MAOTIK
NEW MEDIA ARTIST

LIGHT BEARERS

Insectarium, Montreal - June 2015

On a summer evening, the air is filled with the flash of fireflies calling to one another. Intrigued by their dialogue, Mathieu Le Sourd created a poetic representation of their conversation.

Their immersive environment is a multimedia interpretation of a natural ecosystem that combines thousands of original crafted objects with state-of-the-art technology such as lasers and leap motion, as well as an original soundtrack. Visitors are invited to participate in the experience by creating their own audiovisual show. Imitating the frail beauty of fireflies, they themselves become light bearers

CONCEPT, PROGRAMMING AND SOUND MAOTIK

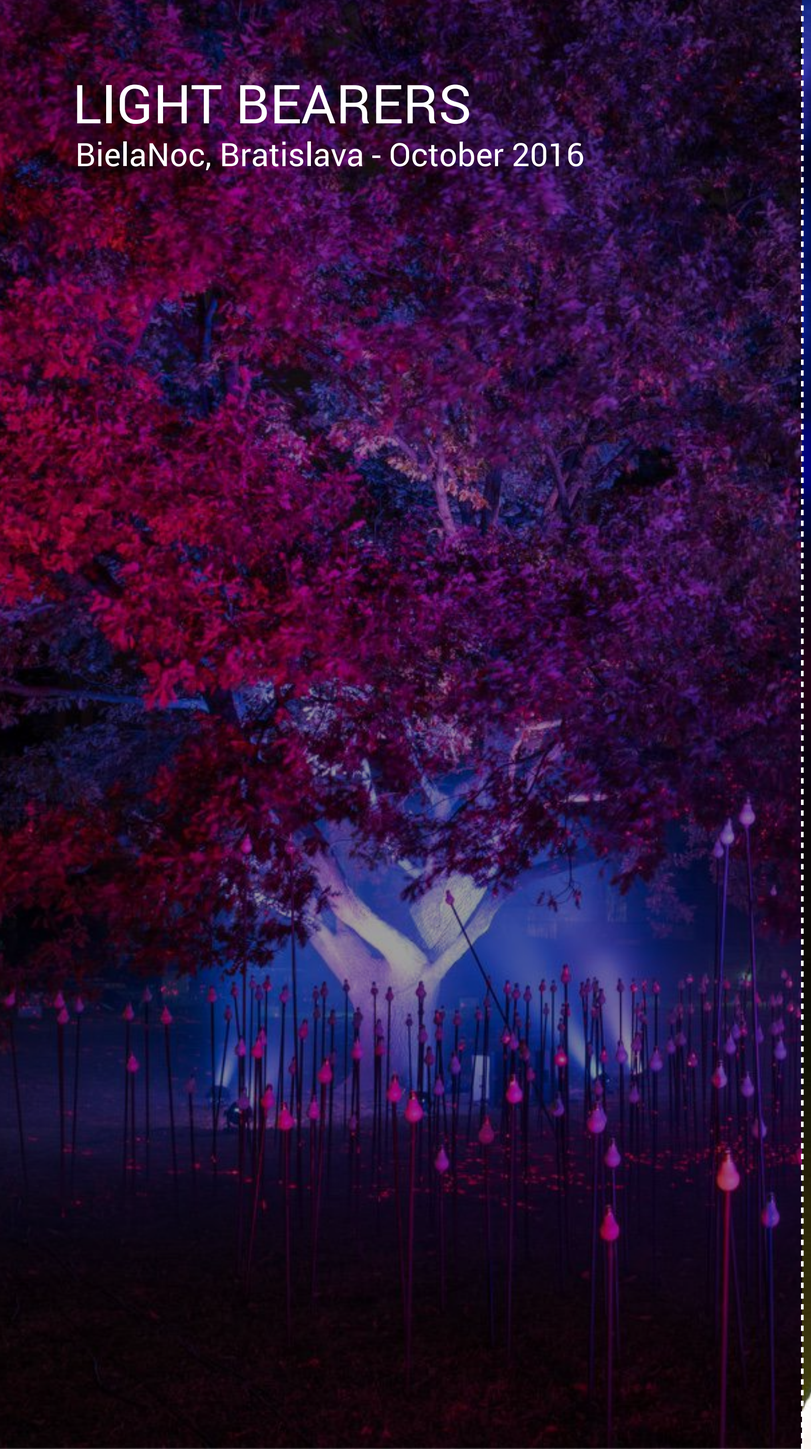
WEB 1 WEB2

LIGHT BEARERS

BielaNoc, Bratislava - October 2016

LIGHT BEARERS

BielaNoc, Bratislava - October 2016



LIGHT BEARERS

BielaNoc, Bratislava - October 2016

BLOOM

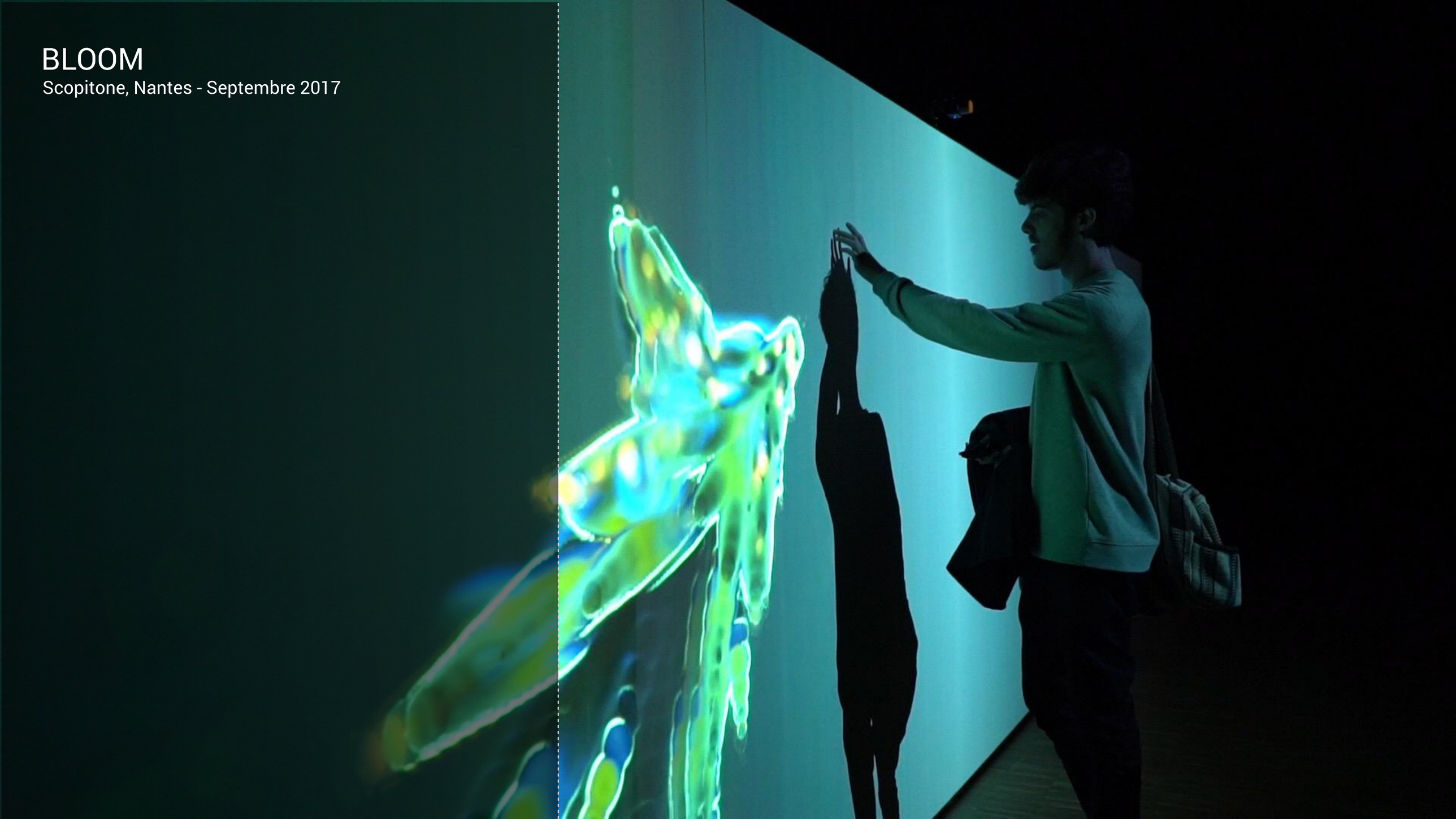
