

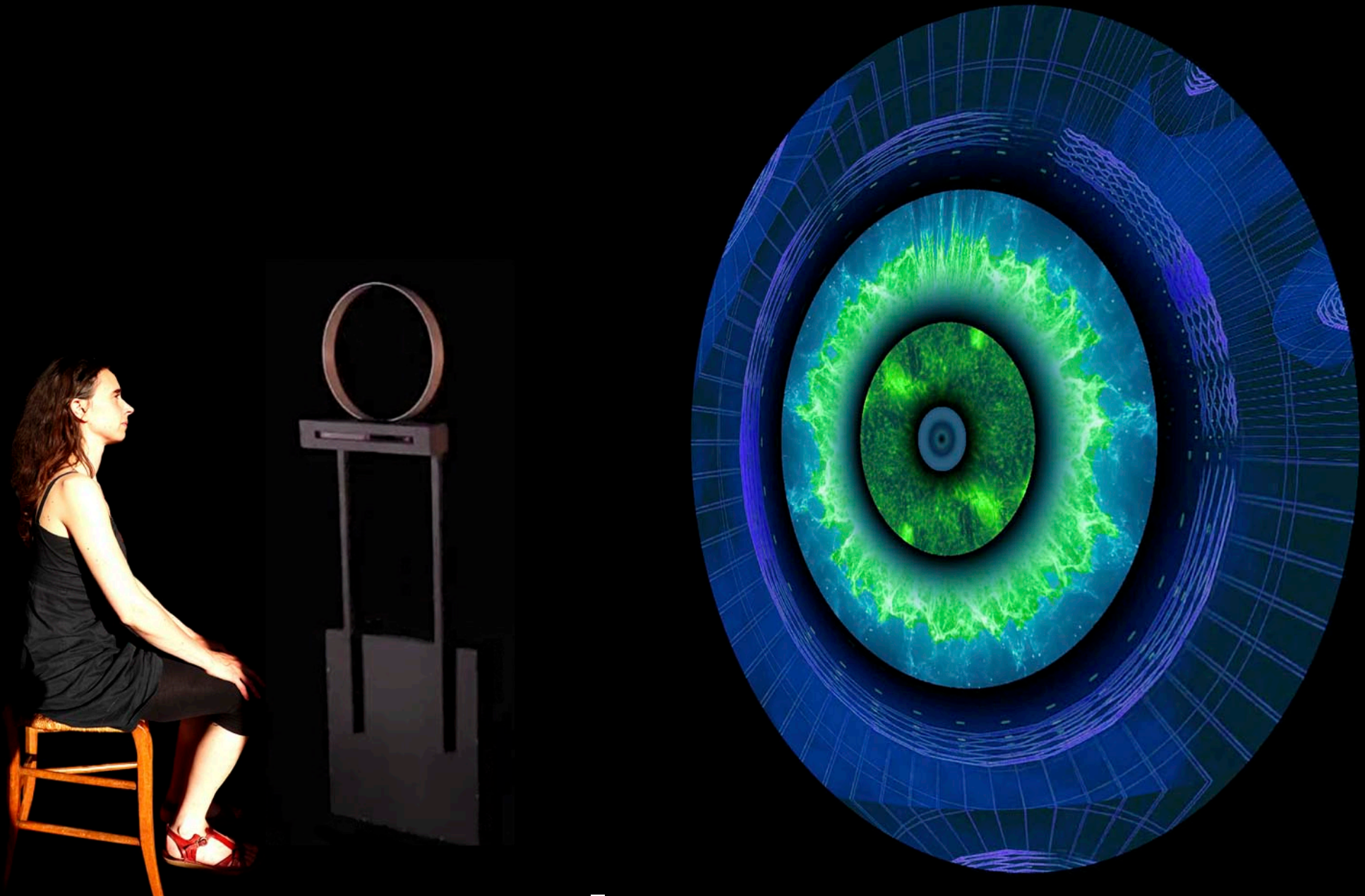
Iris

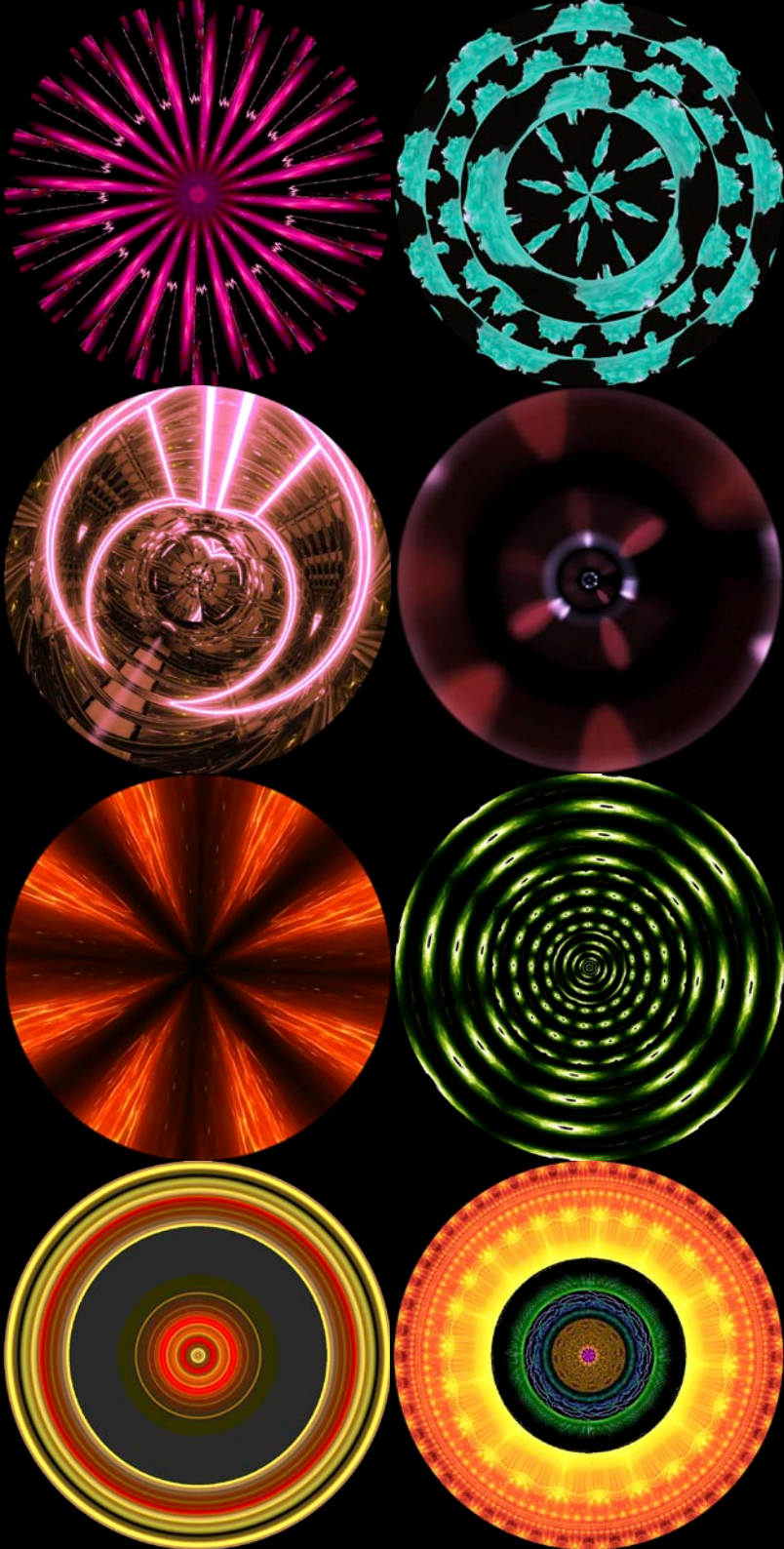
Interactive installation with the eyes

Scenocosme : Grégory Lasserre & Anaïs met den Ancxt

www.scenocosme.com

Scenocosme : Grégory Lasserre / Anaïs met den Ancxt
scenocosme@gmail.com - Tel : +33 6 61 09 50 52





“Iris“ is a visual and sonorous interactive artwork with the gaze.

