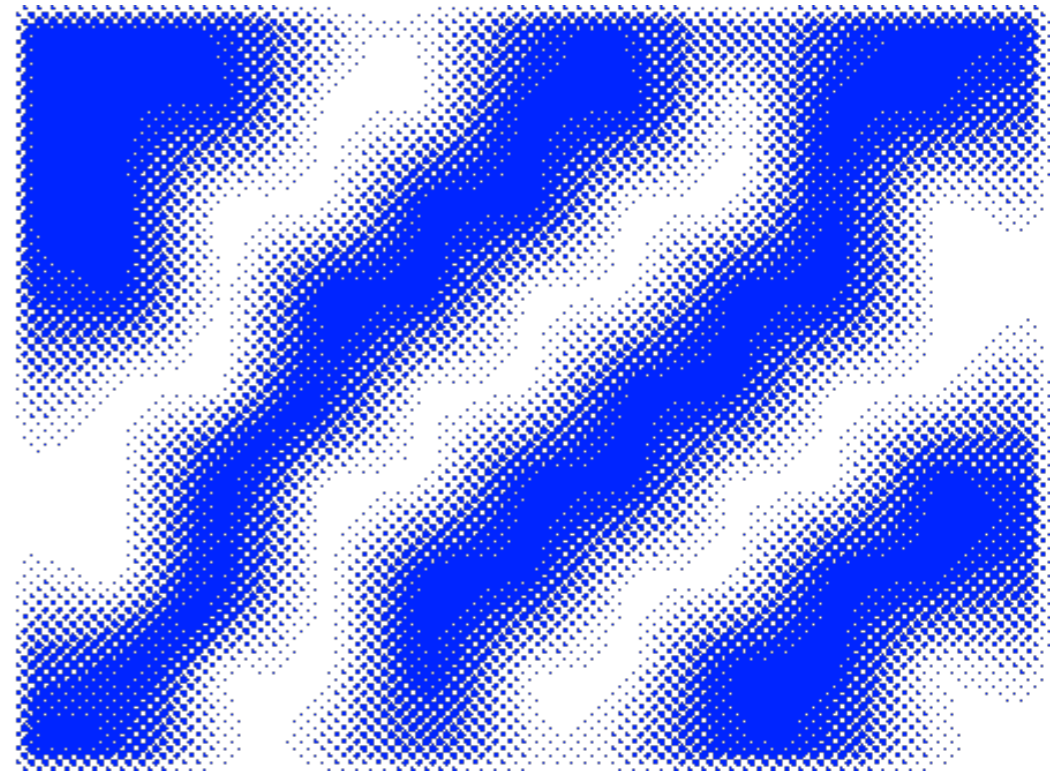
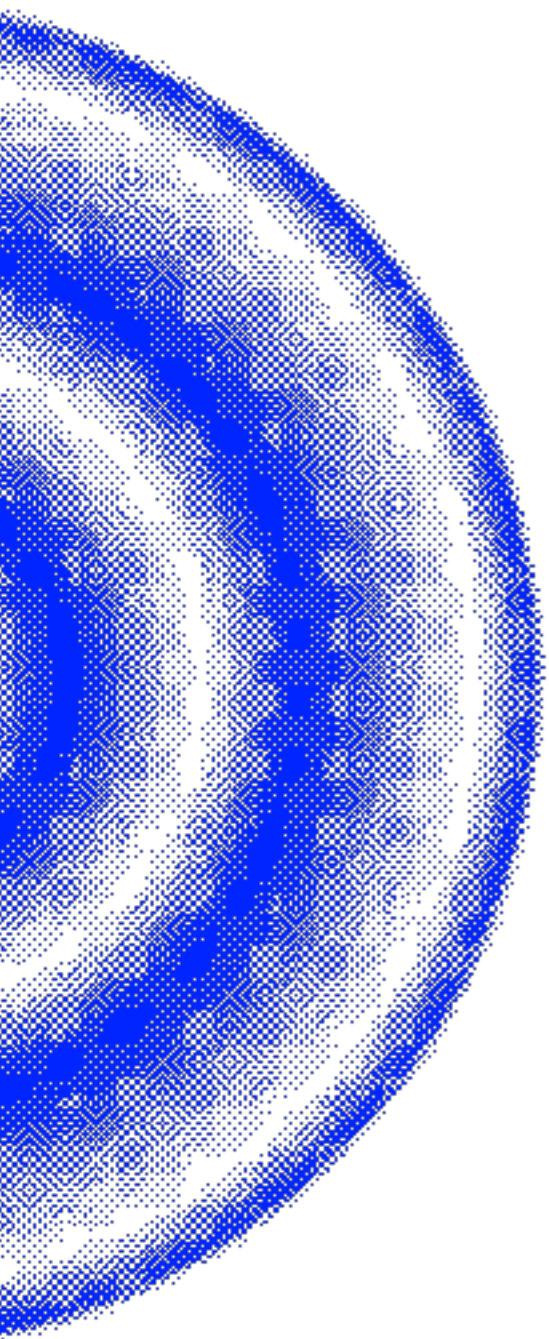