Scopitone, Nantes - Septembre 2017

BLOOM is an interactive installation that behaves as an audiovisual instrument that reacts to the position of the public. MultiTouch interactivity generates music and visual stimulus. As a live performance, the public interact also with the visual artist and musician giving them the prime materials, melodies and sequences.

CONCEPT AND VISUAL PROGRAMMING MAOTIK
SOUND DESIGN CUBENX

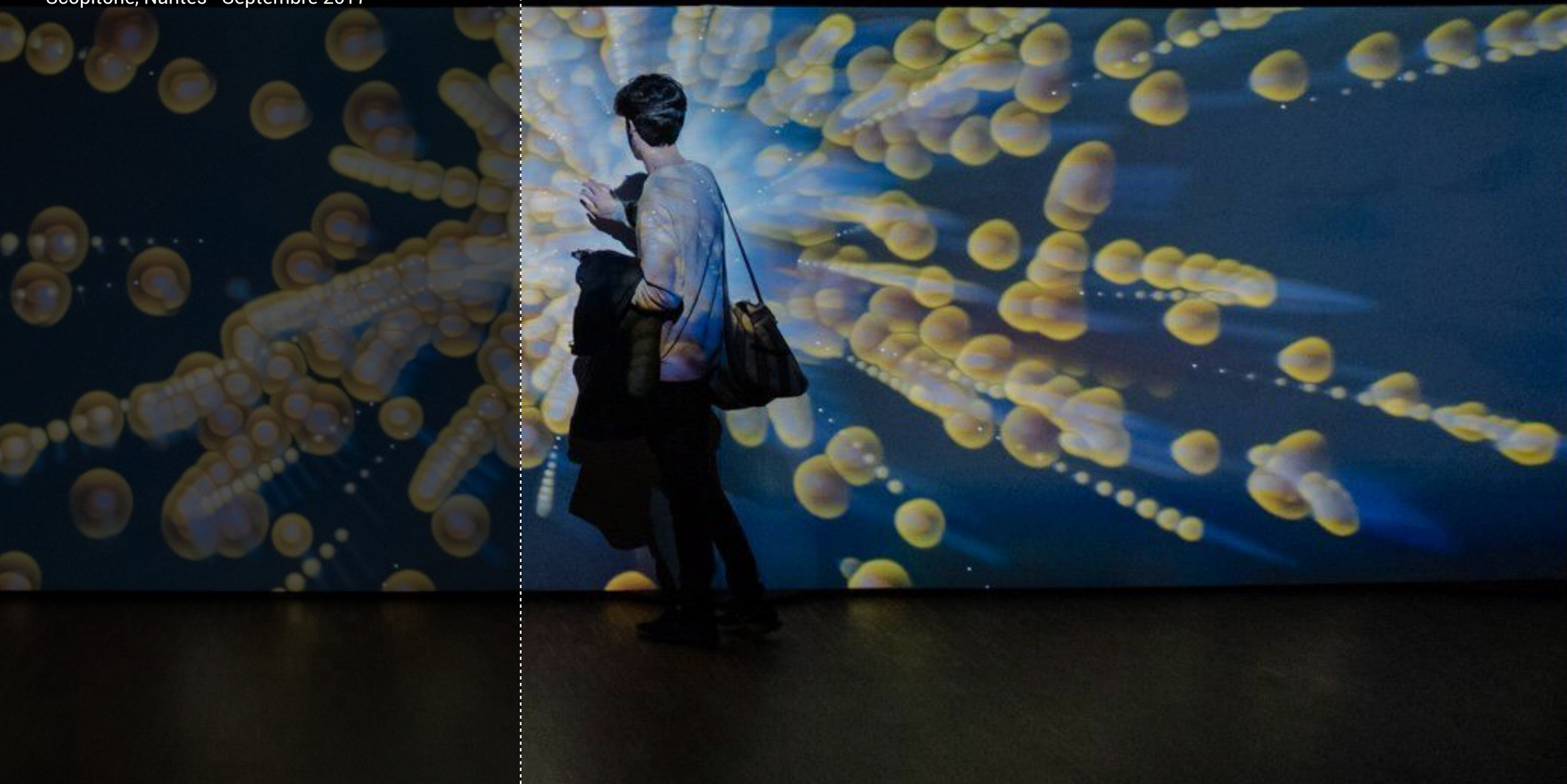
BLOOM

Scopitone, Nantes - Septembre 2017



BLOOM

Scopitone, Nantes - Septembre 2017



HYPERFORM

Mutek, Tokyo - November 2017

HYPERFORM is an immersive 360 audio-visual experience, exploring the role of spatial dimensionality to create our reality, and its potential to create strange new realities as higher dimensional forms and spaces unravel around us.

The project is a collaboration between scientifically driven musician, Max Cooper, visual artist and programmer Maotik, and mathematician Dugan Hammock.

