

THE INVISIBLE PARTY



corpsaubord | natachapaquignon

Maxime Toutoute | REVEALITY

Enter 
Art Fair 



DET FRANSKE
KULTURCENTER
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PROJECT SUMMARY

The Invisible Party is a performative installation that superimposes realities. It features two dancers, invisible to the naked eye, who appear to be emerging from a canvas. All you need to reveal them is a smartphone. Occasionally, the two flesh-and-blood dancers dance with their immaterial counterparts. Guided by the Revy app, the audience triggers this invisible performance that questions our perception of reality and space.

THE TEAM

Co-author, choreographer: Natacha Paquignon
Co-author, visual artist, developer: Maxime Touroute
Dancers: Natacha Paquignon, Kynsie Serre
Music: Battements, Odalie
Video capture: Selim Tigine

Coproduction et support: ENTER Art Fair
Danish Arts Foundation, French Institute in Denmark



DETAILED PROJECT DESCRIPTION

The Invisible Party is a choreographic work in augmented reality.

There is a party going on in the space, but it can't be seen with the naked eye, only with a smartphone or a tablet. Through your screen you can see 2 dancers appear in Augmented Reality (AR). The dance is inspired by the musical piece *Battements* by Odalie

The artwork is presented in two complementary forms: a choreographic installation in augmented reality as well as a performance of superimposed realities. The installation is permanently accessible. Sometimes, the 2 real dancers also dance in flesh and blood: physical and immaterial dancers superimpose in the screens.

The physical dancers do something the immaterial dancers can't: they can touch each other, the elements of the space, react to what happens. The immaterial dancers create a new way of relating to each other and to space and time, opening a door to their inner world.

Our work explores in-between spaces, the links between body, space and technology, visible and invisible worlds, real and immaterial bodies. Can a digital world make us more conscious of our human physicality ?



TO ACCESS *THE INVISIBLE PARTY* : REVY

The artwork is available on Revy, a free mobile app for AR creation and distribution (on App Store and Play Store)

The dancers seem to emerge from an image, an imaginary doorway to their inner world. This image, placed in the real space, is used as a marker to trigger the augmented reality experience. Once the image has been scanned, it is transformed: a dancer appears inside.

VIDÉOS

Videos captured during Enter Art fair in Copenhagen, August 2024.