ENTER



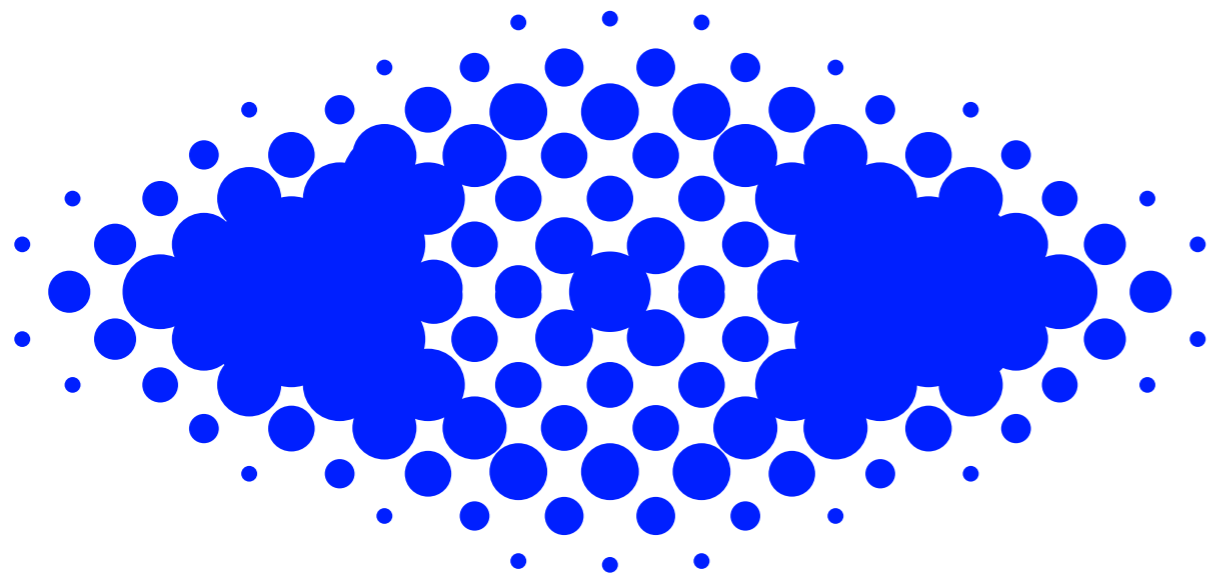
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Founded in 2019, ENTER.black is an artistic collective dedicated to developing immersive experiences.

At the crossroads of scenography, performance and installations, ENTER.black establishes the exploration of new disciplinary and connected territories.

In July 2021, the studio begins an incubation program with the CENTQUATRE-PARIS. A hybrid project merging entertainment and culture.

An ecosystem of interactive modules who come alive in artistic and cultural events.

Between innovative storytelling and new technologies, ENTER connects creative talents and environments for the deployment of multi-sensorial installations.

A global concept constantly evolving to fit our will to adapt every existing installations and create new ones. de nouvelles.

Creating a dialogue between disciplines. Crafting experiences. Awaking an universe of perceptions. Taking a glimpse at a sensory world. Transform an event into an experience.