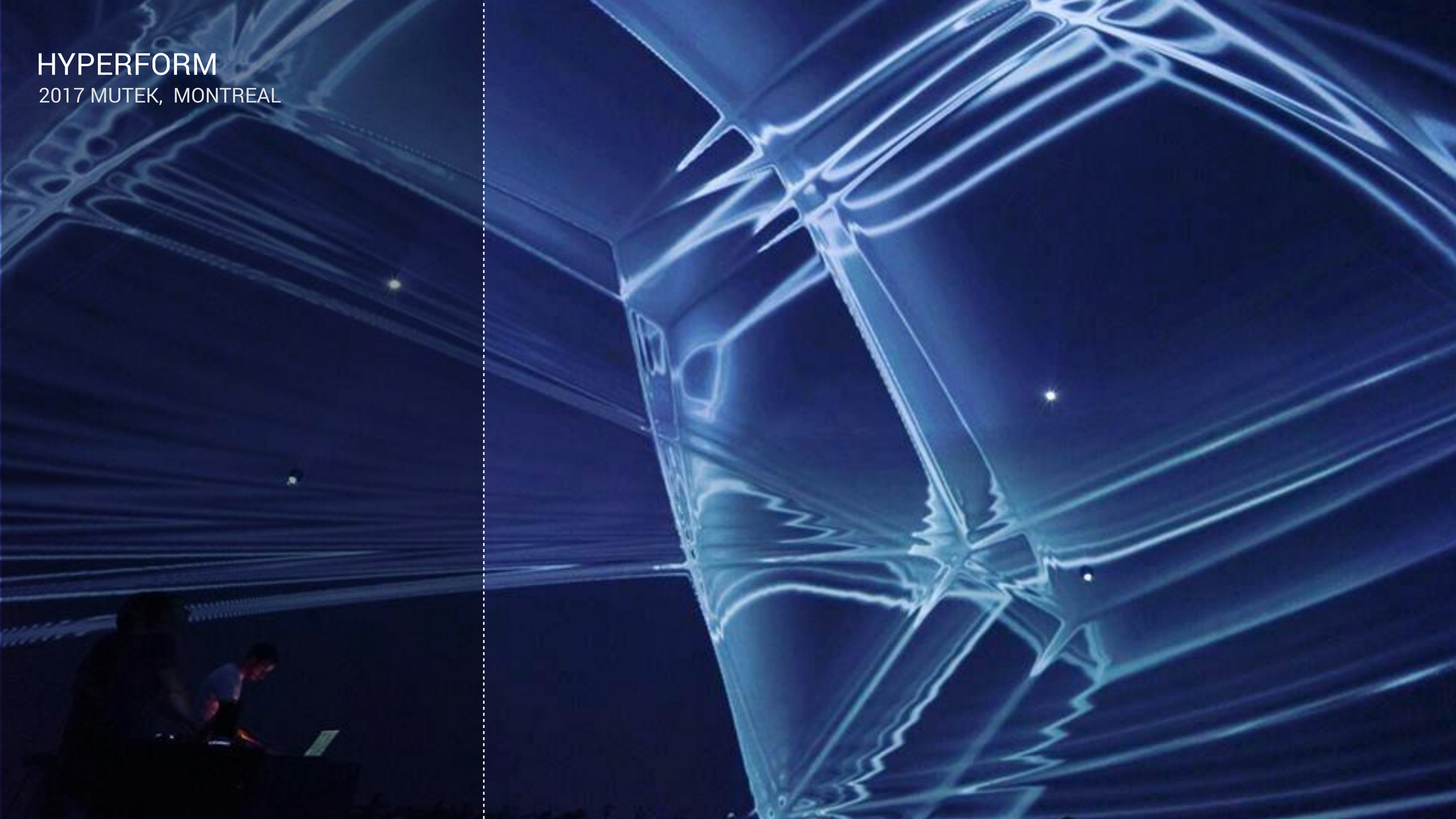
HYPERFORM sits on the interface between mathematics, science, visual and audio arts.

MUSIC MAXCOOPER
VISUAL PROGRAMMING MAOTIK
MATHEMATICIAN DUGAN HAMMOCK

VIDEO 1 VIDEO2

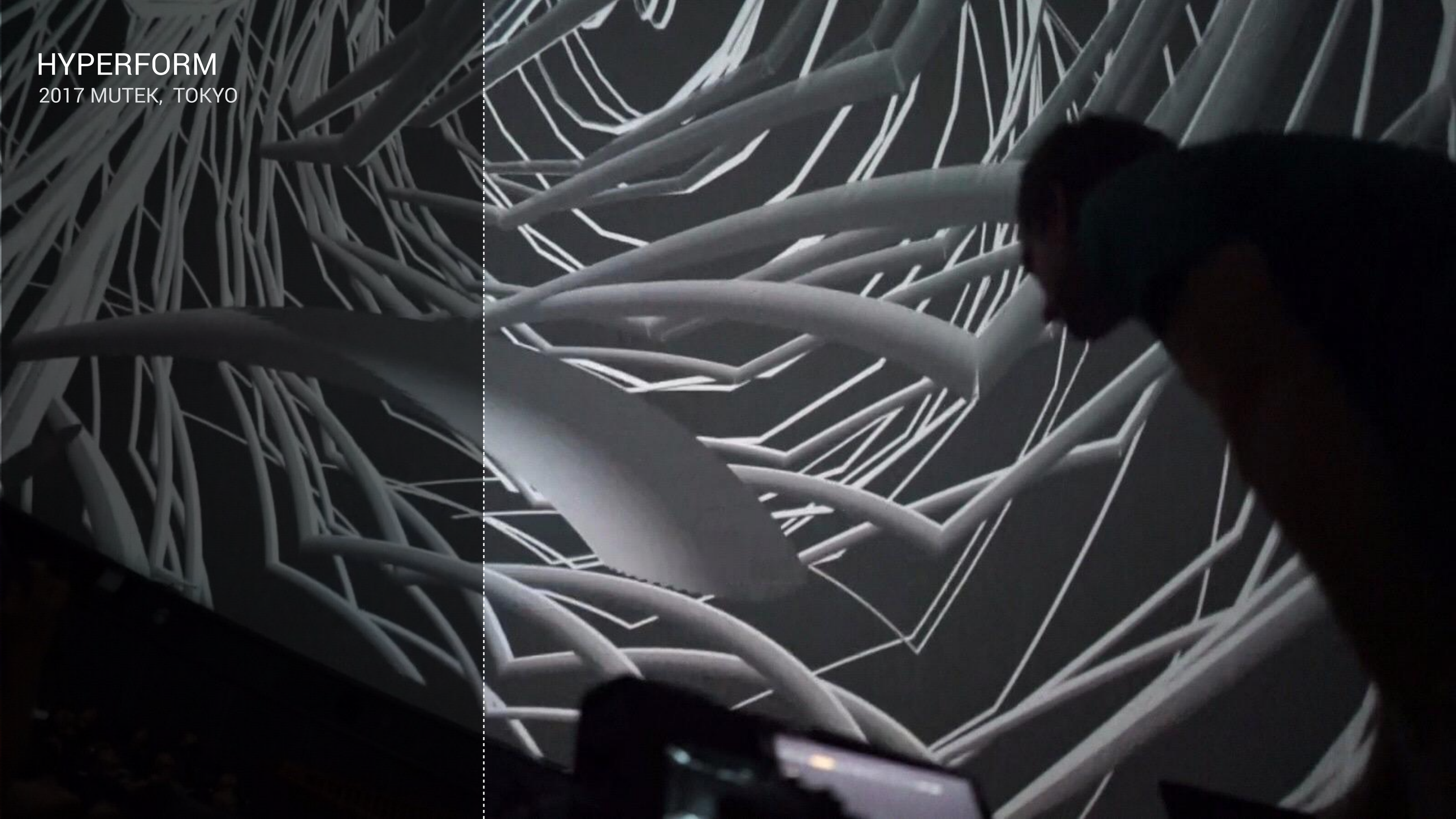
HYPERFORM

2017 MUTEK, MONTREAL



HYPERFORM

2017 MUTEK, TOKYO



AERYON

2017 Biela Noc, Bratislava

AERYON is an artistic interpretation of a surveillance drone vision where the audiovisual content evolves according to the location the drone is flying over.

Using a height map of a custom-image cartography, the generative visual system react according to the pixel map and will transform the information into a point cloud. Geometry instances are be used to recreate the natural patterns that we can contemplate from a drone.