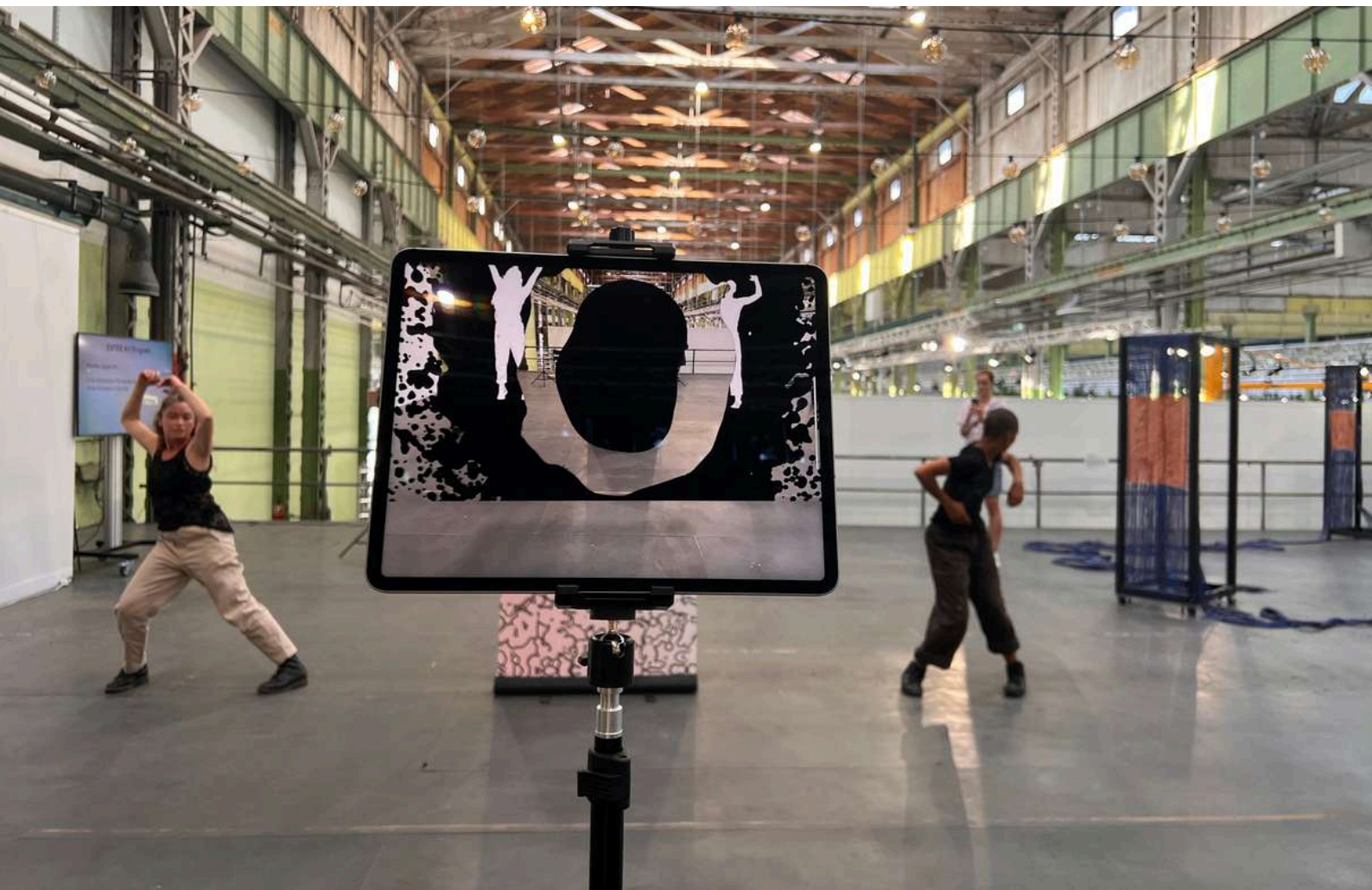
AR INSTALLATION (0:22)



PERFORMANCE TEASER (1:00)



EXTRACTS FROM THE PERFORMANCE (3:16)



ORGANISATION

Augmented Reality installation

It is permanently accessible, in miniature or full size.
Length of the augmented reality artwork: 4 minutes.



Performance of superimposed realities

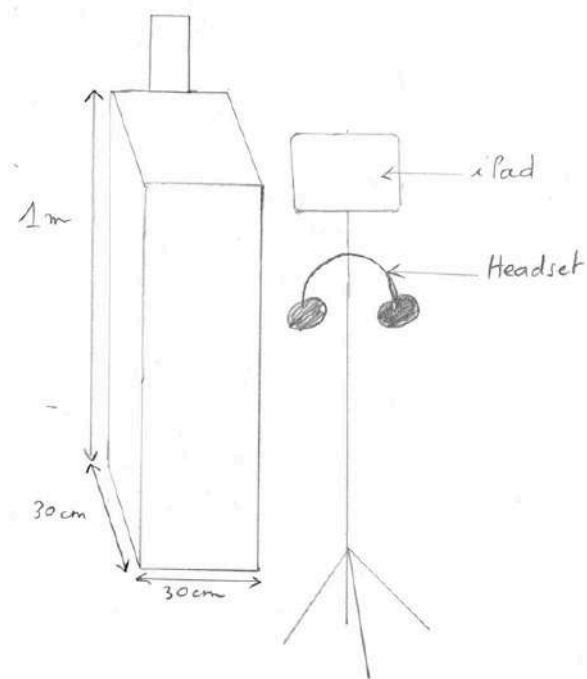
Once or twice a day, the two real dancers dance with their digital counterparts.
The performance lasts 5 minutes. We can play it 4 to 6 times in a row (total duration of the performance: 20 to 30 minutes).
The performance can be performed indoors or outdoors. It is human-sized.