PROJECTING FEELINGS

FAN-  
NY



Creative Direction & Production

Technical Management



TI-  
TIEN

MATH-  
ILDE



Video Editor & Producer

Music & Partnerships



HAR-  
RY

MAR-  
YAM



Developpement manager

Graphics & Motion Design



PAPU



France 3



Le Bonbon



Le Quotidien de l'Art

Start-ups et musées, l'âge de la maturité ? /

**Enter : ces installations audiovisuelles immersives arrivent bientôt dans vos événements**  
 Clotilde - 23/05/2019

**Le phénomène *Enter* arrive. Cette agence artistique et culturelle, en pleine adéquation avec l'arrivée du digital sur la scène électronique, va proposer des installations inédites et immersives dans vos événements. Entre projections, mapping et interactions sonores, le voyage sensoriel est garanti.**

Dure Vie

Le collectif *Enter* proposera plusieurs modules interactifs, de l'éclairage du Jardin 21, à la *Mairie de Pantin*, grâce à des installations géométriques de LEDs, en passant par des activités à la *Rotonde Stalingrad* (notamment le "*métamorpheur*", un photomaton avec filtre, le "*tam-tam hero*", un jeu de rythme à échelle humaine, et le "*selfinity*", une mini *infinity-room*) jusqu'à l'illumination de la *façade d'un squat artistique* du 9e arrondissement "à l'aide de *sérigraphie, mapping et rétro-projection*".

Kombini Art

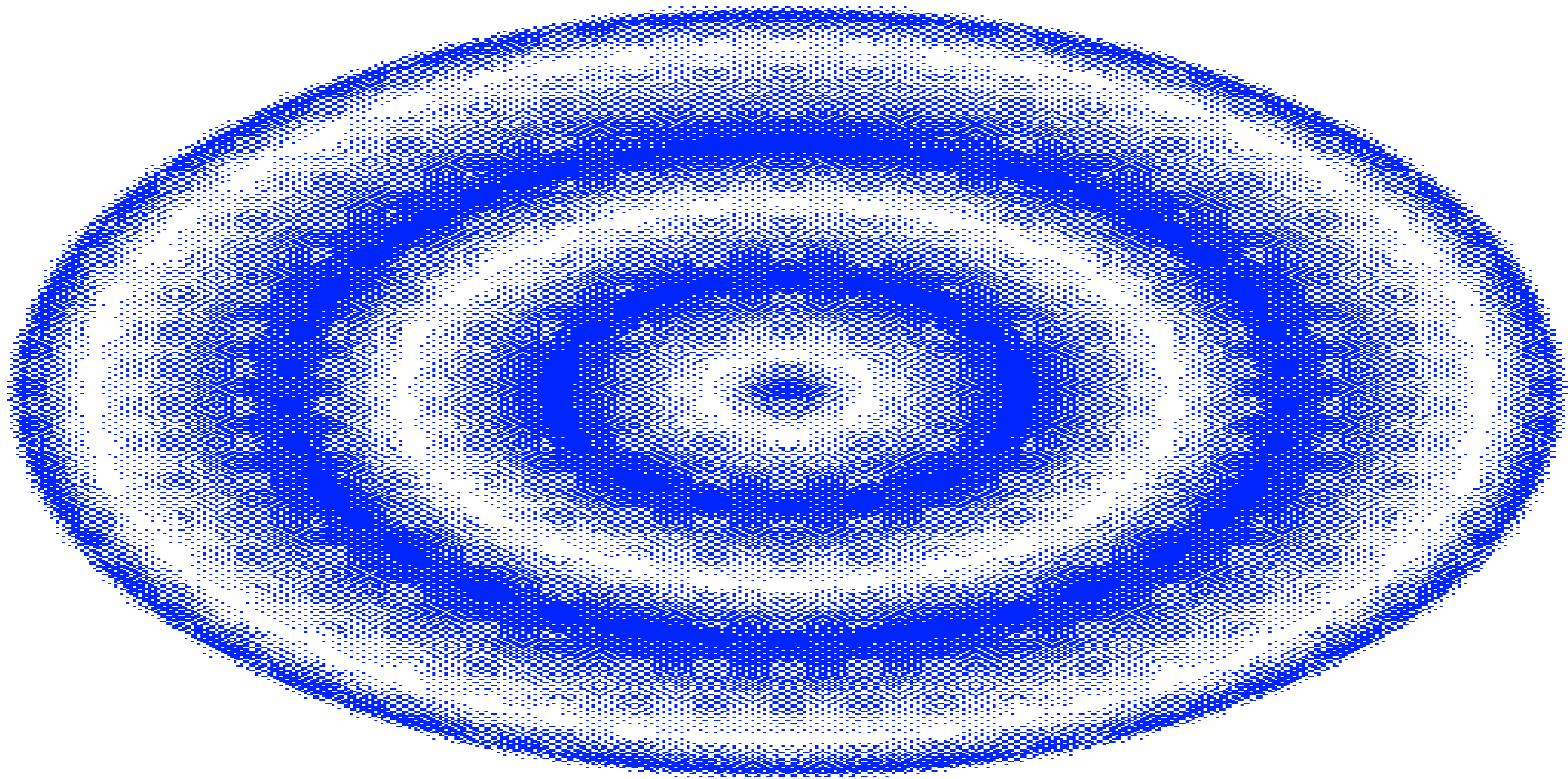
La **Nuit des Musées** revient le **samedi 3 juillet 2021** et pour l'occasion, de nombreux musées restent ouverts pour une nocturne gratuite ! Après de longues années de travaux, le **Palais Galliera** a rouvert ses portes et est prêt à accueillir un événement spécial pour cette 17e édition de la Nuit des Musées.