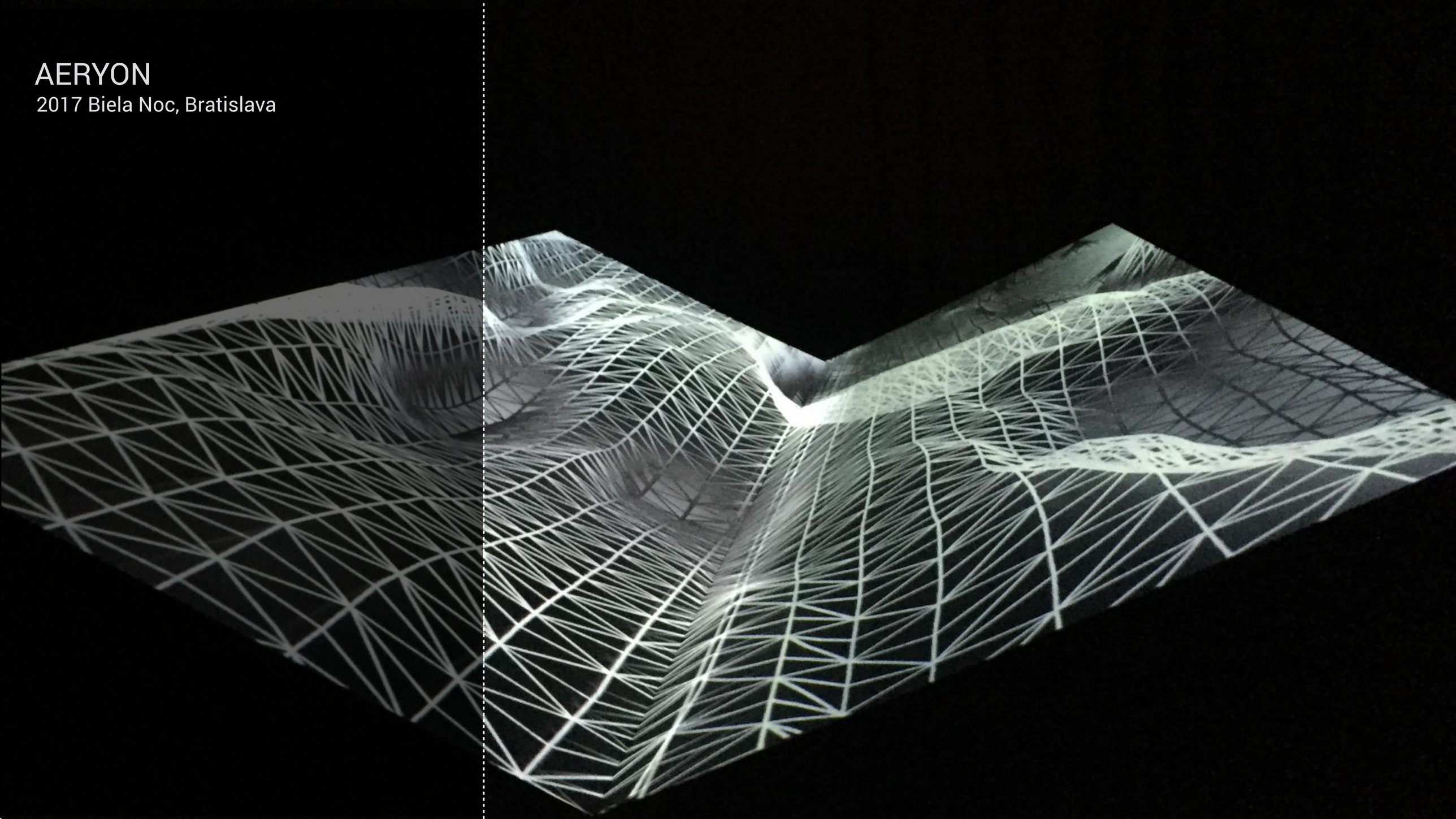
The installation is an “Open form” that offers various combination option to the interpreter, the idea is to create a system with a random creation process, in a range of settings defined by the activity of the real time data analysis. In this sense, every state, time of the installation is unique and inimitable. Surround sound translate the visual into a sonic experience that will dive the public at the center of this electronic landscape.