The artwork changes according to the viewer, the motion and intensity of the gaze. An interactive device: a camera eyes tracker, analyses the eyes of the viewer.

The artwork evolves when a visitor stands in front of it and look at it.

The eye is the engine of the work. As long as the gaze is maintained, kaleidoscopic shapes appear and are revealed according to the movement of the iris.

The work reveals the power of the gaze. This is a physical experience.

The viewer who controls the work with his gaze can feel a kind of appropriation and power. Like Gorgo the medusa, he takes full possession of the looking object. He acquires the power to transform it, to explode it, to cancel it.

The sound experience is connected to the visual modification.

The visual and the sound matters, and the effects generated by the software are multiple and give the possibility to create infinite number of combinations. They depend on the intensity and movement of each gaze.

Visual movements are audio-reactive and also gaze-reactive:

A central gaze slows down the movement and makes the visual matter grow.

A look on the periphery twirl it to the left or to the right.

Speed changes with the movement of the eye... until it disappears.

Etc.

The circles of the visuals could suggest the shape of the iris or some kind of entoptic phenomena.

The shapes in motion are sometimes hallucinatory, between natural elements, humans and other hypnotic hybridizations. Rhythms and sound materials follow these substances.

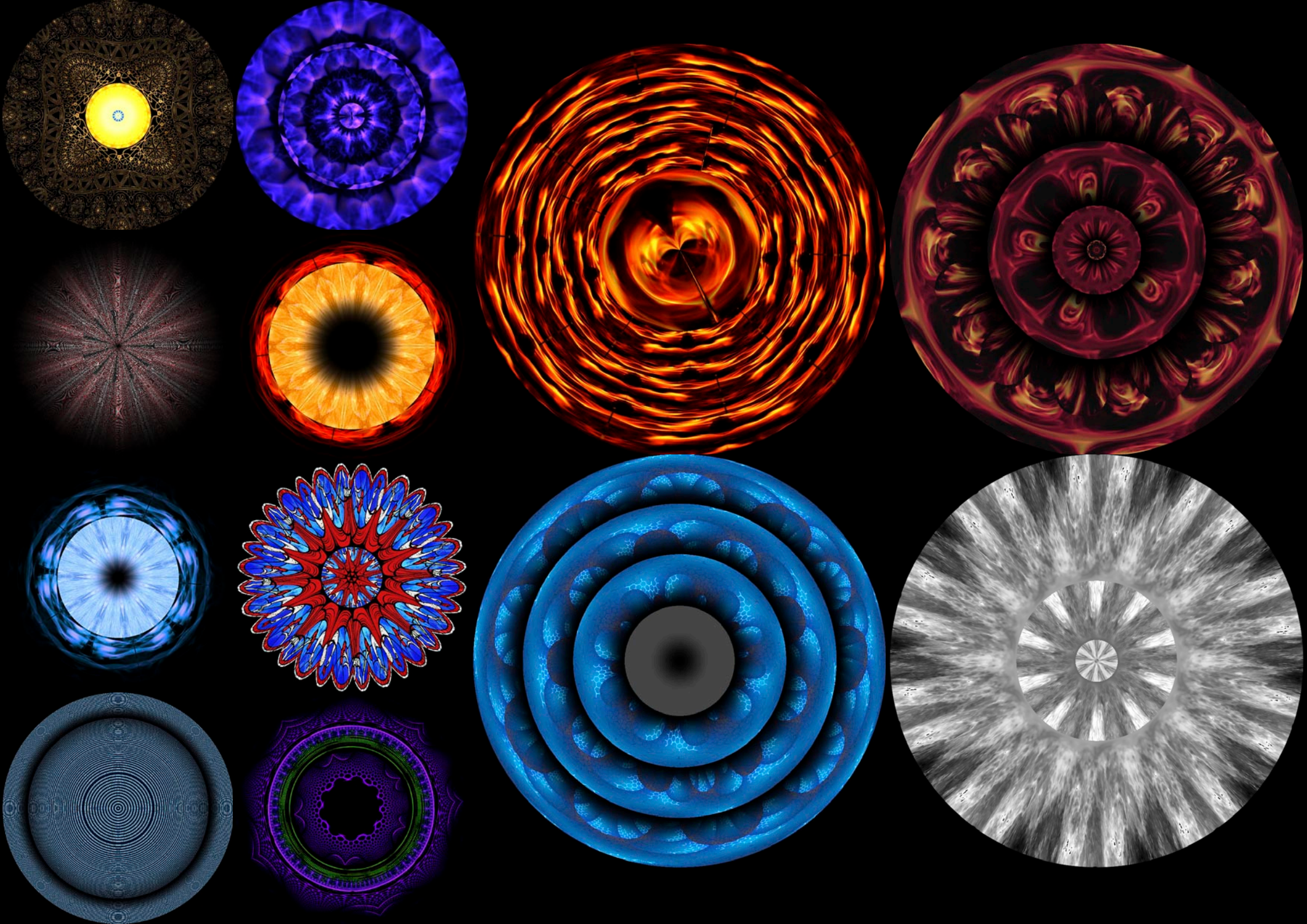
More informations : “Iris” : www.scenocosme.com/iris_e.htm