De 18 heures à minuit, découvrez en live sur **Instagram** ce musée de la mode, méconnaissable grâce à l'installation spéciale créée par le collectif **ENTER**. Ce duo spécialisé dans les arts visuels et numériques a reçu carte blanche pour redécorer le palais.

Pendant cette soirée spéciale, découvrez un musée à l'architecture rénovée, dont les plus beaux recoins sont mis en lumière et accompagnés d'une composition sonore unique. Cette **installation son et lumière** moderne contraste avec cet écrin du XIXe siècle.

Cette installation éphémère est diffusée exclusivement sur les réseaux sociaux du Palais Galliera, le 3 juillet à l'occasion de la **Nuit des Musées 2021**.

SortirAParis



## IMMERSIVE SCENOGRAPHY

The dictionary defines “immersive” as “the action of immersing something completely in a liquid” or “to live in a foreign country”. The immersive installation must therefore be lived. In order to achieve this, it regularly uses virtual or augmented reality.

**We create multidisciplinary artistic installations in order to transform places in a multisensory way.**

## VJING

VJing is a broad term that refers to real-time visual performance. The characteristics of VJing are the creation or manipulation of the image in real time via technological mediation and towards an audience, in synchronization with the music.

**We project video material in real time in order to enhance audible experiences.**

## INTERACTIVE MODULE PRODUCTION

Interactive design is the creative activity dedicated to the design of digital products and services. Its approach is to define and perfect how people, products and services interact.

**We create human-machine interfaces to invite interaction and engage multiple audiences.**

## EXPERIENCE DESIGN & PRODUCTION

Experience design is the practice of designing services, products, journeys customers, processes, and more generally environments, emphasizing on the excellence of the user experience.

**We design tailor-made devices to allow a brand to offer a unique and identifiable experience.**

**MÉTAMORPHEUR**

Le Métamorpheur is a personalized photocal that uses micro-mapping and an intuitive interface. A disruptive booth that projects evocative patterns on the faces of its guests, making them a part of the art piece.

Alone or with others, spectators can select their favorite projections and collect their portraits through a web-app or instant printing.



**MÉTAMORPHEUR V2**



Development of an application that allows the Metamorphin's filters to be applied in augmented reality. Like Instagram filters, the video projections will adapt to the users' faces.

This new technology could be used for other purposes than the Metamorphheur, such as the projection of filters on faces for photocalls or interactive exhibitions with mapping.





**Clients**

**Sony (Arista)**

For the album release of the artist Béné, the Selfinity was transformed into a listening booth.

**Google (Uzik)**

Creation of the LED ME IN module with the colors of the Google logo for the ChromeBook introductory party.

**VVV, Atelier Eveil Ludique, 8IGB community clothing**

Creation of an infinite laser corridor and video capture for their digital fashion show denouncing the failings of the textile industry.

**Rochas (Magique - Interparfum)**

Creation of an audiovisual installation at the Grand Hotel of Calla Rossa for the reveal of the new campaign of the perfume brand.