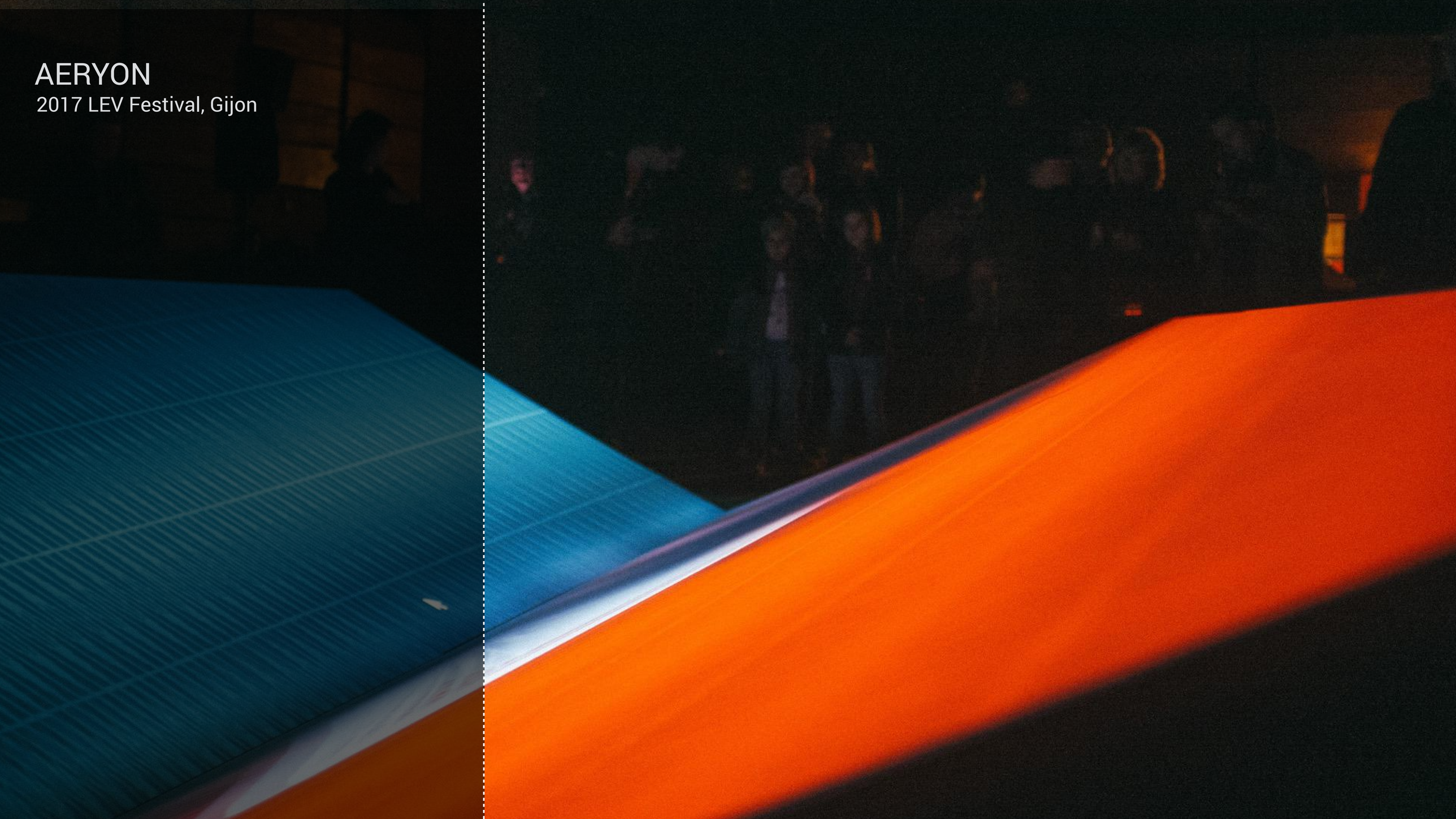
CONCEPT, VISUAL PROGRAMMING AND SOUND
BY MAOTIK

WEB VIDEO

AERYON

2017 Biela Noc, Bratislava



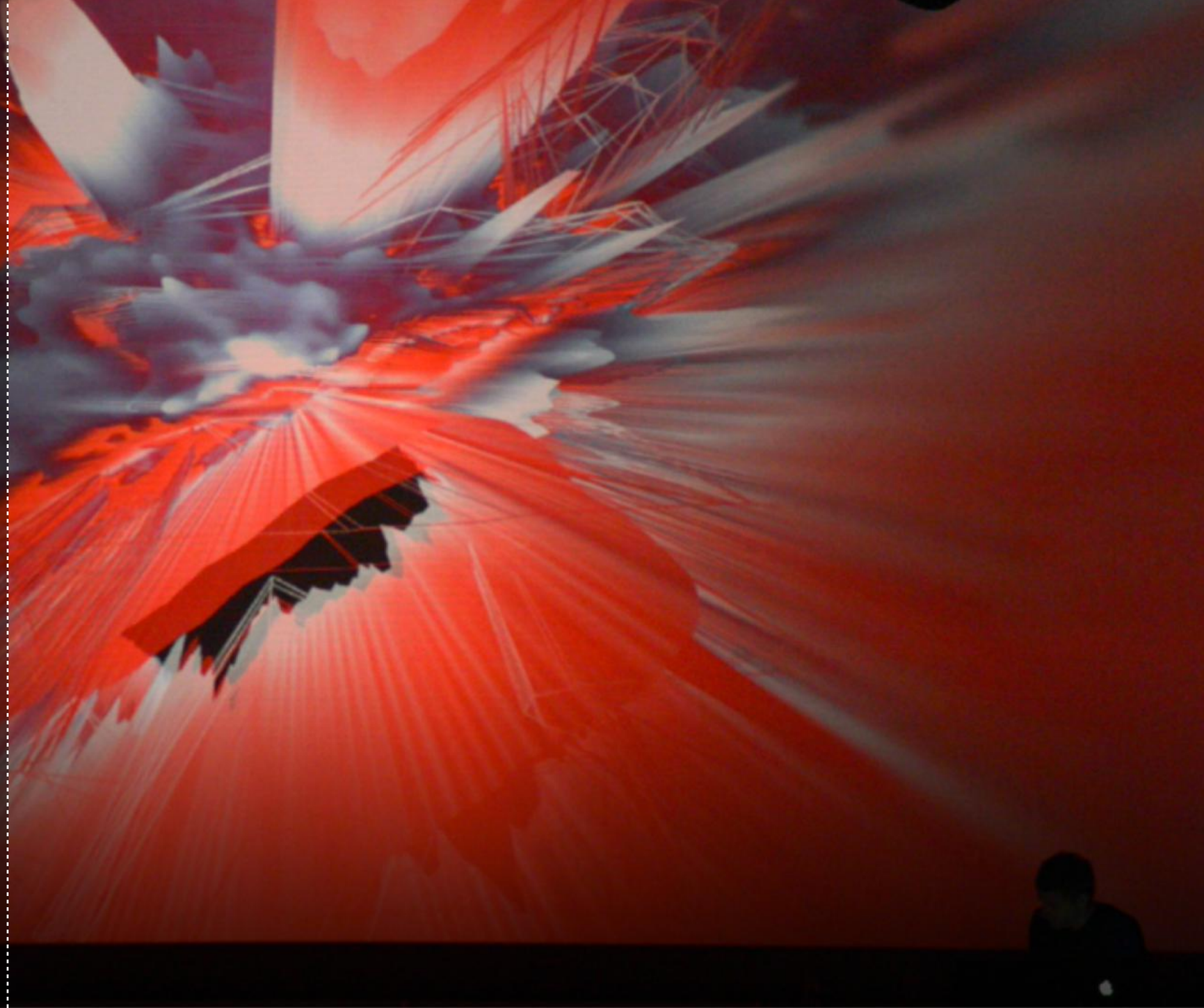

AERYON
2017 LEV Festival, Gijon

AERYON LIVE

2017 LEV Festival, Gijon

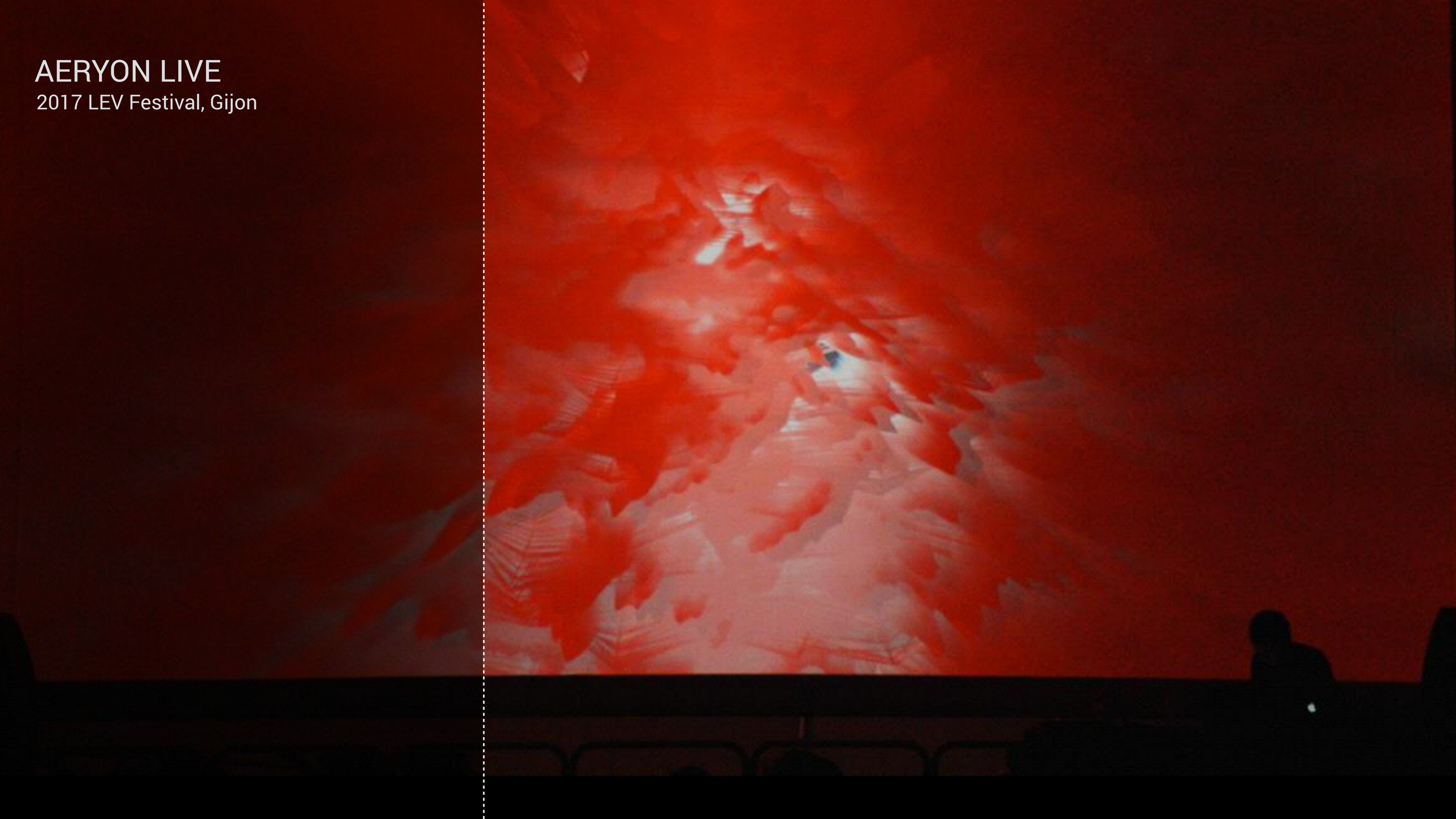
Designed as an AV performance and also an installation, AERYON is an advanced navigation visual system that analyzes a multiple source of data to recreate the beauty of an aerial landscape view. The story line of the piece evolves gradually to create a multimedia environment that offers various degrees of immersion and modify the perception of the physical space. The performance is an “Open form” that offers various combination option to the interpreter, the idea is to create a system with a random creation process, in a range of settings defined by the activity of the real time data analysis. In this sense, every state, time of the installation is unique and inimitable. Surround sound translate the visual into a sonic experience that will dive the public at the center of this electronic landscape.

