

“Vibrisses”

Immersive, bright and audio interactive installation made with feathers

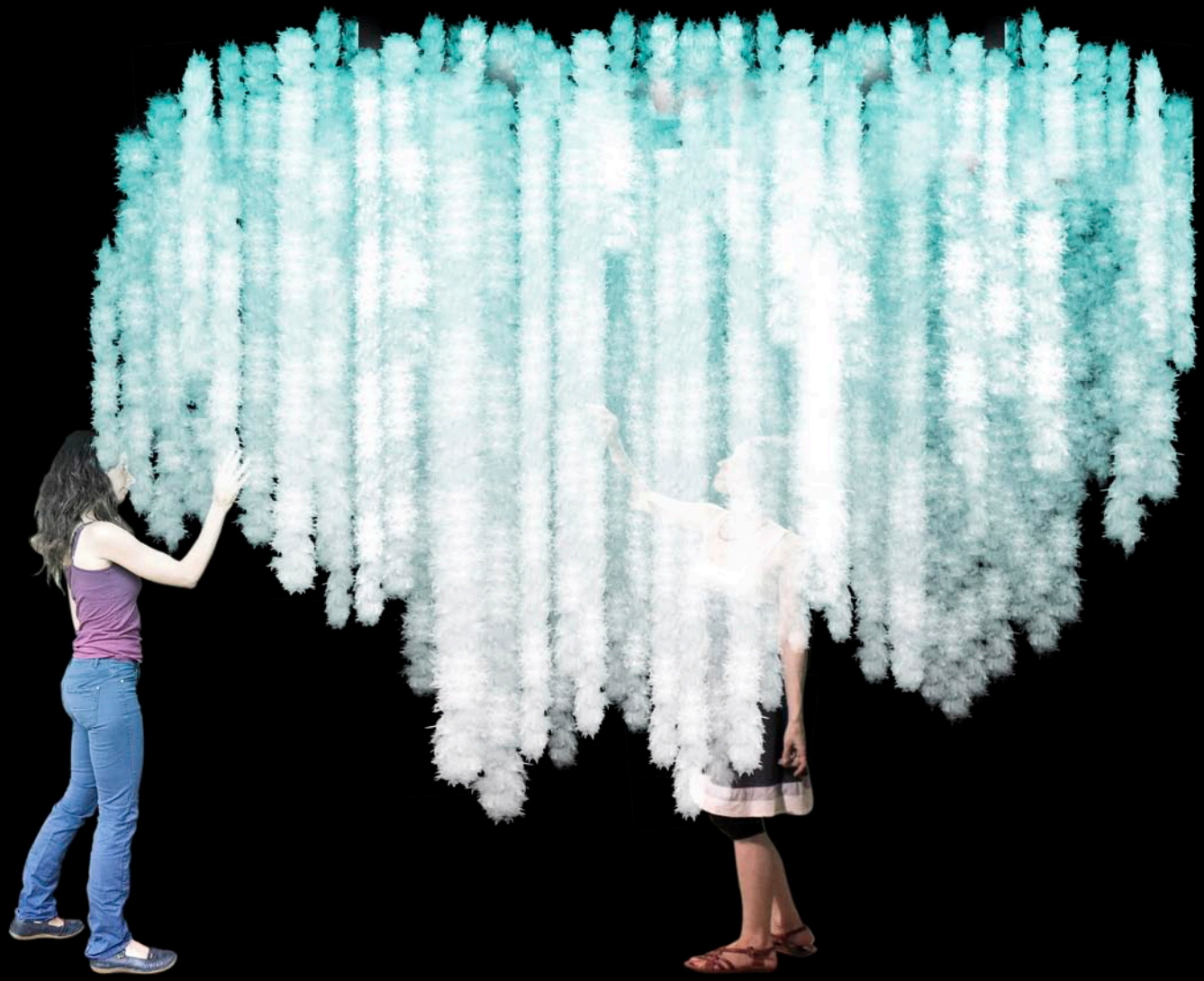
Scenocosme : Grégory Lasserre et Anaïs met den Ancxt
With the contribution of M.Marceau, Maxime Leroy

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“Vibrisses” : a sensory artwork made in feathers

“Vibrisses” is an interactive sound, light and immersive installation artwork. It is composed of a several hanging feathers like a cloud. The artwork is delicate, sensitive and airy. The visitor can enter inside for explore it, touch it, feel it.

The sensation of the feathers on the face is remarkably soft and offers a unique tactile experience. Interactive, feathers react to the breaths as well as the delicate contacts of the spectators by producing evolutionary sounds and luminosities, depending on the quality, and the intensity of the interactions.

