# Video-case

A video-sound creation tool for producing forms and workshops in artistic practices



Jérôme LOPEZ - video artist 06 81 12 55 24 - jeromelopz@gmail.com LYON - FRANCE www.jeromelopez.net

www.arfi.org

# A tool developed for creating video-sound compositions.

The «video-case» offers both in content and form an original artistic approach connected to an audience, a community, and a specific territory. It is a blend of video/sound art, collected voices, and digital creation. Initially conceived as a video/audio performance with the 'video case' that I developed, it also takes the form of a collective and participatory creation, a public presentation, and can also be an installation, standalone video, or film.



# Image practice workshops. Introducing to video art



During these workshops, participants can create a live video piece lasting a few minutes, using recovered objects, cut paper, and found instruments. The 'video case' also involves sound creation through the manipulation of sound objects and easily accessible musical instruments. Additionally, personal anecdotes may be collected in advance, and objects (photos, etc.) or archives may be borrowed. These materials serve as pieces that collide to form either a narrative or a unique and improbable sequence, nodding to outsider art and modest art.



# Artistic practice workshops

The work with participants draws from various practices related to the visual arts.

### > Participative creation

The main workshop focuses on creating video-audio forms in connection with a local audience, such as high school students, student groups, or adults. The idea is to provide a field of expression for a group through the free evocation of a theme: current events, their living environments, family histories, specific experiences, or through the prism of a local tale or story.

A complete description, including pedagogical content, duration, etc., is available for each of these workshops. Depending on the available time and the age of the group, pedagogical tools vary, and the creations are adapted:



### > «A Part of nature »

Group workshop for ages 5 and up, involving the manipulation of objects and visual and sound creation based on evocations of nature.

## > «Video manufactory »

Video and sound creation workshop focusing on self-portraits, shared stories, or a tale. For ages 6 and up

# > «Local polar »

Dystopian crime fiction through on-site video/audio creation, docu-fiction, and collection. For ages 12 and up



jeromelopez.net /video-mallette https://youtu.be/UImpZhW4drQ https://youtu.be/LKgkSVO1RhA https://youtu.be/WIDWlhD55t0 https://youtu.be/0\_LuoBVkWUs

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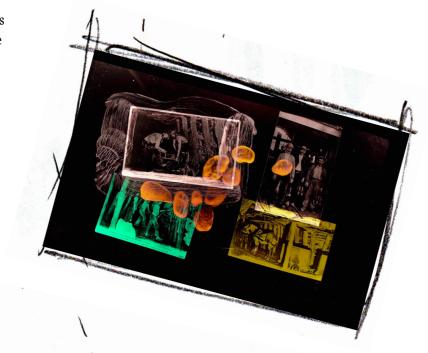


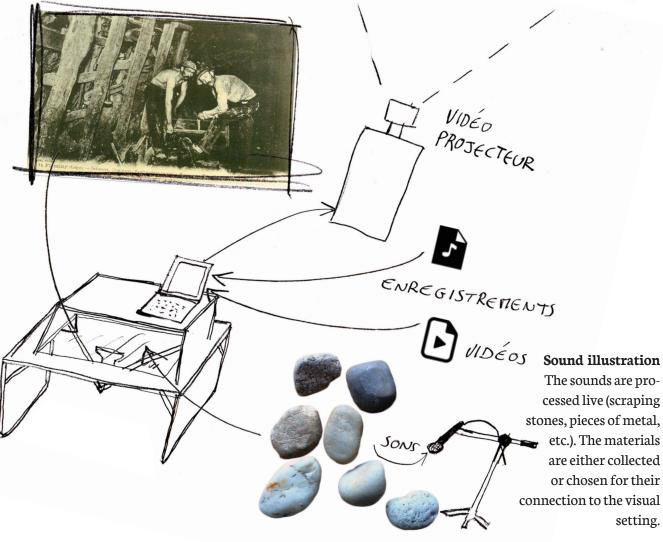
# Video-case

The 'video case' is a small glass-topped table that is illuminated and filmed from above. It allows the production of a video stream using photos, personal objects, etc., manipulated by the user. The image is captured by a computer and then projected through a video projector, with or without digital processing.

This continuous stream, on which it is also possible to paint or draw, is enriched by new media, objects, photos, paintings, and videos.

A sound looping system is also used, allowing the playback of recorded sounds as well as acoustic work to create sound textures with these same objects.





# Jérôme Lopez. Live video-sound art.

Since 2009, he has been exploring video material with a personal visual approach, inspired by the animal and plant worlds, as well as by outsider and unconventional art. Since 2019, he has initiated a participatory creation and site-specific performance project, centered around the collection of objects and sounds, with the 'video-mallette' at its core — a live video/audio creation tool he has been developing. Also a nearly self-taught musician, he continues to work blending percussion with electroacoustic techniques.