TECHNICAL DESCRIPTION: AUGMENTED REALITY INSTALLATION

Miniature version:

The marker-picture (dimensions 10 x 20 cm) is placed on a pillar podium of about 1m high and 30 cm square. The audience can see the work either through their own smartphone, or via a fixed iPad, which is then part of the installation. In this case, we connect 1 or 2 headsets to the iPad.

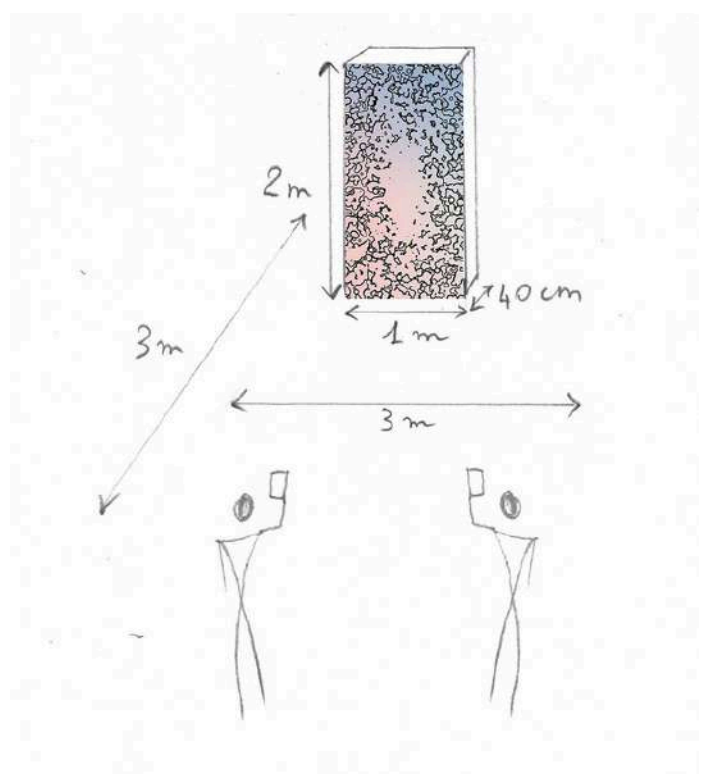


Human-scale version:

The image (marker) is stretched over a support measuring 2m (height) x 1m (width) x 0.4m (depth).

The audience scans the marker with their own smartphone to make the human-sized dancers appear.

Space between the support and the audience:
approximately 3m x 3m..



TECHNICAL DESCRIPTION: PERFORMANCE OF SUPERIMPOSED REALITIES

The performance needs a space of about 6m x 6m (can be adapted).