Feathers create a unique epidermal relationship with the cloud. In contact with the symbolic fragments of the cloud, the body explores a surface and a cloudy matter. Feathers are its vibrisses which form sensitive nerve endings.

The cloud is here like a micro landscape moving and evolving according to what happens around it and inside it. The interactions with the cloud generate its luminous and sonic consistency. Composed of feathers, it creates a symbolic microclimate of relationships between the body, the sky, the animal. When we goes inside this tactile cloud, this one is sensitive to the movements of air, breaths, movements, touches from the visitors. The body becomes a dynamic air movement, participating in the evolution of the cloud. This immersive cloud generates relationships of our body with the others as with the installation composed of an animal attribute: The feathers which are here a symbol of elevation, lightness, spiritual imagination. They are sensitive fragments for generate light and meditative microclimatic interactions.

More informations and videos : www.scenocosme.com/vibrisses_e.htm

Support :

- [SCAN] Soutien à la Création Artistique Numérique de la Région Auvergne Rhône-Alpes
- Ville de Toulouse, Ville de Vence, Ville de St Etienne

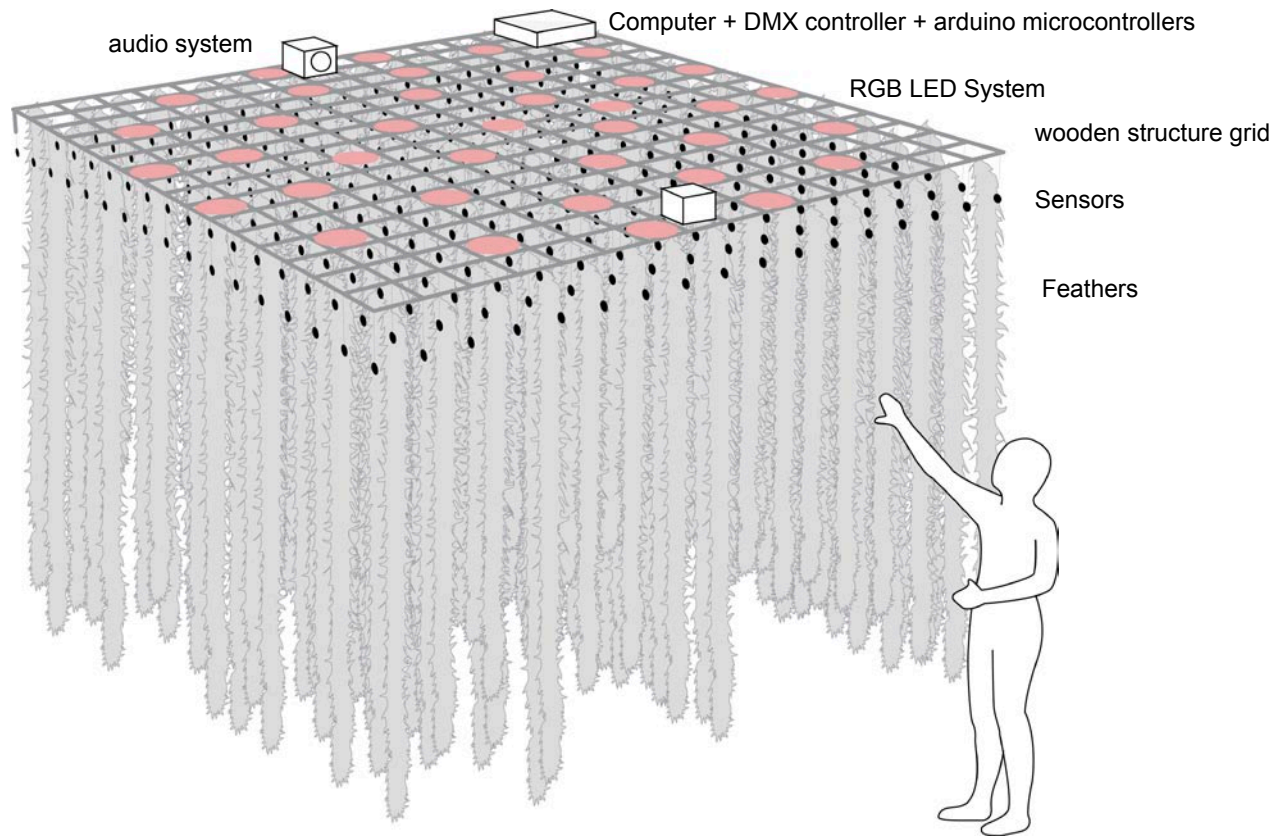


Technical development and research

Feathers composed of β keratin are among the softest and strongest natural materials at the same time. The feather cloud consists of a hundred feather boas suspended on a wooden structure hanging from the ceiling. Each liana of feathers is at its base connected to a sensor of vibrations and movements of high sensitivity. The slightest breath on the slightest feather becomes perceptible by the software. Real-time controlled LED light devices are hung on the top of the structure. These ones can immerse the cloud in a subtle vaporous light or even make it glow with bright colors. The software of the artwork analyzes data modified by the sensors and generate light and sound feedbacks. The software scenarios evolve and each interaction of a viewer transforms the light and sound shapes of the work.