TAILORED



10th anniversary of the Gaité Lyrique, This Is Not A Fu%ing Museum! April 2022

France XR showcase en Belgique, October 2022

Foire Foraine d'Art Contemporain, CentQuatre Paris, September - January 2023

Taiwan creative content fest (TCCF), TAICCA November 2022

EXHIBITIONS



**Worskhops**

« Capitaine Futur » video-mapping VJing, Gaité Lyrique January - July 2022

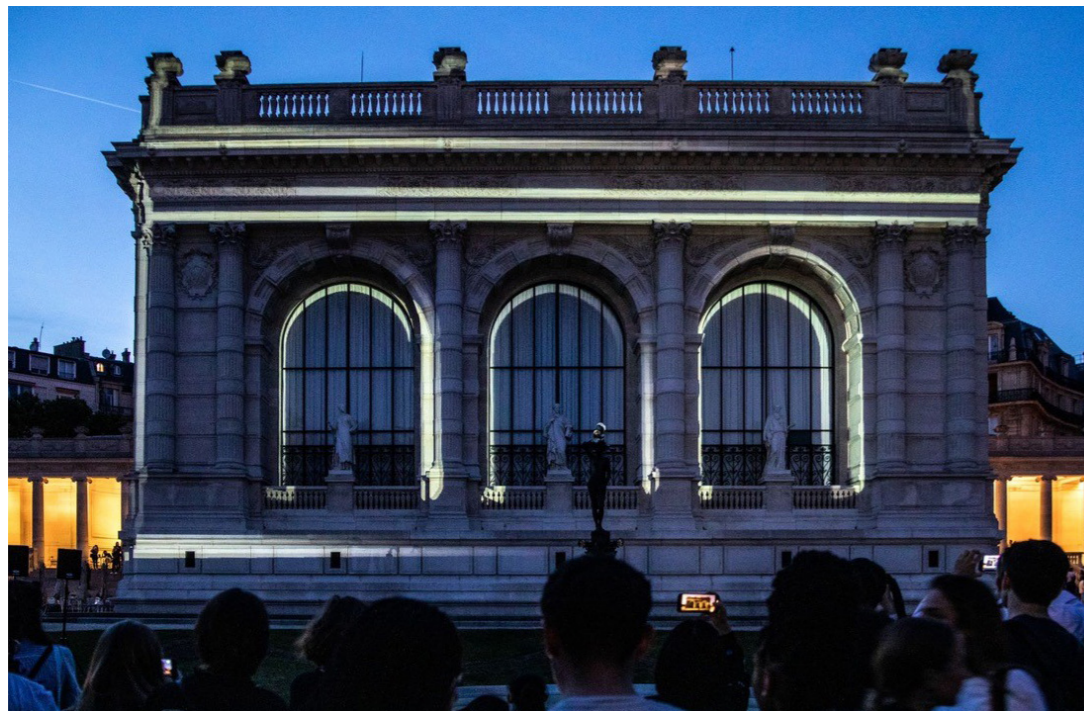
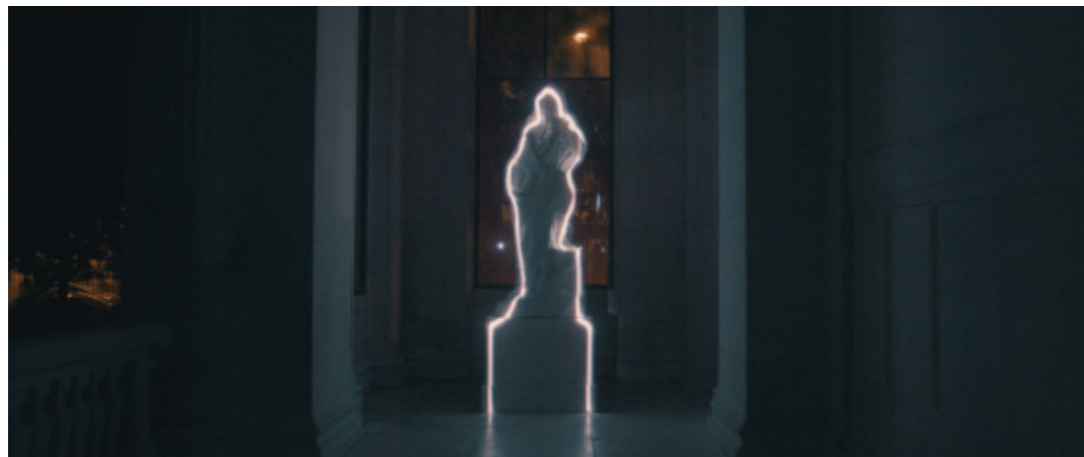
« VidéoCité », video-mapping on a scale model, Fabrique des Arts et du Numérique à Rosny-Sous-Bois October 2022 - May 2023

MEDIATION

## EUROPEAN NIGHT OF MUSEUMS 2021-2023

Creation and production of the installation «Mise en Lumières» Act II at the Palais Galliera, Fashion Museum of the City of Paris, with laser projections and mapping, performed live for the European Night of Museums 2022. **1800 visitors.** We are currently developing Act III scheduled for 2023.