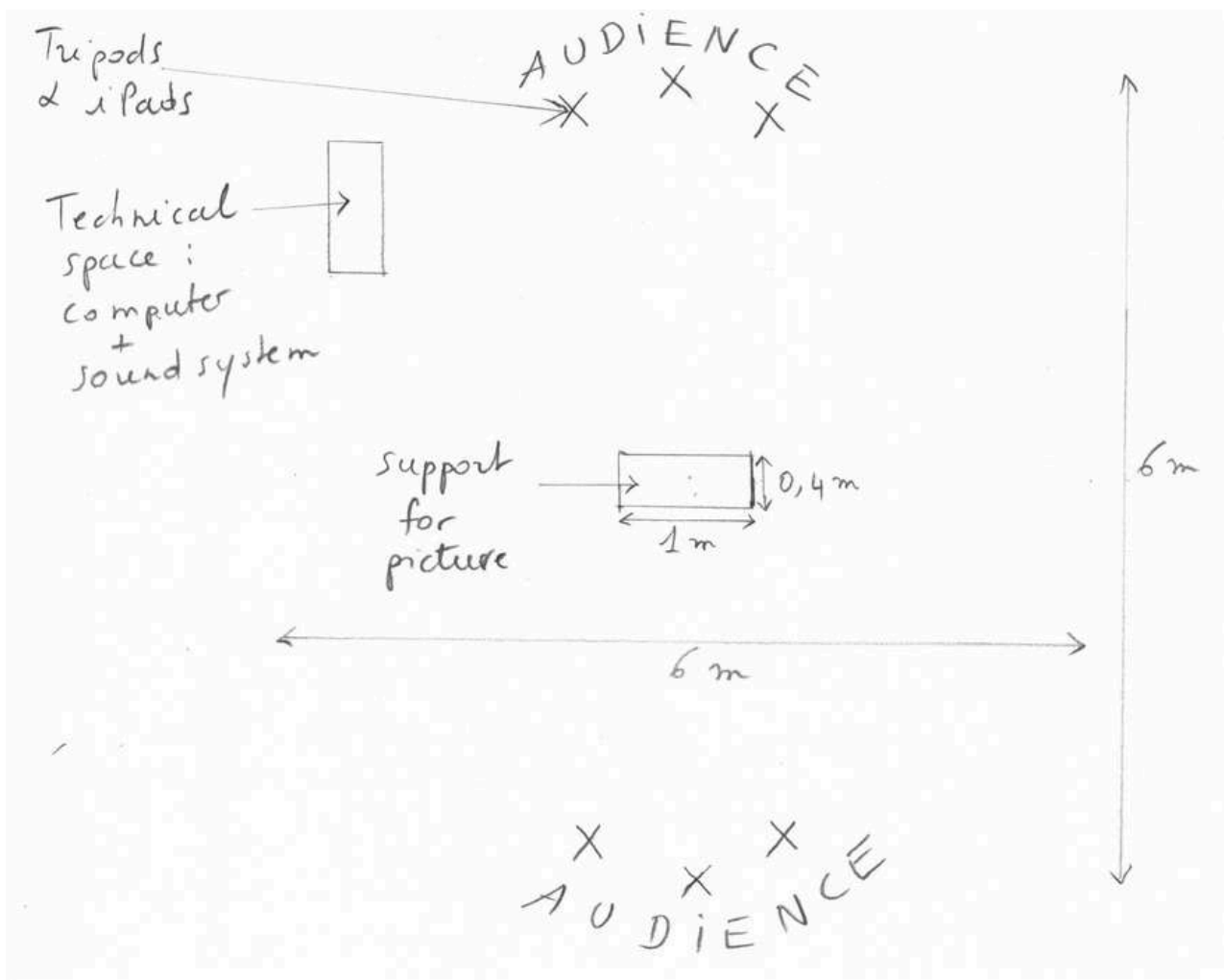
The set includes :

- the marker image placed in the centre of the space, on a support. Dimensions on the floor: 1m x 0.40m. Height: 2m.
- 6 iPads on tripods: 3 on each side of the image.

Our technical stand includes a computer + a router + an iPhone + a sound diffusion system.

We ask you to provide the sound system. We supply the rest of the equipment.
Our scenography can be set up and disassembled quickly (30 minutes).

PLAN: TOP VIEW





Photos : Enter Art Fair & Maxime Touroute



Natacha Paquignon: co-author, choreographer, dancer



Photo : Julia Guérin

[Website](#)

[Instagram](#)

[Vimeo](#)

Trained as a dancer, Natacha is the choreographer of [Compagnie Corps Au Bord](#), a dance and digital art company working on body-landscape and body-technology relationship. She is interested in how body and environment mutually transform. In an environment filled with tools and technologies, she develops a research that questions the way in which these technologies modify our relationship with the world and our interpersonal relations. She places the body at the root of the possible human-machine dialogue.

She combines the relationship between body, landscape and technology in [augmented reality choreographic works](#). These works are based on an imaginary relationship with the landscape: the places include dances. Dancers live here, in a dimension invisible to the naked eye. They are there, waiting for someone to make them appear. This danced dimension of the site is accessible via the smartphone, which becomes (again) a mediation tool between us and our environment, a tool for exploring reality, a window onto the world rather than a small world in itself. These works speak about the relationship between the visible and the invisible, between physical and immaterial bodies.

