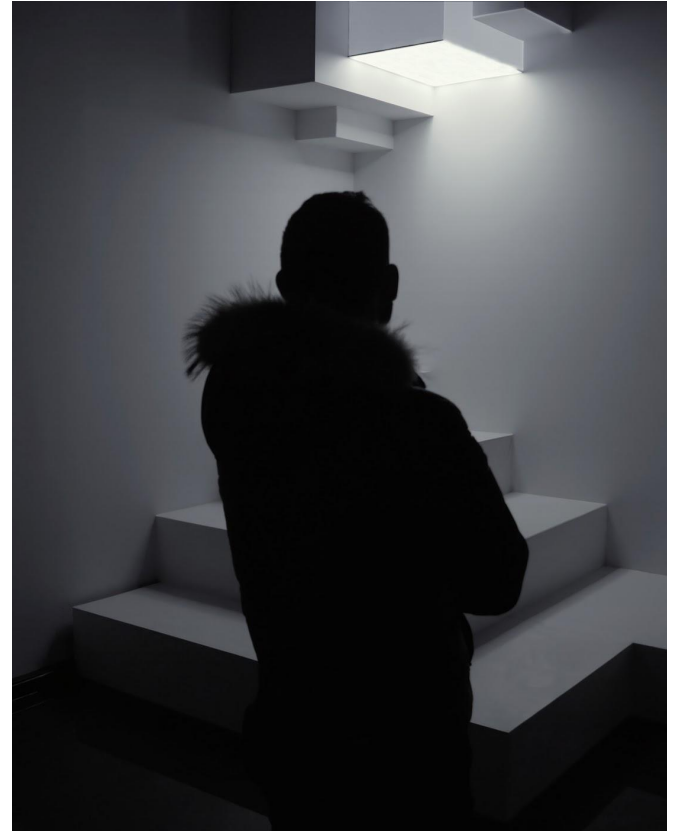
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Festival Pléiades 2019 - Saint-Etienne, France.

Joan GINER

Introducing

French visual artist living in Paris, Joan creates digital installations mixing sculpture, video projection and sound, playing around with the notions of volumes, time and space.

His work is based on narrative aesthetics and digital interpretations of reality, using technology and virtual tools to explore new ways of storytelling such as non-linear narratives and immersive experiences. Joan Sculpts light on the surfaces of volumes, mixing traditional and digital techniques, trying to open the dialogue between disciplines.

In permanent search of new ways of storytelling, he creates multi-reading immersive installations focused on imagination and poetry, where time slow down. These installations develop digital languages based on volume, light and sound interaction. The basis of its semantic is minimalistic and easy to embrace, whereas the technology behind it is rather complex.

Involved in the french digital art scene since 2004, he is co-founder of «Vision'R» VJ Festival, a french alternative festival focused on live video performances and digital installations.

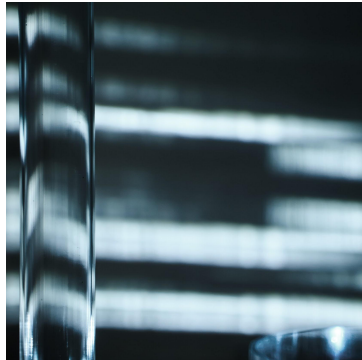
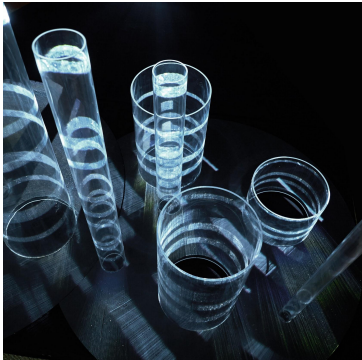
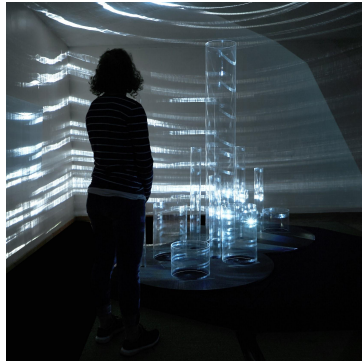
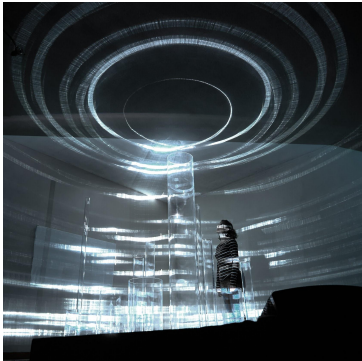
[Website](#)



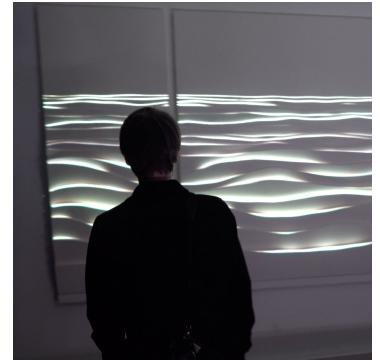
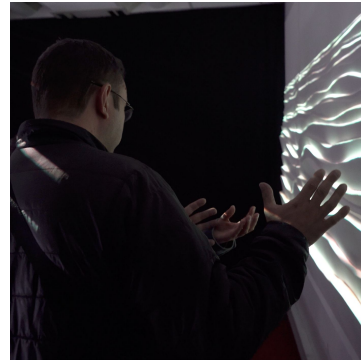
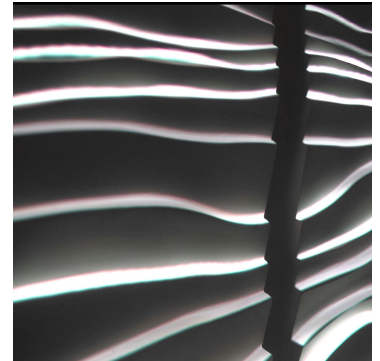
JOAN GINER

Other works

Caustic Ballet
Festival D[N]A 2019



Kinetic waves
Nuit blanche - Paris 2018



Crossed Lab Production bureau

France

Hybrid and cross-disciplinary by nature, the projects we support evolve at the intersection of art, technology and science.

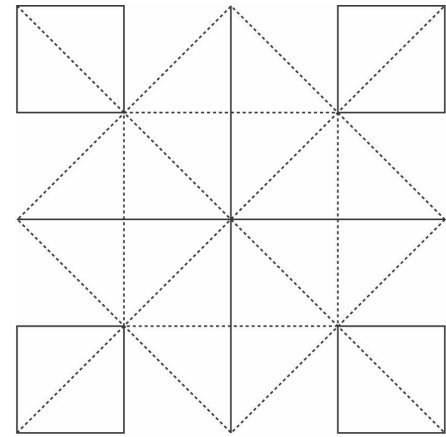
Crossed Lab supports artists in their digital creative practices between contemporary music, visual art, kinetic art, and plastic art.

Beyond genre, it is the pertinence of the use of technology that is important to us.

Crossed Lab supports the idea of an “age of maturity” of digital contemporary arts. Beyond groupshows and curatorial themes, strong assets for art discovery and having some distance with our current technologies, the last 20 years witnessed the rise of digital artists that refined their art up to a demanding corpus of artwork. We believe solo shows could immerse audience into their singular worlds. By confirming these “signatures” throughout experiential environments, we hope to contribute to push our talents from emerging to confirmed.

<https://vimeo.com/crossedlab>

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crossedlab
ARTS & CULTURES HYBRIDES