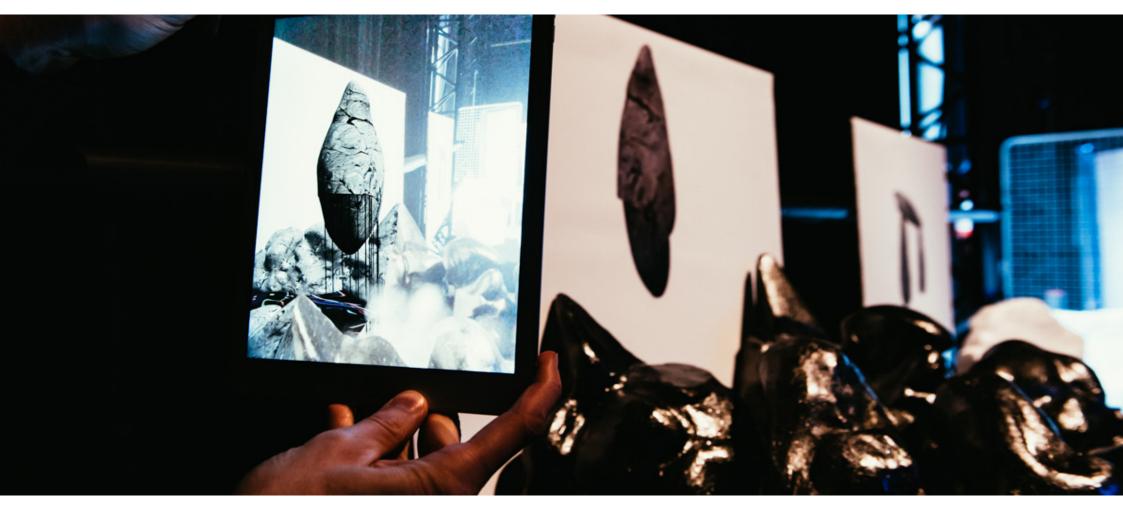
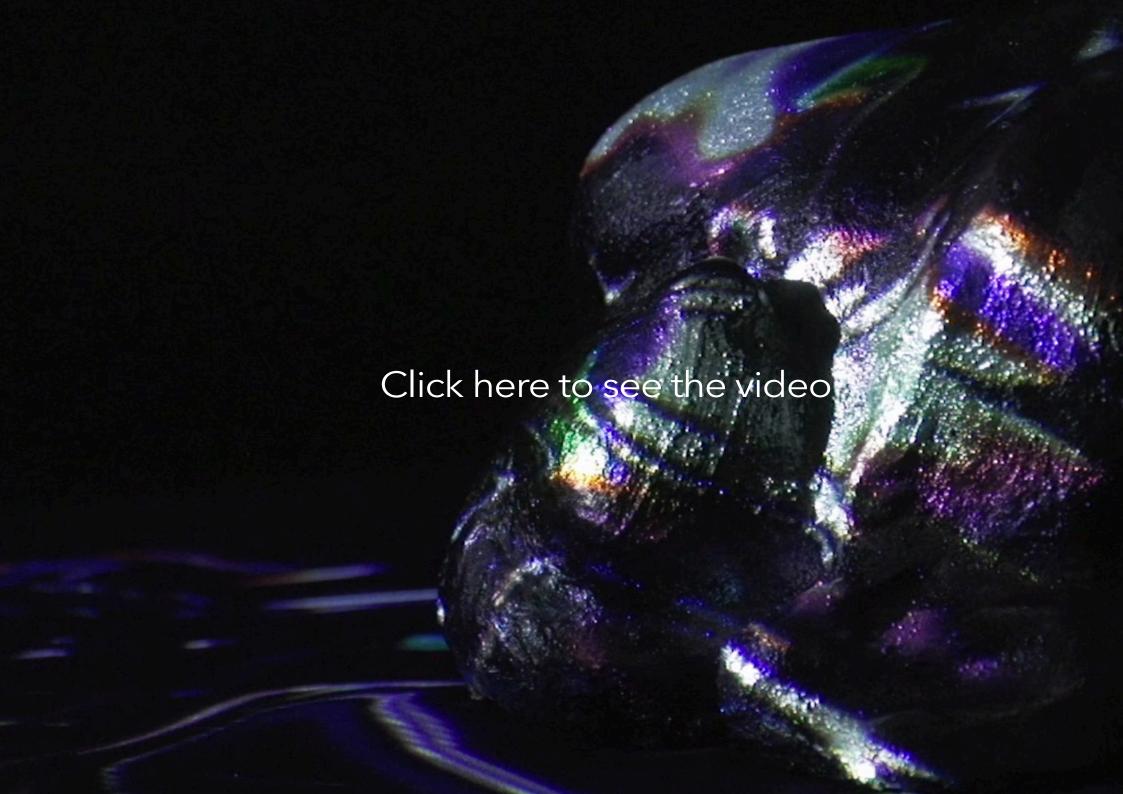
## MINERAE



Author: Arnaud Laffond

Technical development : Hemisphère / brûle

Production : Mirage Festival Sculptures : Sabine Leclerq Sound : Jean-Emmanuel Rosnet







# DESCRIPTION

The aim of Minerae is to erase, to the greatest extent possible, the boundary between the physical form and the digital, the tangible and the invisible, which follows researchs into digital materials by Arnaud Laffond. Inspired by the first human beings who placed stones vertically to give them a mystic dimension, Minerae is an initiation journey to explore the notion of animism and the idea that all which is natural possesses a soul.