Equipment

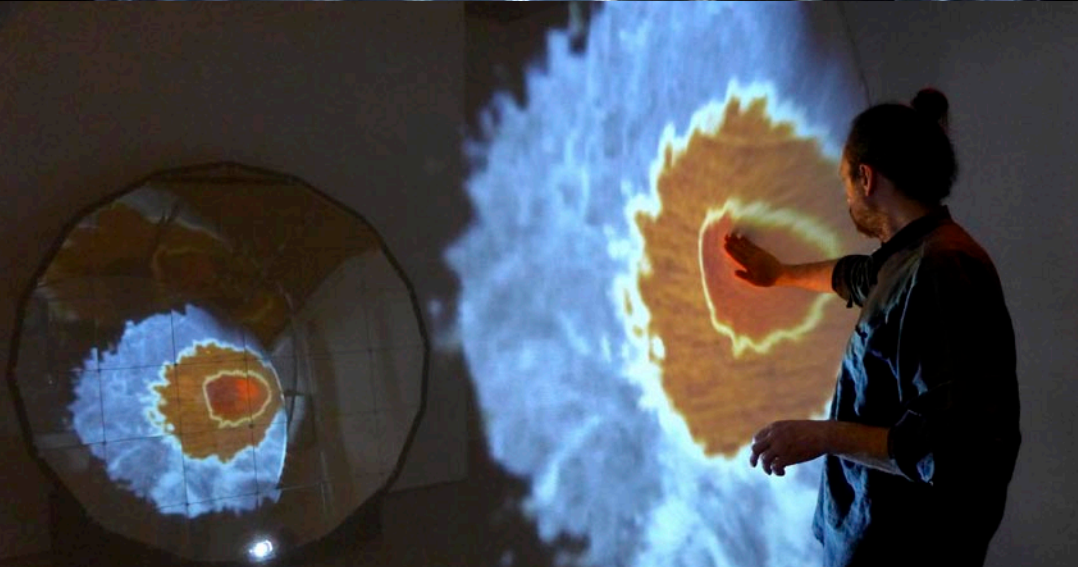
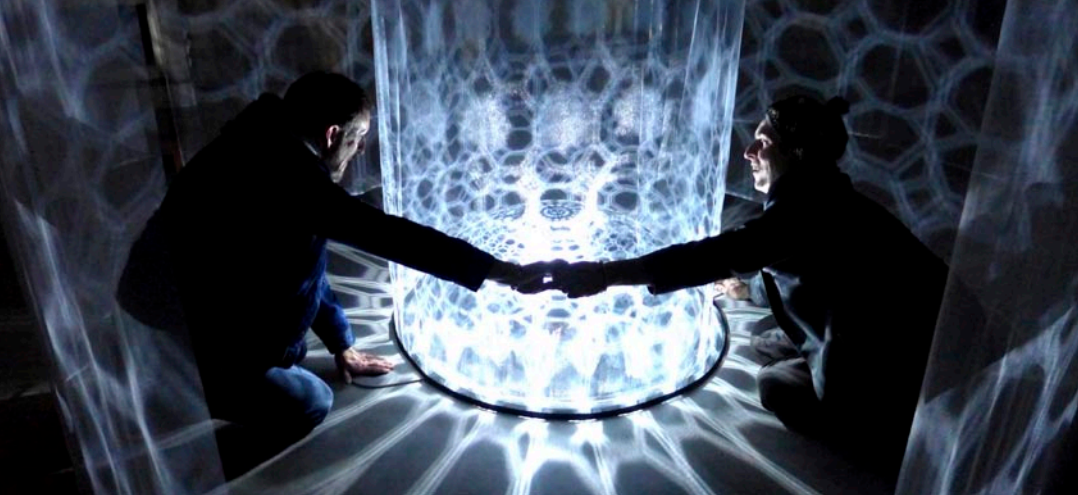


Large version : lenght = 2m10



Small version : lenght = 1m50





Artistic process: hybridizations between nature and digital technology

As media artists, Scenocosme: Grégory Lasserre & Anaïs met den Ancxt, explore capacities of technologies in order to draw sensitive relationships through specific stagings where senses are augmented. Their works came from possible hybridizations between the living world and technology which meeting points incite them to invent sensitive and poetic languages.