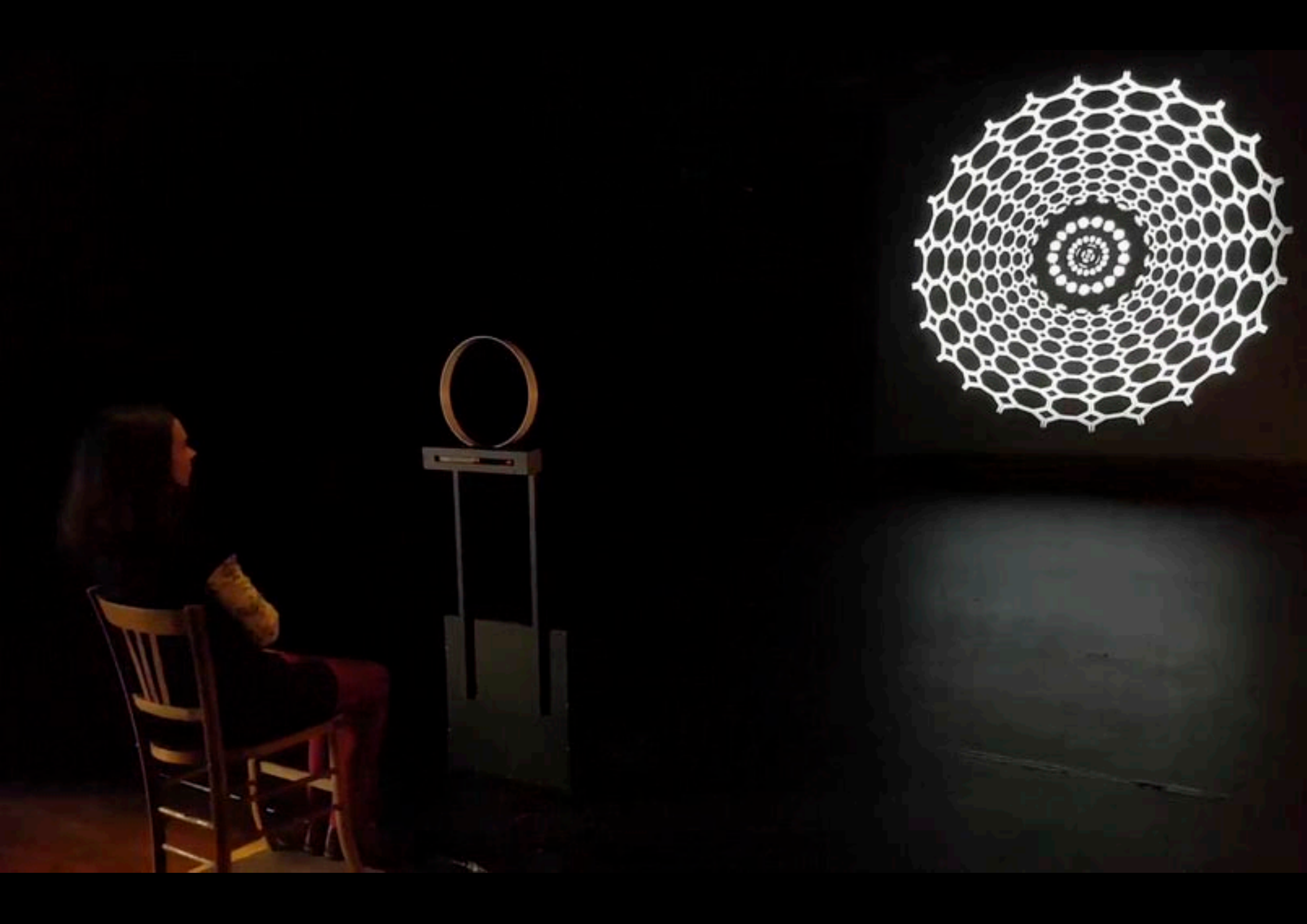
Selection of other interactive artworks

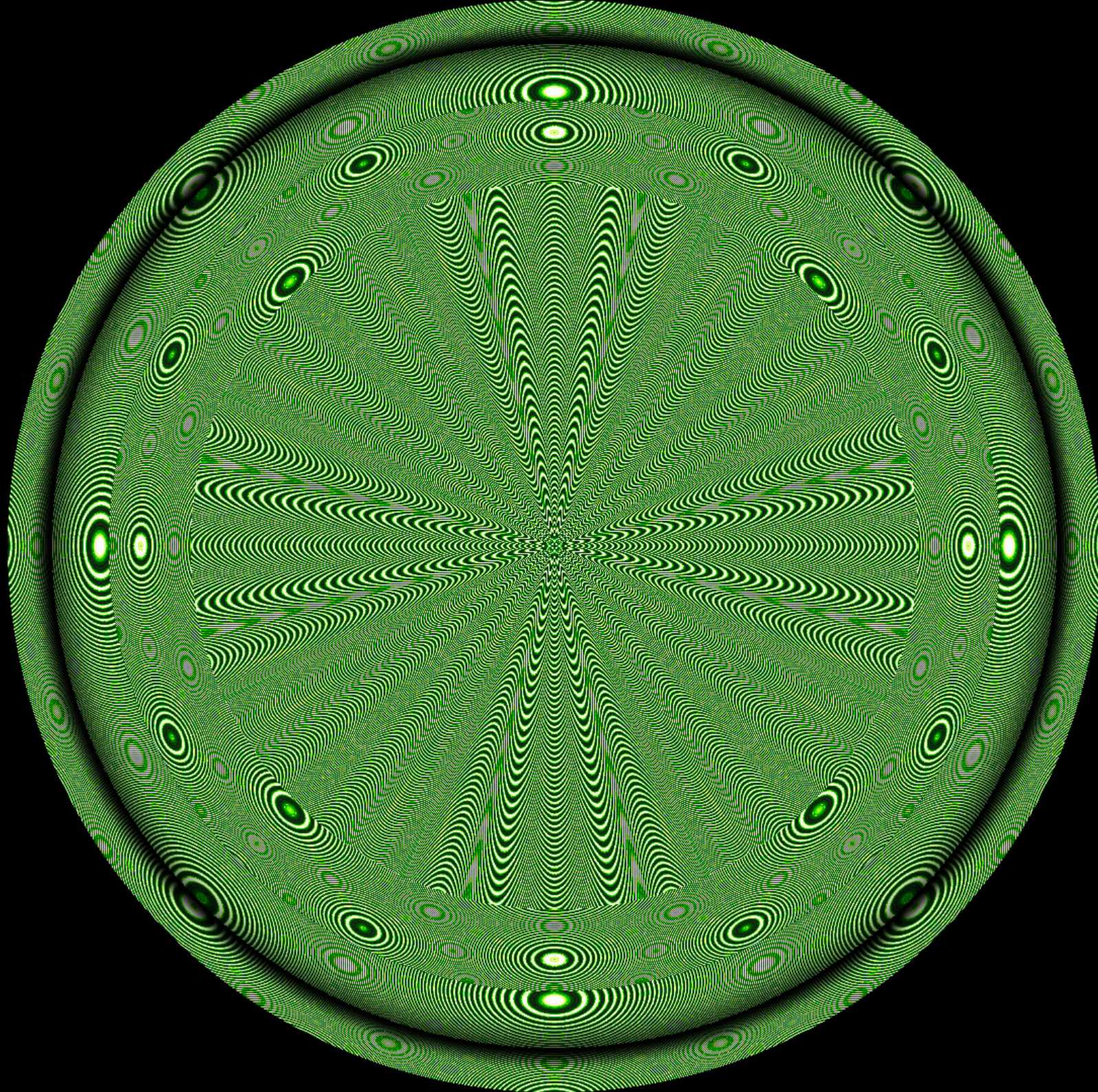
Metamorphie : www.scenocosme.com/metamorphie_e.htm