At the same time, she creates stage hybrid performances in which the dancers' bodies enter into a relationship with a real-time motion capture device. These works question our relationship with technologies, with a specific [focus](#) on the possible relationship between human dancers and an Artificial Intelligence system, and on the differences between the time of the body and the time of technology.

She is in charge of dance programming at the hybrid venue [Toï Toï Le Zinc](#) in Villeurbanne. In 2024, she co-founded the Qi Dance Company with Maître Ke Wen, becoming the co-artistic director and choreographer of this dance and martial arts company.

Maxime Touroute: co-author, digital artist & engineer



Photo : Julia Guérin

website
revelity.io

Maxime creates immersive digital art experiences and develops software tailored to artists and cultural institutions.

His projects blend imagery, technology, and interactivity, such as Live Drawing—an engaging, participatory video-projection where hundreds of people can draw live on building facades—and Painting Mirror, which uses AI to create real-time caricatures of the audience.

Over the years, Maxime has worked alongside artistic teams and cultural organizations as a software engineer, unlocking creative potential in technically innovative projects like Latency, The Invisible Party, Of a Mind and Le Phare. He actively shares his software with the creative community to foster collaboration, reduce project costs, and allow more time for creative innovation.

His tools include Revy, an all-in-one solution for Augmented Reality; Audio Broadcaster for seamless real-time audio transmission; and Live-maker, enabling large-scale public interaction via smartphones.

Maxime’s approach has earned him recognition in international exhibitions, workshops, and two prestigious “Pépite” awards from the French Ministry of Higher Education and Research, in 2020 and 2022.

Kynsie Serre: dancer



Photo : Kynsie Serre

[instagram](#)

[facebook](#)

Kynsie is a multidisciplinary artist connecting the dots between the transformative power of the arts of movements, photography and video.

She started practicing at the age of 6 in a Maloya Collective (Traditional dance and music group from Reunion Island), and attended Modern Dance School for 11 years. She then performed as an independant in different dance projects and street arts companies.

During these fundamental years, meetings and travels came to nourish her practice of contemporary dance enriched with, among other things by The Gaga (Batsheva / Ohad Naharin) or The Humanhood methods.

In 2015 her inner research and interest in meditation led her to join the Dharma Techno collective. The experiences within this project combined with her own experimentation have consolidated her intuitive approach to dance as a vibrant impulse inherent in life and drove her to create a collective space to gather where every body can express genuinely while working on themselves . This place has a name: Wave Arising which she co-founded in 2021 with the avant-garde musician Sebastian Vaughan / 69db.

Today, Kynsie doesn't wish to be attached to any label other than that of experimental. An unfrozen, fluid and organic dance from which raw energy spontaneously emerges. With a practice that focuses more on the energy (Qi) , she is currently pursuing her apprenticeship alongside Master Ke Wen, initiator of Qi Gong movement in France.

Odalie : composer



Photo : Clara Bey

[instagram](#)

[soundcloud](#)

Creating complex arrangements with a wide range of instrumentation, Odalie crafts mosaics of sound that range from uplifting to melancholy, touching on a world of emotion in between.

Delicate drum patterns spiral beneath experimental strings, vast pads, and virtuosic vocals, as she explores the contradictions of modern living, both personal and societal.

Between electronica, modern classical and ambient music, her tracks are a poetic invitation to meditate or to a merry solitude.

Her debut album, Puissante Vulnérabilité released on Max Cooper's Mesh imprint, is full of contrasts and raw emotions, interspersed with moments of quietude and a heavy dose of experimentation.

She encourages us to show our flaws, for it is through them that we weave our relationships with others and with Nature.

She is accompanied on stage and in the studio by the cellist Paolo Rezze.



CONTACT

Compagnie Corps Au Bord | Natacha Paquignon

In LabLab | Pôle Pixel
36 rue Emile Decorps, 69100 Villeurbanne, France

contact@c-a-b.fr | +33 752 07 68 84

www.natachapaquignon.com

Natacha Paquignon - artistic direction
natacha@c-a-b.fr

Simon Jurine - Production | distribution
production@c-a-b.fr