This material is characterized by its luminosity, its sensibility or still its unpredictability.



The exhibit is composed with 3 modules:
A triptych presenting raw extracts of the material phase of observation

The introduction to Minerae begins with contemplation of stones. This first encounter with these sculptures will question the spectator on their origins, their contents, their functions. The spectator can find familiar forms there. It is via this triptych that the material is shown under its most raw shape and that it reveals us its mystic dimension.



# Printings and augmented objects phase of experimentation

The second stage consists of two augmented reality experiences. Each of these experiences is built on a illustration with a physical scene comprising mineral-type sculptures. The shape and material of the sculptures is designed to show the detailed form of stones.

The augmented reality is revealed to the spectator using tablet computers, showing the hidden power in the stones, how they communicate between each other, and what can be revealed in our imagination. Technology increasingly erases the line between the tangible and the invisible.



# An interactive video projection phase of appropriation

The devicegives the possibility to the spectator to manipulate the material, to analyze it in detail.

A dive in the inmost depths of the material is made possible thanks to an interactive device and to the technology of the leap motion (interactive projection in large format). The user will have the impression of having touched, physically, digital material, the boundary between these entities has totally disappeared.

### ARNAUD LAFFOND

Arnaud Laffond is a video artist, plastic digitalis workbench based in Lyon. His work is characterized by the creation of virtual environments and materials generated by computer.

The color, as the material brute, is numerically sculptured, treated and altered to be reborn in vibrating and bright architecture. His works are situated on the verge of science fiction, halfway between abstraction and the representationalism, utopia and dystopia, architecture and landscape. He works with diverse aspects of video, such as installation, animated gif and impression.

### JEAN-EMMANUEL ROSNET

Art director of the Mirage Festival, Jean-Emmanuel Rosnet is also a composer of electronic musics. He has already worked on several projects of digital installations involving videos and sound design. Influenced by the modern music "ambient", he creates intriguing sound landscapes and kinematics.

### MIRAGE FESTIVAL

Mirage Festival has been investigating the links between art, innovation and technologies over the past six years in Lyon (France). The event brings together a host of artists and creative minds who actively contribute to the reinvention of artistic practices and their methods of representation using technology. The festival's main goal is to create a platform / hub to foster and support the promotion of digital arts and all sorts of creation inspired by technologies and new media.

In addition to becoming one of the must-see event in digital arts in France, Mirage Festival has also start to produce artworks, installations, exhibitions for businesses, communities, events and other institutions.

### FICHE TECHNIQUE

Minerae is an installation declined in modules, their number and their format of exhibition can be adjusted according to needs and to place of exhibition.

#### Module 1: phase of observation

3 totems 20x20x120cm - 3 scupltures

#### Module 2 : phase of interaction

4 low tables 45x45x50 cm - iPad (2 min) - 2 sculptures - 2 illustrations 45x45cm

#### Module 3: phase of appropriation

1 totem 40x40x130cm - 1 screen or 1 video projector - 2 speakers - 1 music player quartz

#### Electrical need (power strip)

Room sinks - with possibility of directional lighting

#### Equipment provided by the festival

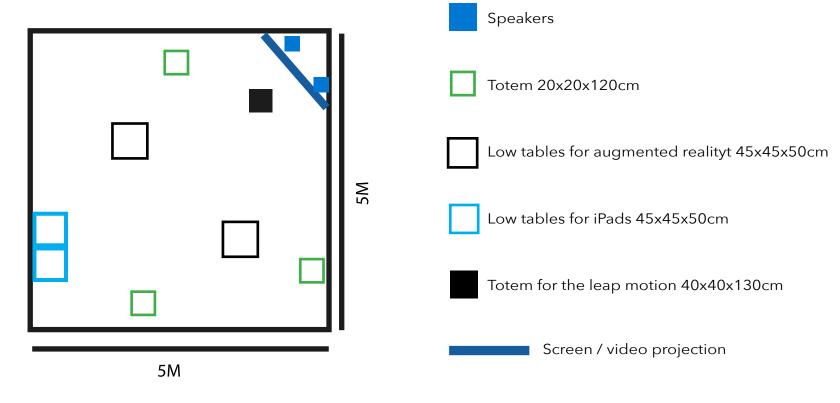
2 speakers - 1 music player - 4 low tables 45x45x50cm - screen or video projector with HDMI output - iPads (Number to be defined according to the attendance - plan iPads in use / in load) - : 3 totems 20x20x120cm

#### Equipment provided by Arnaud Laffond

Leap motion technology - 5 sculptures - 2 illustrations 45x45 cm - quartz - 1 totem 40x40x130cm (approximatly 20kg)

## PLAN D'IMPLANTATION

### **VIEW FROM THE TOP**



## INFORMATION

#### Set up / dismantling time

1 day

with one technician on site during the set up and the exploitation with one mediator during the exploitation

## CONTACTS

Author: Arnaud Laffond

Technical development : Hemisphère / brûle

Sculptures : Sabine Leclerq

Sound: Jean-Emmanuel Rosnet

Pictures credits: Kevin Buy

With the support of the region Auvergne-Rhône-Alpes within the frameworks of the call of proposals SCAN



Mirage Festival production lea@miragefestival.com + 33 6 78 64 60 71

www.miragefestival.com