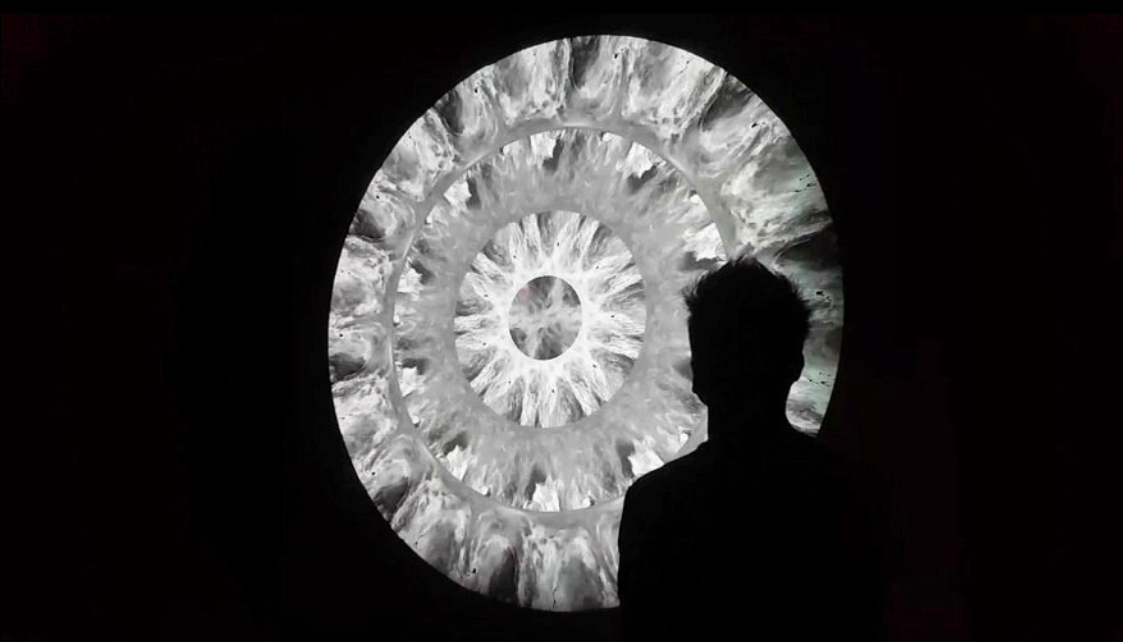
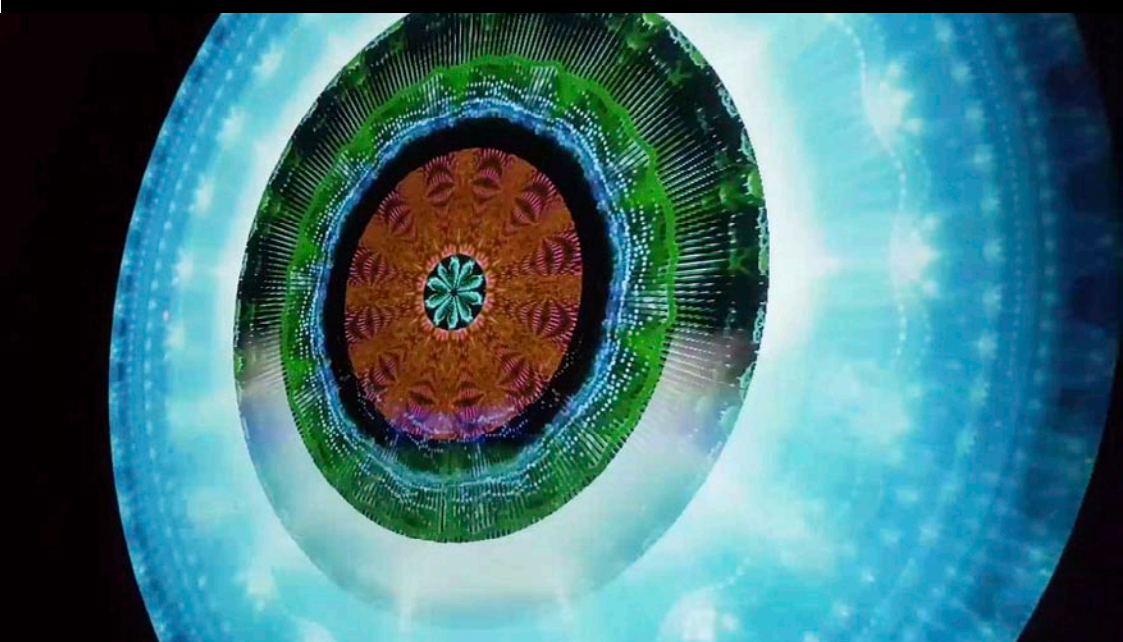
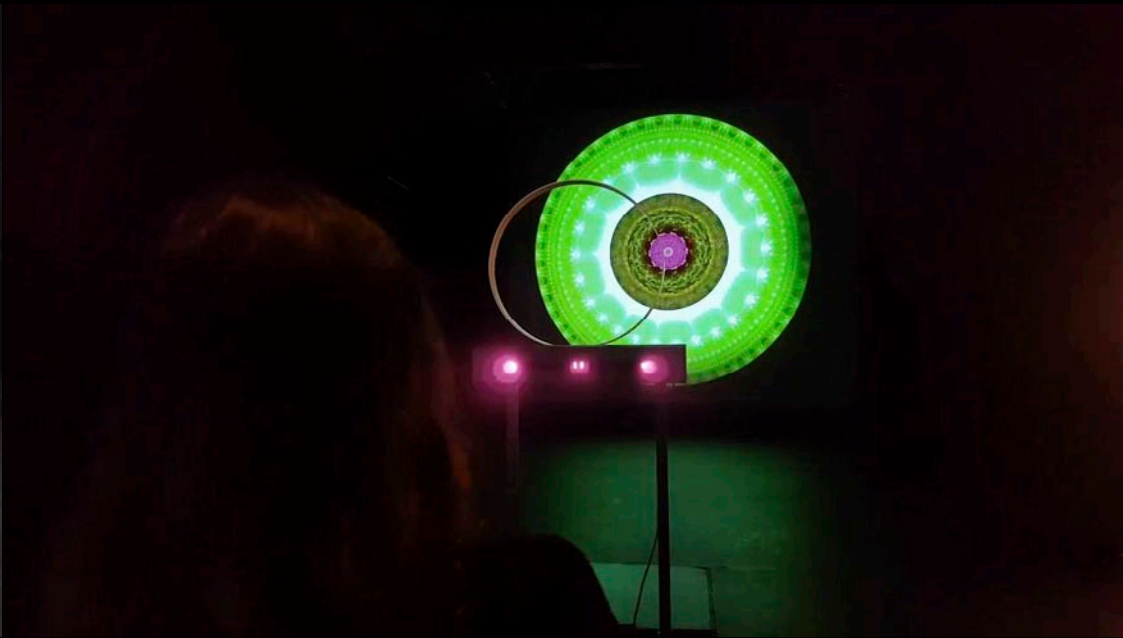
Cyclic : www.scenocosme.com/cyclic_e.htm

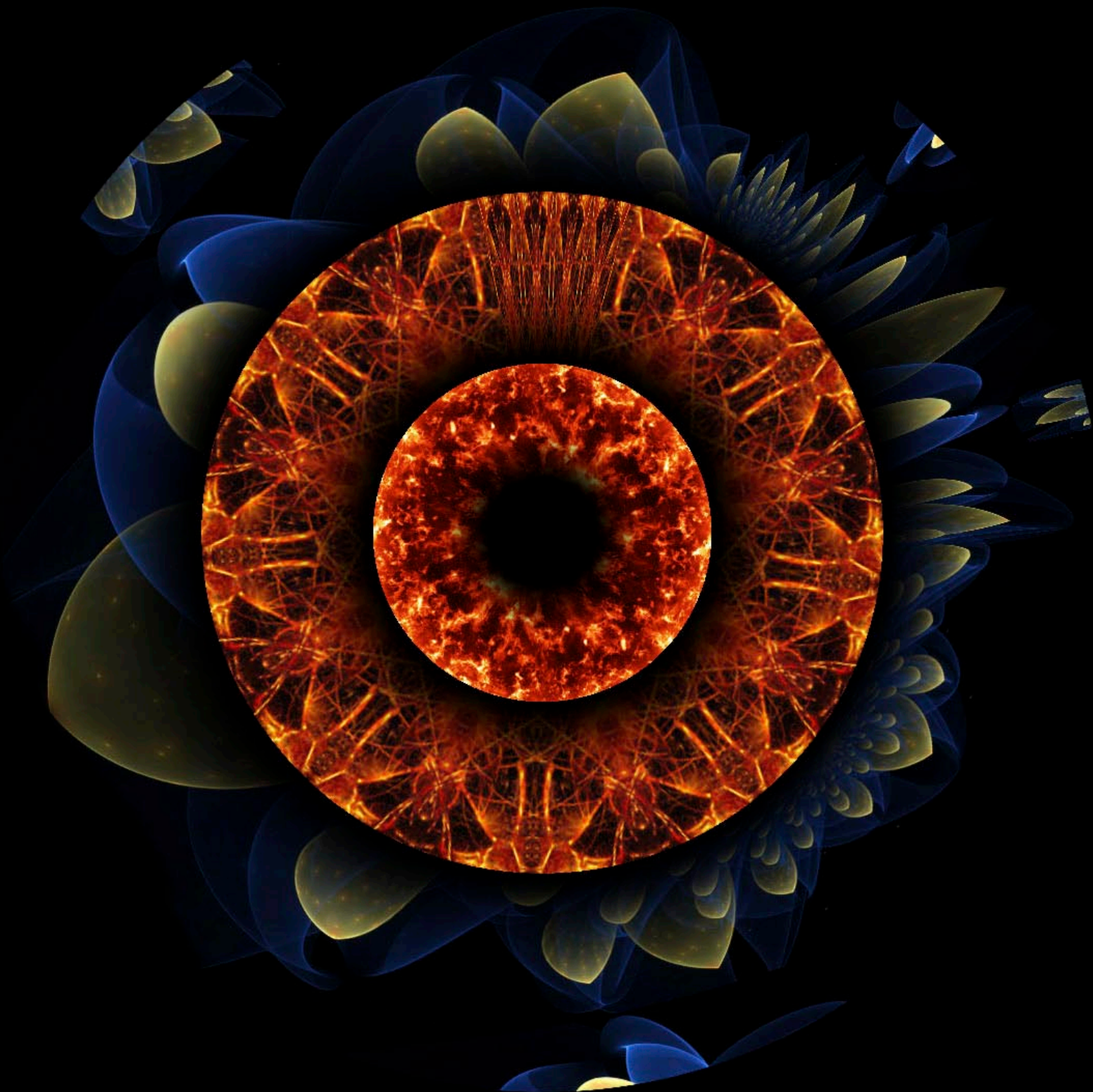
Matière noire : Brouillard quantique : www.scenocosme.com/matiere_noire_en.htm#2