CONCEPT AND VISUAL PROGRAMMING
BY MAOTIK
SOUND DESIGN BY CUBENX



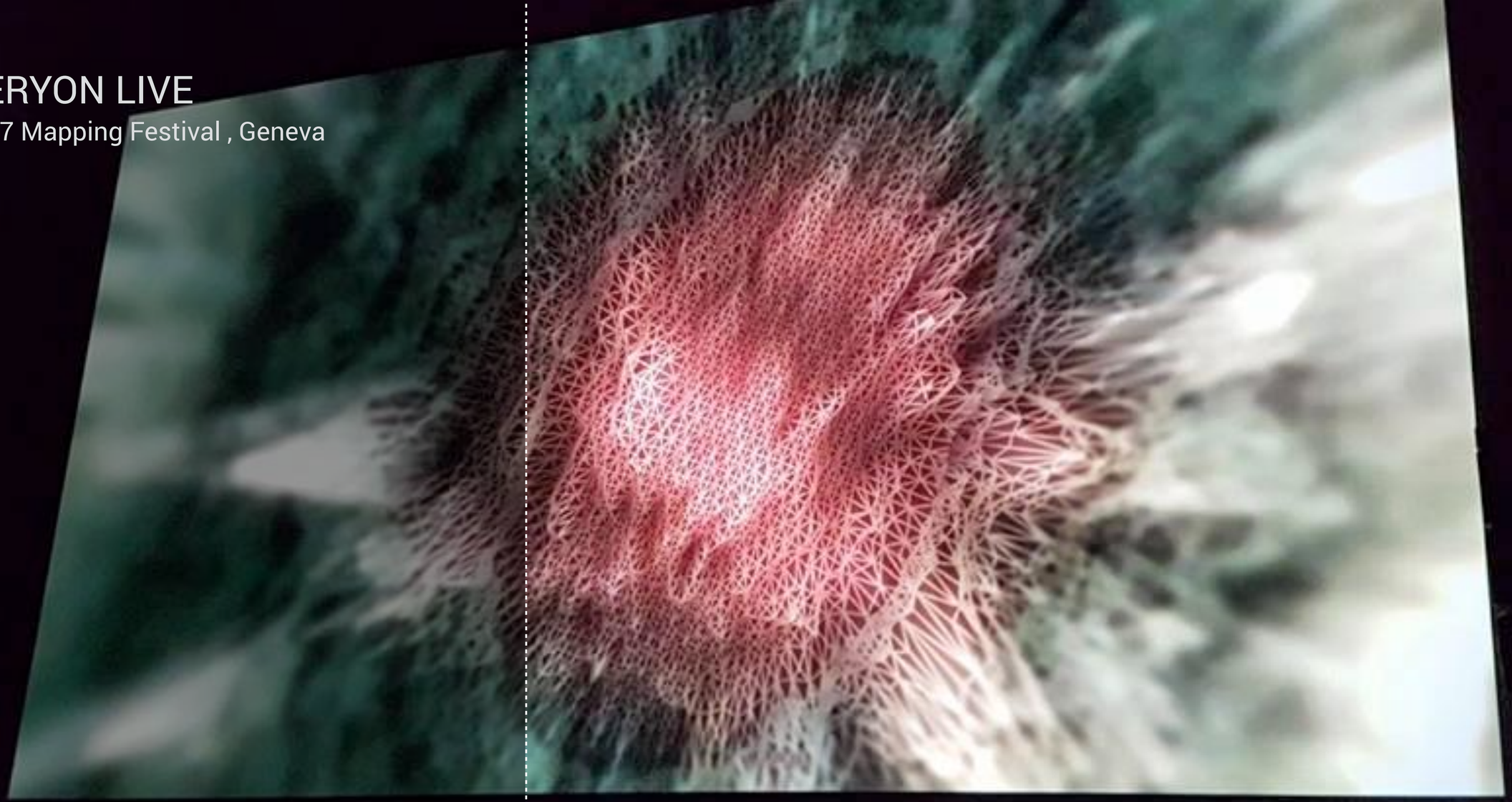
AERYON LIVE

2017 LEV Festival, Gijon



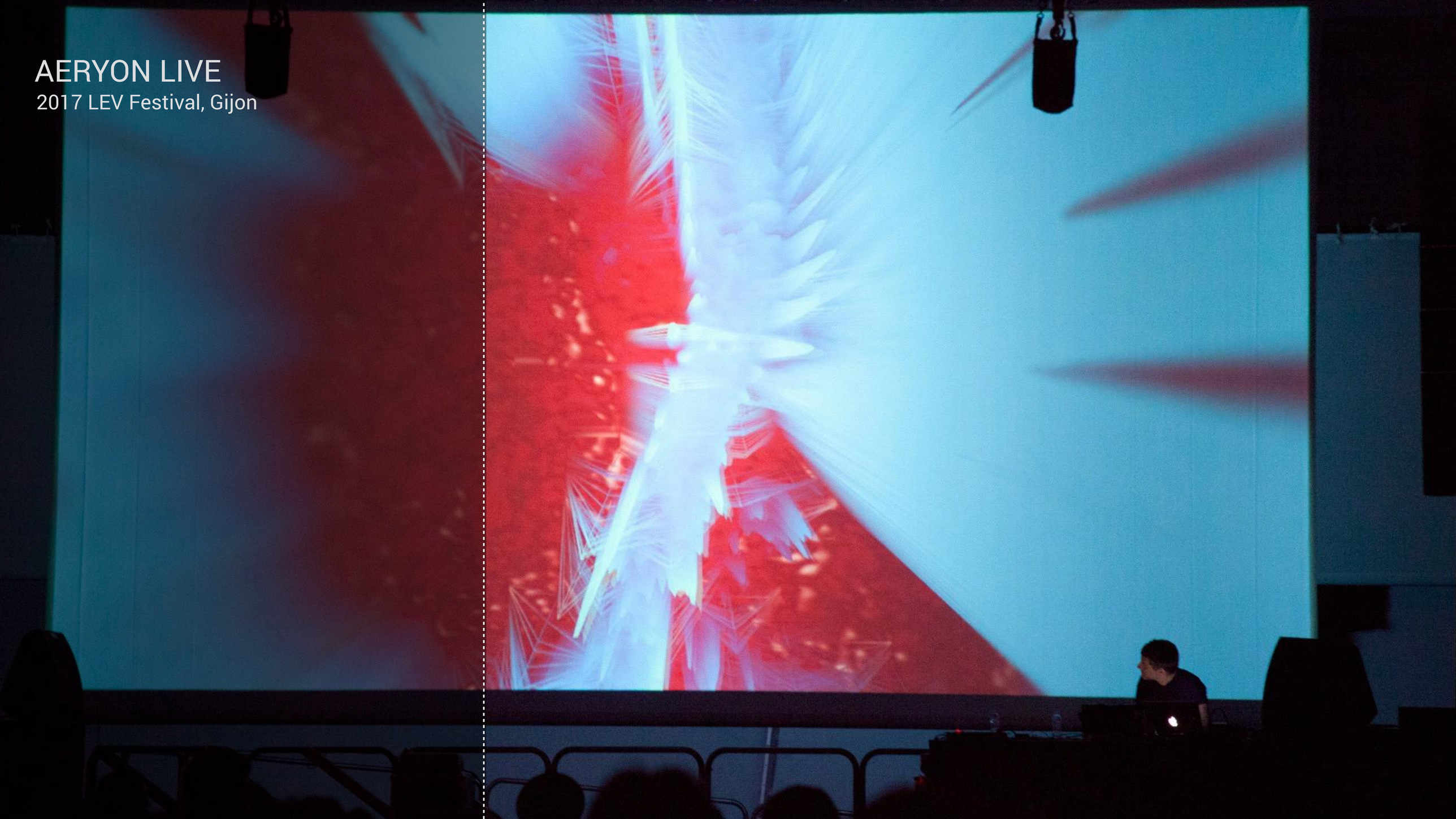
AERYON LIVE

2017 Mapping Festival , Geneva



AERYON LIVE

2017 LEV Festival, Gijon



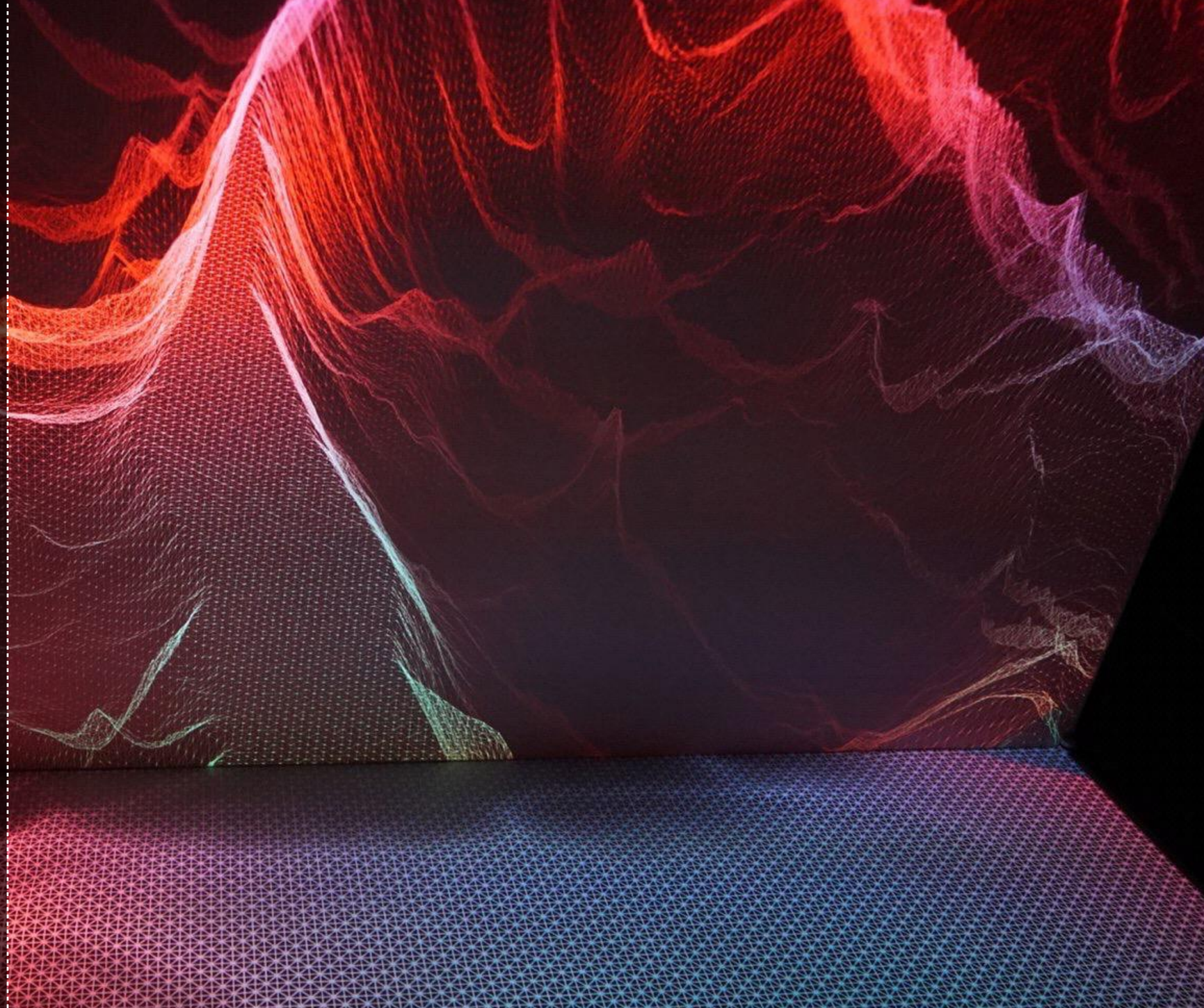
FLOW

ARS ELECTRONICA 2016

FLOW is an immersive interactive installation that was premiere in the deep space 8k media display at ARS electronica . Inspired by the natural phenomenon of the tides, the multimedia environment offers a sensory experience poetic, playful and aesthetic principles of the rise and fall of sea levels. It invites visitors to plunge into the fascinating world of science through interactive immersion.