«Mise en Lumières» Act I was unveiled in the form of a video, broadcasted for the European Night of the Museums 2021. It was inviting the viewer to discover the architecture of the building through the path of a white line accompanied by spatialized sound.



## BABEL LIVE A/V 2021-2023

BABEL is a “dance-umentary”, a documentary you can dance to. Conceived as an immersive and interactive audiovisual concert, it is inspired by the biblical myth of the Tower of Babel to explore Humanity in its diversity and unity. Although it is filled with hope, it questions through different interpretations the issue of having a common project and speaking the “same language”.

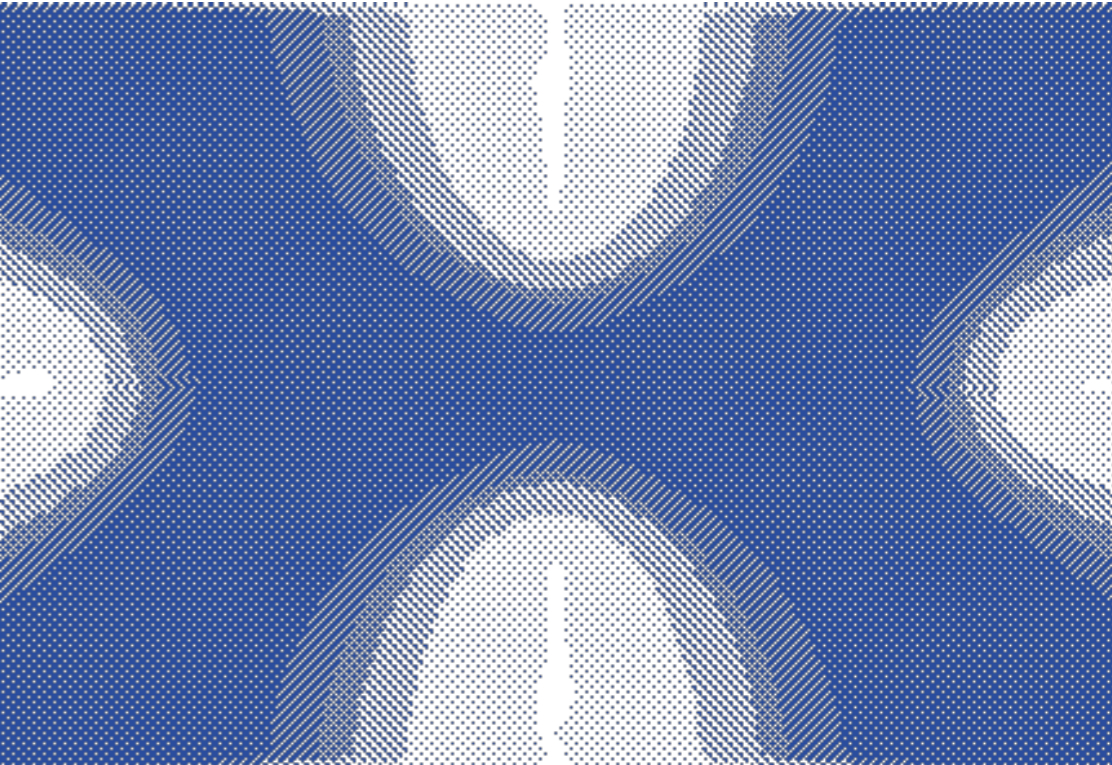
### Performances:

- 20.10.2021 : Institut français of Tunis
- 18.10.2022 : SAT of Montréal

### Partners:

CPH:LAB, l'Institut Français of Barcelona, l'Institut Français of Tunis, Minassa, 104factory, Consulat général de France à Québec, the OFQJ, the Gaité Lyrique.





# CONTACT

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