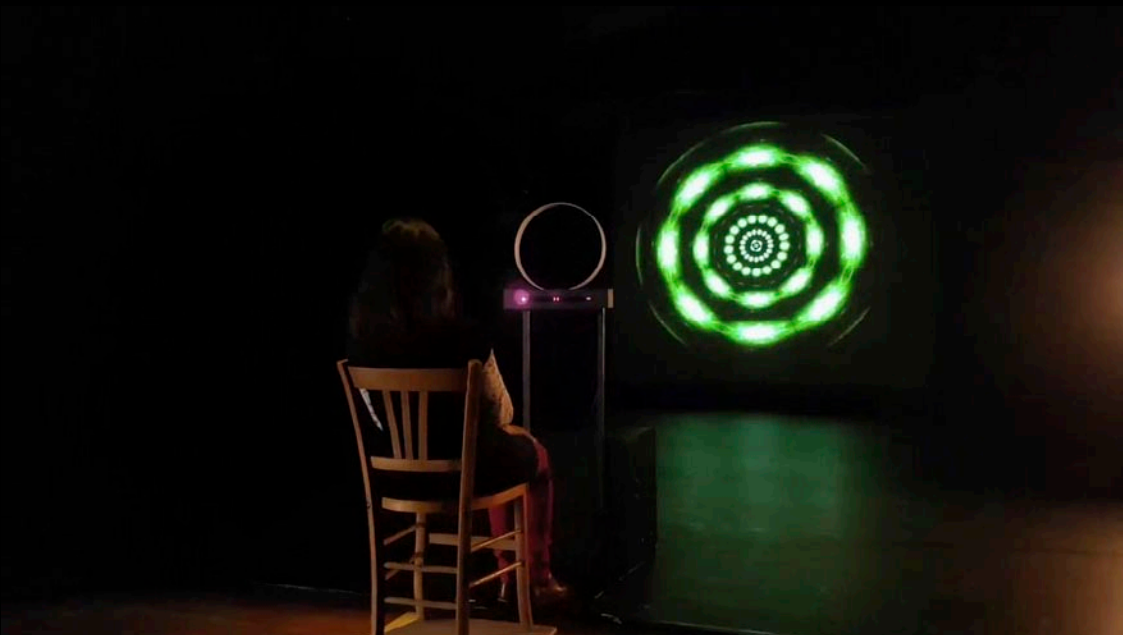
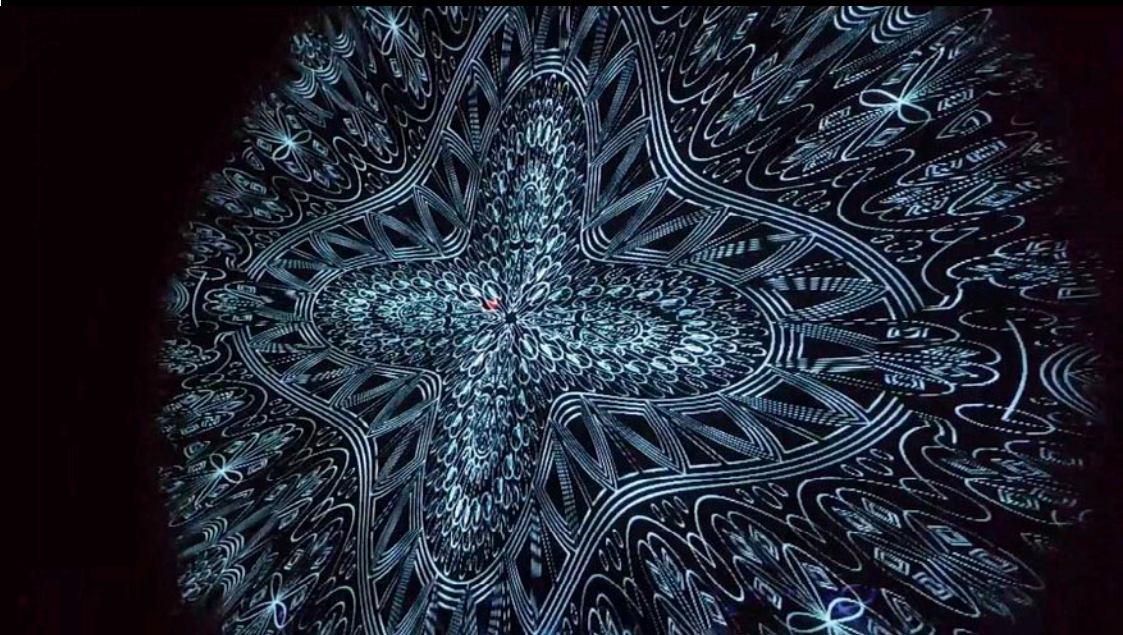
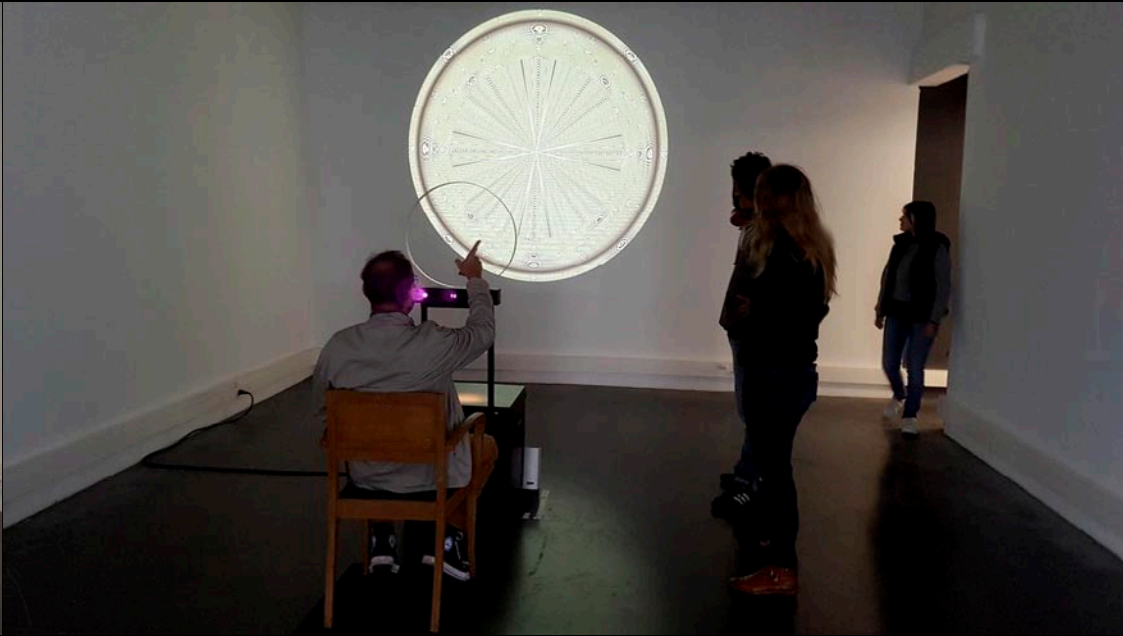
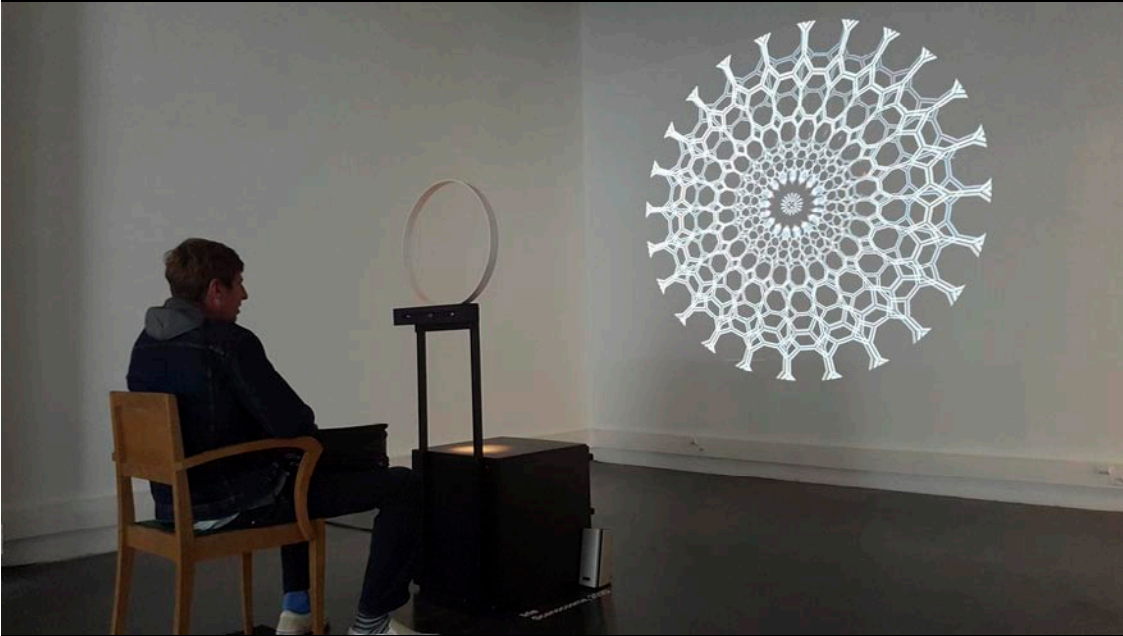