CONCEPT AND VISUAL PROGRAMMING
BY MAOTIK
SOUND DESIGN BY CUBENX

WEB



FLOW

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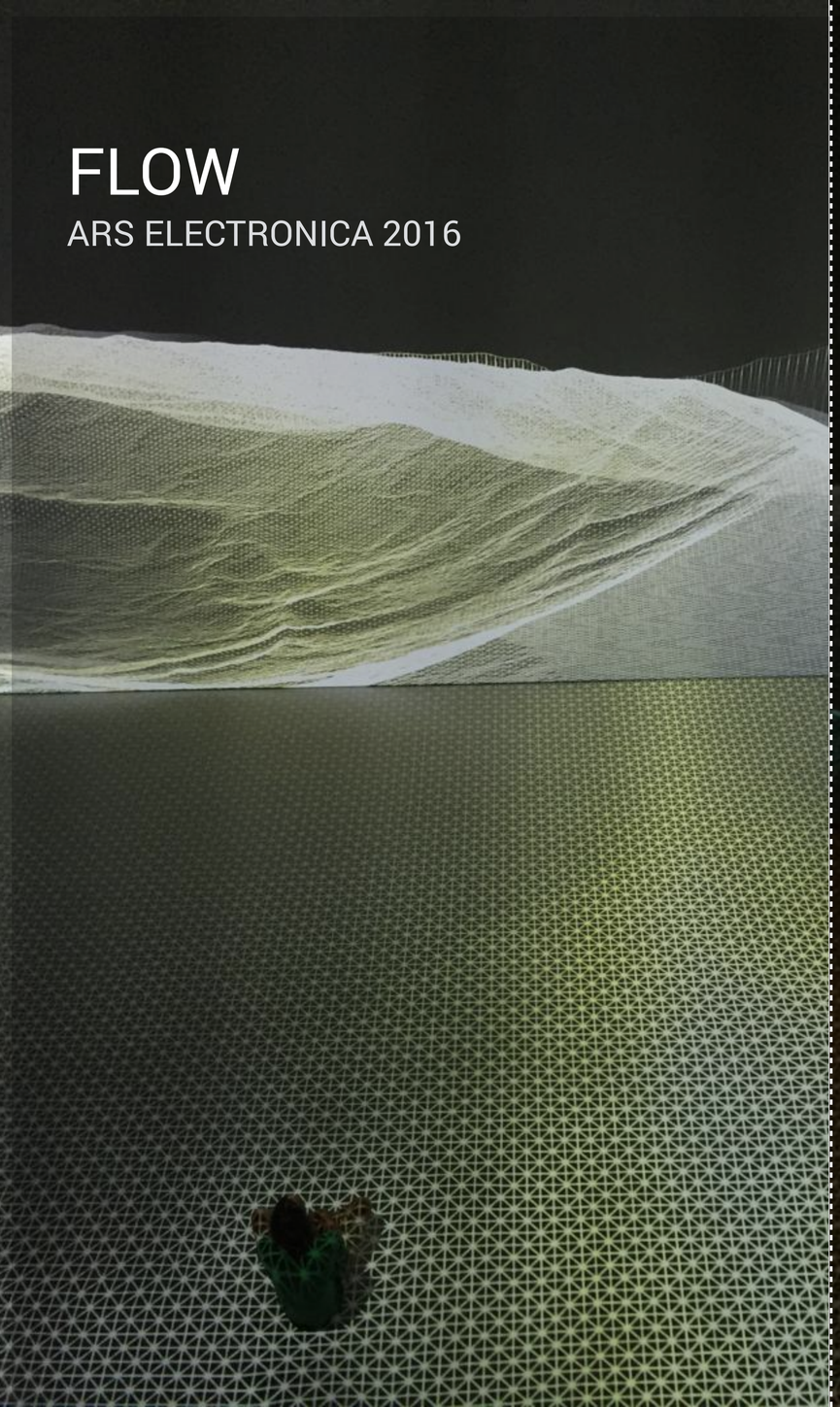

FLOW

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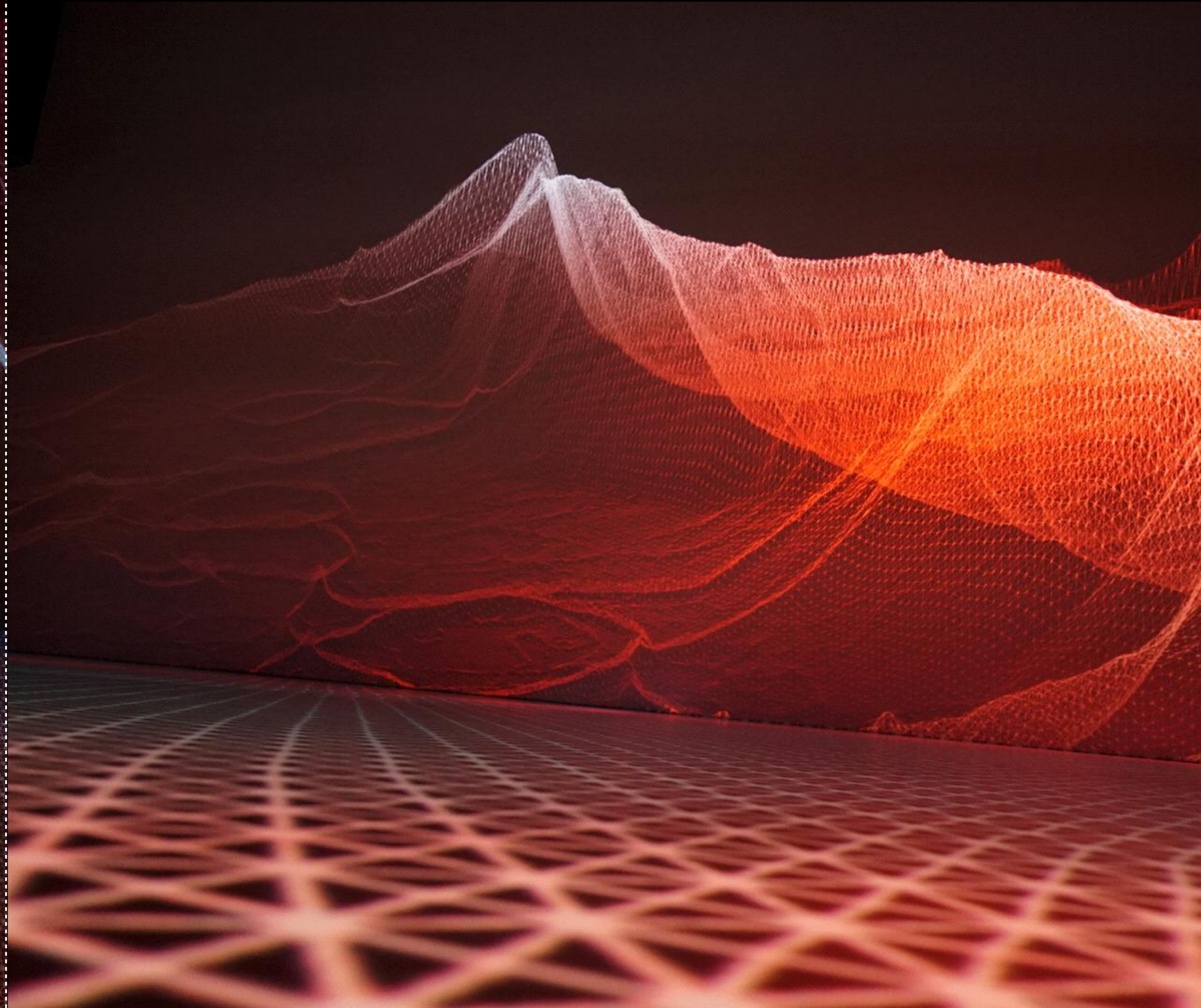

Digital artist based in Montreal, Mathieu Le Sourd (Maotik) focuses its work on the creation of immersive multimedia environments and generative visuals. His work has recently been presented in various festivals around the world, such as Mutek Festival (Montreal, Mexico city, Barcelona and Tokyo), Live Cinema in Rio, the Plums Festival in Moscow, Signal Festival in Praga, the British Film Institute in London and ARS Electronica in Linz.

As lead of Moment Factory's interactive team in 2011, Le Sourd produced large scale projects such as the multimedia experience in the new terminal at the Los Angeles airport as well as the visuals for Nine Inch Nails world tour. in 2013, he produced the critically-acclaimed immersive multimedia performance DROMOS, which was presented at the SATosphere in Montreal as part of the Mutek festival.

Always in search of new challenges, Le Sourd designs his own visual tools by generating animations from algorithms and creating 3D worlds to transform perceptions of space. He collaborates with musicians, sound artists an scientists in order to continue his research into the relationship between art, science and technology.

www.maotik.com