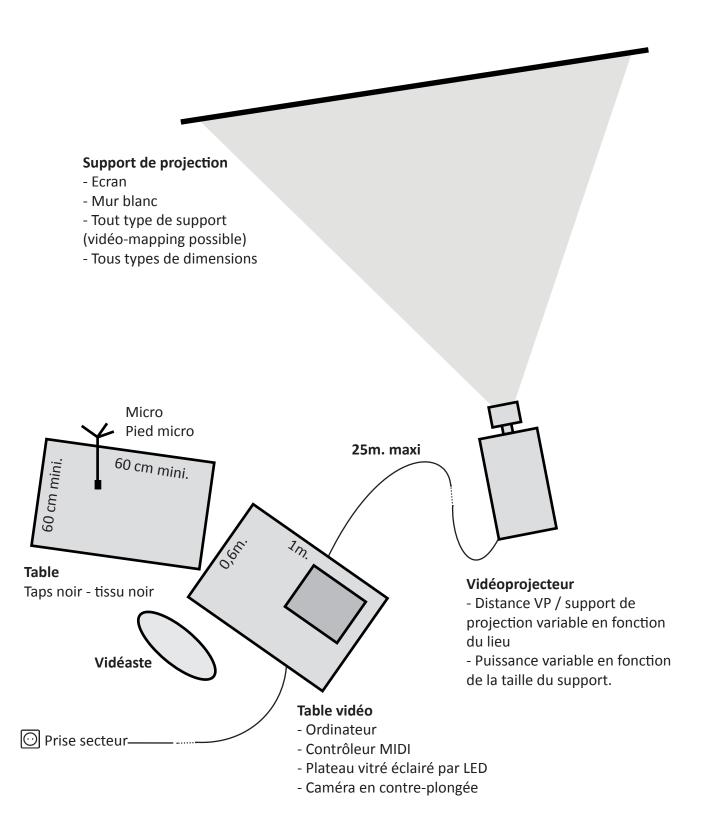
Jérôme Lopez's various projects have toured several countries Tela Sonora (Brazil, June and July 2024), Just (Belgium, 2024), Metropolis and SteamBoat (Brazil, May 2022), M. Méliès & Géo Smile (Morocco in April 2019, Estonia, Latvia, Lithuania, Finland in May 2017, Vietnam in November 2013).

(Tours supported by the Alliances Françaises network, the Institut Français, Spedidam, Ville de Lyon, SCAC Brazil, and others. Jérôme Lopez specializes in community-based projects, working closely with local populations and audiences. The «video mallette» is designed with resourcefulness in mind, using repurposed materials (a small transformed suitcase, modified camera, open-source software) in a low-tech and ecological approach. Details·

- 2024. Tela Sonora, cine-concert (based on Brazilian animated films) and participatory creation (Arfi collective)
- 2024: Atlas Imaginaire: Artistic residency 2024/2025 in the Bresse region (Ain)
- 2023: Just, concert and live video (Ensemble TaCTuS, with Claron MacFadden, Jean-Marc Foltz)
- 2023. Lozen (Arfi), or an Apache night (video and sound tale)
- 2022: Steamboat (Arfi cine-concert, Buster Keaton film)
- 2022: Metropolis (Arfi cine-concert on Fritz Lang's 1927 film)
- 2019 Chang (Arfi cine-concert, based on the film by Merian C. Cooper and Ernest B. Schoedsack, 1927)
- 2019. Les Contes Persans (Arfi cine-concert based on Iranian animated films)
- 2019. The film «Trasses, Insects» was selected at the Traverse Video Festival
- 2018· Video-concert with Cortex Sumus and poet Mohamed El Amraoui
- 2017: Un Autre Kong (Arfi video-concert based on King Kong, 1927)
- 2016 · Confession d'un Pin Maritime (video-concert based on the text by Elie Reclus)
- 2014: Avril l'Enchanteur (Arfi video-concert on artist Armand Avril)
- 2013 Monsieur Méliès & Géo Smile (Arfi video-concert based on the work of Georges Méliès)
- 2013: Entomolo Vox (Dîtes 33 group, Arfi, focused on the world of insects)
- 2012: Aurochs (video-concert about the Chauvet Cave, with Labeaume en Musiques)
- 2010. A La Vie La Mort (Arfi video-concert based on the painting Le Triomphe)

# **QUELQUES LIENS:**

# - VIDEO MALLETTE - NOTICE TECHNIQUE



# - INFLUX - TECHNICAL MANUAL

technical contact / video artiste : Jérôme Lopez : +33 6 81 12 55 24

# **PRINCIPLE:**

The video case is designed to be installed anywhere, with no constraints on screen size, indoor or outdoor settings, or projection surfaces. On the contrary, it takes advantage of atypical supports (indoor walls, building facades, etc.).

#### **PUBLIC SETUP:**

The video capture system requires a minimum level of darkness. The performance can therefore take place in dim light or complete darkness.

## **INSTALLATION:**

At least 1 hour is required for installation. Depending on the location and the need for video mapping, installation time can vary from 1 to 5 hours. A power outlet is required (or two if the projector is far away). Other technical requirements may vary.

## **PROJECTION:**

The projection depends on the area to be covered and the distance between the projector and the projection surface. Whenever possible, the videographer uses projectors available on-site. If no suitable projector is available, the videographer always carries a personal projector (BenQ 1070, 3000 lumens) to meet basic needs.

## **SOUND:**

The sound system depends on the volume to be covered and the type of venue. As a general rule, a pair of active speakers with a minimum of 300W is required.

### **DETAIL MATERIEL:**

- 1 Macbook pro
- sound card
- microphone stand
- Micro Rode NT5
- XLR cable
- vidéo-mallette (Articulated glass, backlit by LED strip + camera)
- Android tablet x2
- MIDI controler
- HMDI cable
- desk lamp
- Extension cords
- power strip

### MATERIEL A FOURNIR

- Projector with HDMI input, suitable for the projection surface to be covered
- Powered speakers, suitable for the size of the venue
- Standard table (mini 60x60 cm)
- chair
- extension cord