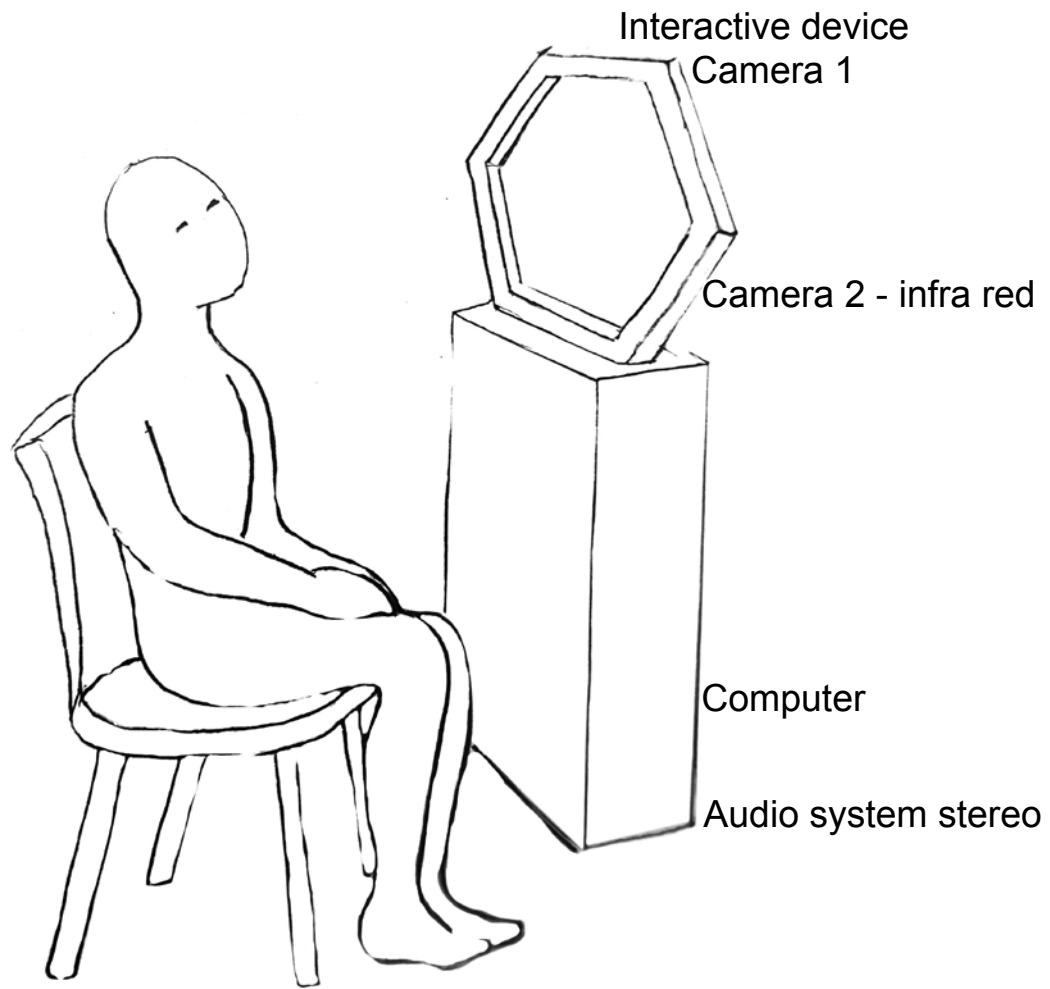








**Example of possible installation
On a wall or a screen**



(variable dimension)

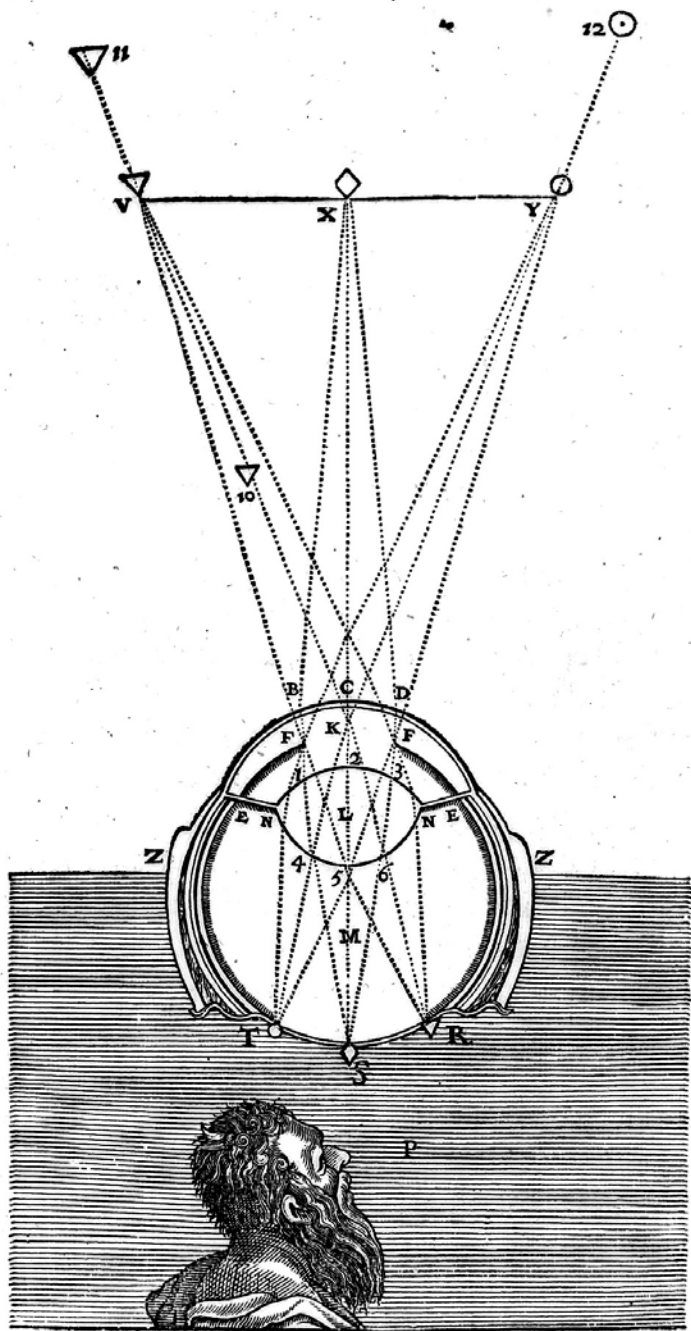
Vidéoprojection
or
Large TV



«Refraction of the rays light inside the human eye»
Illustration of the Dioptric (1637) by René Descartes