They suggest to sound out, to feel elements of reality which are invisible or to whom we are insensitive. They use the idea of the cloud as a metaphor of the invisible. Because it has an unpredictable form, it is in indeterminate metamorphosis, and his process escapes to our perception. Various natural and artificial clouds surround us (climatic, biological, energetic or electromagnetic). Through their artworks, they evoke invisible energetic clouds (electrostatic) which follow living beings like unpredictable shadows. Sometimes, these clouds cross together and exchange some information. In a poetic way, they interpret these invisible links through sonorous and visual stagings. Then, when they imagine the energetic clouds of living beings, the limits of the body become permeable, and with their technology, in a way they design extraordinary relationships, between humans, and between humans and environment too. Interactions they offer in their works make invisible exchanges sensitive. Rather than revealing clearly their complexity, they open everyone's imagination. Between the reality and our perception, there is always a «blind point» which stimulates the imagination.

When they create interactive works, Scenocosme invent sonorous or/and visual languages. They translate the exchanges between living beings and between the body and its environment. They suggest interrelations where invisible becomes perceptible. Materialized, our sensations are augmented. Through a poetic interpretation of invisible mechanisms, technologies allow them to draw sensory relationships, and to generate unpredictable living interactions. Their hybrid artworks play with their own augmented senses. They live with technology and have reactions which escape deliberately to their control.

Other hybrid and interactive artworks

Matières sensibles : www.scenocosme.com/matiere_e.htm

Akousmaflore : www.scenocosme.com/akousmaflore_en.htm

Lights Contacts : www.scenocosme.com/contacts_installation_en.htm

Fluides : www.scenocosme.com/fluides_e.htm

Kymapetra : www.scenocosme.com/kimapetra_en.htm

Ecorces : www.scenocosme.com/ecorce_e.htm

Scenocosme : Grégory Lasserre & Anaïs met den Ancxt : www.scenocosme.com

The couple artists Gregory Lasserre and Anais met den Ancxt work under the name Scenocosme. They live in the Rhone-Alpes region in France. Their singular artworks use diverse expressions: interactive installations, visual art, digital art, sound art, collective performances etc.... Scenocosme mix art and digital technology to find substances of dreams, poetry, sensitivity and delicacy. These artists overturn various technologies in order to create contemporary artworks. Their works came from possible hybridizations between the technology and living world (plants, stones, water, wood, humans...) which meeting points incite them to invent sensitive and poetic languages. The most of their interactive artworks feel several various relationships between the body and the environment. They can feel energetic variations of living beings and design interactive stagings in which spectators share extraordinary sensory experiences. Their artworks are exhibited in numerous museums, contemporary art centres and digital art festivals in the world.

They have exhibited their interactive installation artworks at ZKM Karlsruhe Centre for Art and Media (Germany), at Daejeon Museum of Art (Korea), at Museum Art Gallery of Nova Scotia (Canada), at National Centre for Contemporary Arts (Moscow), at Contemporary Art Museum Raleigh (USA), at Bòlit Centre d'Art Contemporani (Girona) and in many international biennals and festivals : Art Center Nabi / INDAF (Seoul), BIACS3 / Biennial International of Contemporary Art of Seville (Spain), Biennial Experimenta (Australia), NAMOC / National Art Museum of China / TransLife / Triennial of Media Art (Beijing), C.O.D.E (Canada), Futuresonic (UK), WRO (Pologne), FAD (Brasil), ISEA / International Symposium on Electronic Art (2009 Belfast, 2011 Istanbul, 2012 Albuquerque, 2013 Sydney), EXIT, VIA, Lille3000, Ososphere, Scopitone, Seconde nature (France)... during important events : World Expo (Shanghai), Nuits Blanches (Toronto, Halifax, Bruxelles, Brighton, Amiens, Segovia, Bucharest), Fête des lumières (Lyon)... and in various art centers : MONA (Australia), MUDAC, Fondation Claude Verdan (Lausanne), Musée Ianchelevici (Belgium), Kibla (Slovenia), Banff Centre (Canada), Villa Romana (Firenze), Utsikten Kunstsenter (Norway), Watermans (UK), Centre des arts d'Enghien-les-Bains, Gaîté Lyrique (Paris) etc.

Full biography : www.scenocosme.com/PDF/scenocosme_BOOK_EN.pdf

Wikipedia : <https://en.wikipedia.org/wiki/scenocosme>

Previous exhibition of Vibrisses

Creation 2022

- Musée de Vence / Fondation Émile Hugues - Vence (fr)
- Musée Paul-Dupuy / Curator : Francis Saint-Genéz - Toulouse (Fr)

