Interactive and immersive space

SphèrAléas is made of a half-spherical structure and of an evolutionary device which makes man, image and sound interact thanks to digital tools. SphèrAléas is ideal for collective performances. It’s a safe space of oneiric creations in which the public creates, handles, juxtaposes, superimposes sonorous, pictural shapes unstable and reactive.

Like for the learning of a musical instrument, people must take time to experiment it. Collectively, they must pay particular attention to compose a melody. Spectators are sitting around a hearth which is materialized by a hemispherical mirror. They can manipulate sensitive device in order to create visual and sonorous symphonies. By manipulating the sensors, the spectator-musician can continuously intervene on the whole structure by playing with the different variables: order, side-by-side positioning, overlapping, speed, rhythm, harmonic pitch... It is a kind of orchestra: there is a conductor who guides musicians, and coordinates the organization of visual and sonorous objects.

The scenography is designed for complete immersion of the spectator thanks to interactive sensors, a multipoint sound diffusion, a video projection system (180°), within a half spherical membranous architecture. This original shared experiment becomes a poem of sensations: inside this womb-like space, sensitive perceptions are amplified, modified until a multitude of unexpected metaphorical worlds resonate.

The show is ever changing...

Bourse DICREAM du CNC
Coproduction : Résidence de création à Médias-Cité
Soutien : La Région Rhône-Alpes, La Ville de Lyon, MGcréation
Interactive and immersive device

Designed for real-time musical and visual interactions, the immersive space is a semi-transparent half-sphere, 2.50 meters-high (8.2 feet-high). This structure is used as a screen for wide-angle projection similar to that of planetariums. Then the audience can be totally immersed in unreal and captivating atmospheres.

Speakers and amplifiers make possible games of spatialisation of sound. Inside the dome, the audience, seating or lying, can manipulate sensitive device and sensor sensors or simply daydream. These manipulations are interpreted by the Aléas software which produces the sound and the 3D compositions. By mixing these image and sound structures, like an orchestra, spectators create symphonies to contemplate.

Aléas : original virtual music software/instrument

Aléas arose from a reflection about how to materialise/draw sound with 3D images. It is a synthesis software, treating sounds and abstract images, able to create a dialogue with reality by using tactile sensors. It creates therefore an interactive, sensitive relationship with the audience.

It allows to create, modify, observe and manipulate moving 3D shapes. Each picture is associated to a sound. It allows to visualize the sonorous score when audience is playing.

By positioning new materials, users create sustained melodies made of rhythmic relationships animated by subtle temporal intervals. Each user appropriates the system by creating particular processes of repetitive polyphony where parts overlap then disappear into hypnotic swirls. The audience determines the future of the work by experimenting with infinite orchestrations. They control easily the melodie thus generated.
Artistic team: scenocosme
Gregory Lasserre and Anais met den Ancxt are two artists who work together as a duo under the name Scenocosme (www.scenocosme.com). They live in France.

They develop the concept of interactivity in their artworks by using multiple kind of expression: art, technology, sounds and architecture. They mix art and digital technology in order to find substances of dreams, poetries, sensitivities and delicacies. They also explore invisible relationships with our environment: they can feel energetic variations of living beings. They design interactive artworks, and choreographic collective performances, in wich spectators share extraordinary sensory experiences.

Their artworks were presented in several contemporary art and digital art spaces.
Since 2004, 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 Contemporary Art Museum Raleigh (USA), at Bolít Centre d’Art Contemporani (Girona) and in many international biennals and festivals: Art Center Nabi / INDAF (Seoul), BIACS 3 / Biennial International of Contemporary Art of Seville (Spain), Biennial Experimentera (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), EXIT, VIA, Lille3000, Ososphère, Scopitone, Seconde nature (France)... during important events: World Expo (Shanghai), Nuits Blanches (Toronto, Halifax, Bruxelles, Brighton, Amiens, Segovia), Fête des lumières (Lyon)... and in various art centers: MONA (Australia), MUDAC, Fondation Claude Verdun (Lausanne), Musée lanchelevici (Belgium), Kibla (Slovenia), la Villa Romana (Firenze), Utsikten Kunstsenter (Norway), Watermans (UK), Centre des arts d’Enghien-les-Bains, La Galté Lyrique (Paris) etc.
Technical
The installation does not need any additional equipment.
(*video projectors, speakers, geodesic structures, computers, mirrors, etc.*)

The following items need to be provided:
- 1 monitor (svga) for computer (only during the assembling)
- 3 independent electric extensions
- 3 five-ways electric adaptators
- a roll of black electric tape
- a roll of white electric tape

Spatial setting / Plan  (Top view)
A room with the following characteristics

- **A room in the dark**  *(for the video projection)*
- Height: 2.50 meters (8.2 feet)
- Ground surface of the installation: larger than a 5m x 5m = 25m² square: 16.4 feet x 16.4 feet = 269sqf
  We need a place with a size bigger than the size of the installation
- **IMPORTANT**: The installation diffuse sound
  (constraint to take into account)

- **A room in the dark** *(for the video projection)*
The installation has this own light
- Time for assembling: 8 hours
- Time for disassembling: 3 hours

Safety measures
The installation is protected against fire:
The carpet and fabrics are fireproofed.