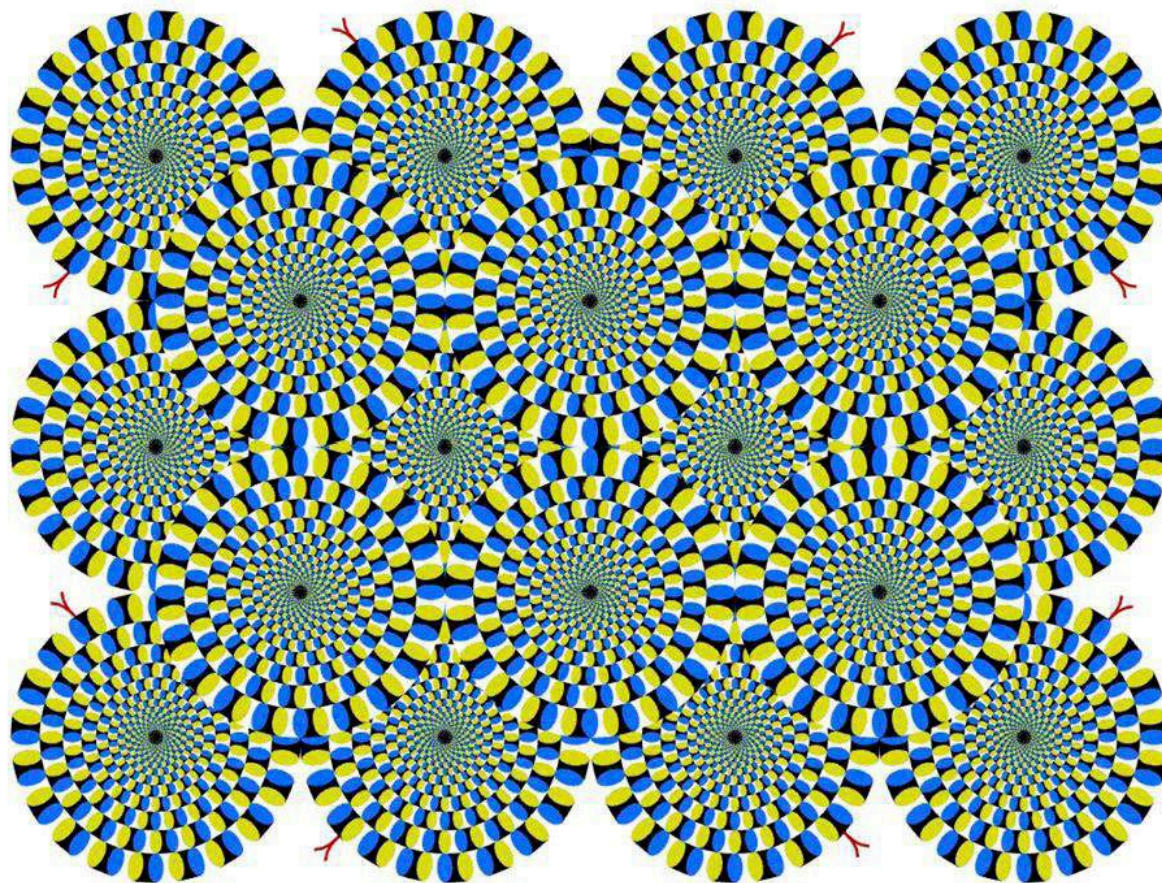
76

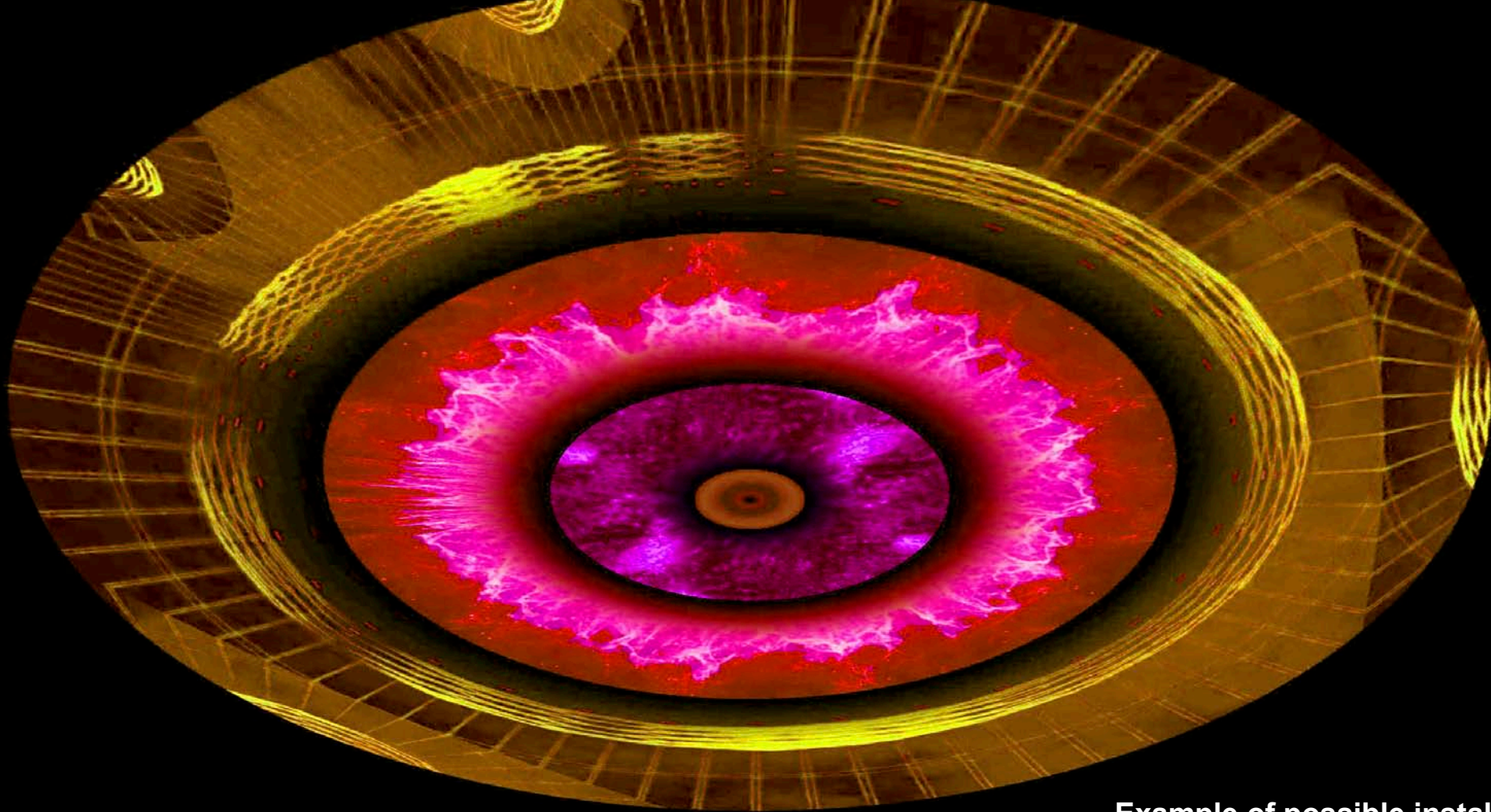
LA DIOPTRIQUE



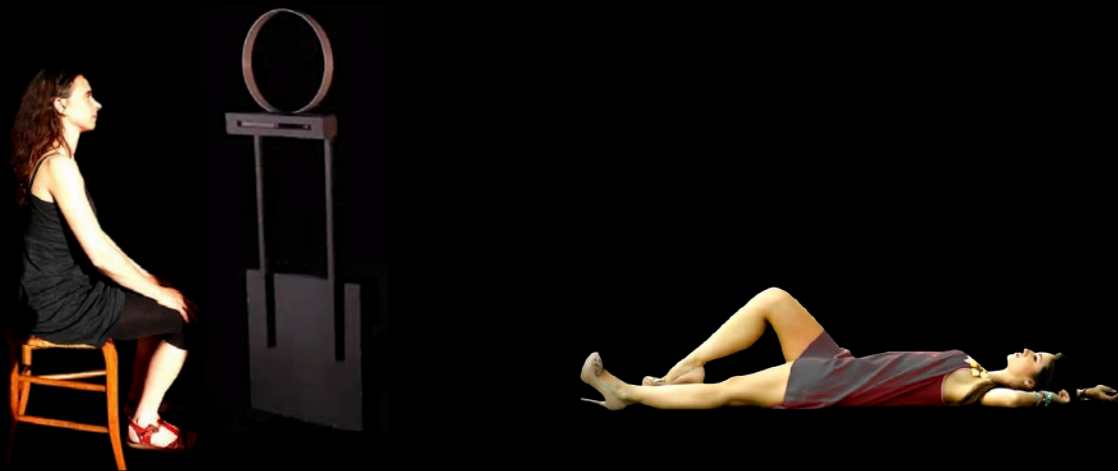
We develop an artistic research on the eye and vision. We are interested in the place of the eye in an interactive installation, how it can become the engine of the work, through its movements, its intensity. We want to create optical and sensory relationships, in order to physically involve the body in a privileged relationship with the work. By exploring the gaze, we want to stimulate the sense of the view to draw new artistic and symbolic relationships between the body and the world. We want to simulate entoptic phenomena, to sublimate the power of our eyes and our imagination. We are also interested in retinal persistences and other optical phenomena.

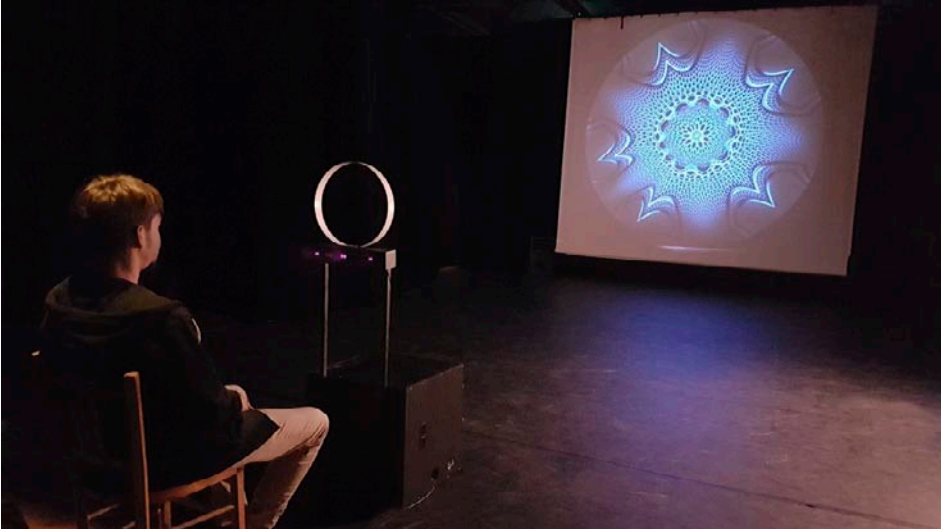
Illustration: Optical illusion, illusion of movement





**Example of possible installation
On a dome or a vaulted ceiling**



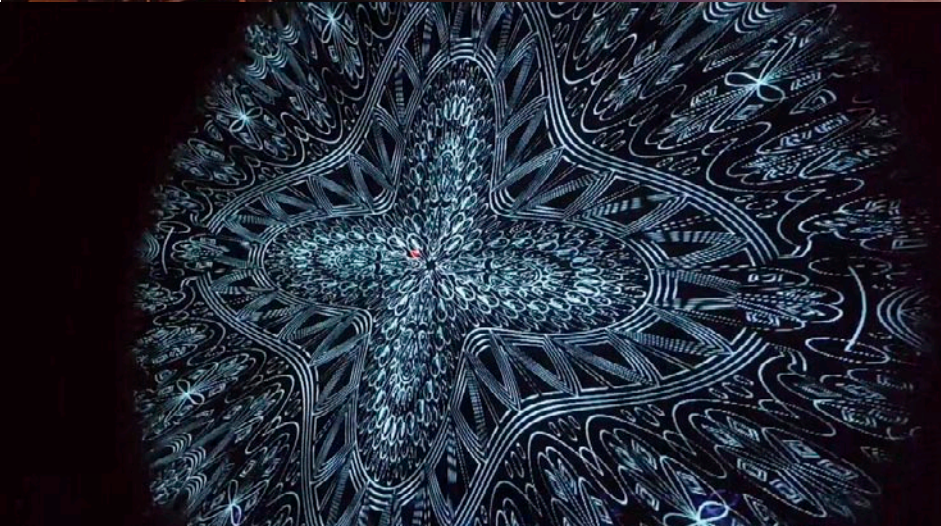


Artistic process: hybridizations between nature and digital technology

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.

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.

Their attention focuses on spectator's body because it is able to build relationship with others and elements. They use the body itself like a continuous sensorial interface with the world. When they concept our creations, they realize intimist directions that always take into account the place of spectators. In this way, they pay a singular attention to the "règle du jeu" (directions to play) which comes true between spectators and their installations. This direction to play allows the translation of a dialog between human being and objects and between humans too. They focus on relationships that individuals can have between them and we suggest new meeting and relation possibilities. Most of their artworks are kind of «mediators» between spectators in order to gather them, to stimulate relationships, exchanges, beyond a basic connection.



Some other artworks

Metamorphose : www.scenocosme.com/metamorphose_e.htm

Rencontres imaginaires : www.scenocosme.com/rencontres_imaginaires_e.htm

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

SphérAléas : www.scenocosme.com/spheraleas_e.htm

Ecorces : www.scenocosme.com/ecorce_e.htm



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

The couple artists Gregory Lasserre and Anaïs 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 Iris

Creation september 2021

- Murten Licht-Festival / Musée de Morat - Murten (**Switzerland**)
- Festival Accès-s #21 - culture(s) électronique(s) / Curator : Jean Jacques Gay - Pau (Fr)
Le Bel Ordinaire - espace d'art contemporain - Billère (Fr)
- Pléiades - Festival des arts numériques - Saint-Etienne (Fr)
Espace culturel La Comète : l'Usine
- Département des Bouches-du-Rhône / «#jevouscristdutfutur»
Bibliothèque départementale des Bouches-du-Rhône - Marseille (Fr)
Médiathèque de la ville de Roquevaire (Fr)
Bibliothèque Yvan Audouard - Gignac-la-Nerthe (Fr)
- Galerie des hospices / Université de Limoges - Limoges (Fr)
Festival Zéro 1 / arts hybrides et numériques / Curator : Diego Jarak
- MA scène nationale / Le MAGasin - Montbéliard (Fr)
- Maison Folie Hospice d'Havré - Tourcoing (Fr)
- Espace d'exposition Pavillon Duhamel - Mantes-la-Jolie (Fr)

