

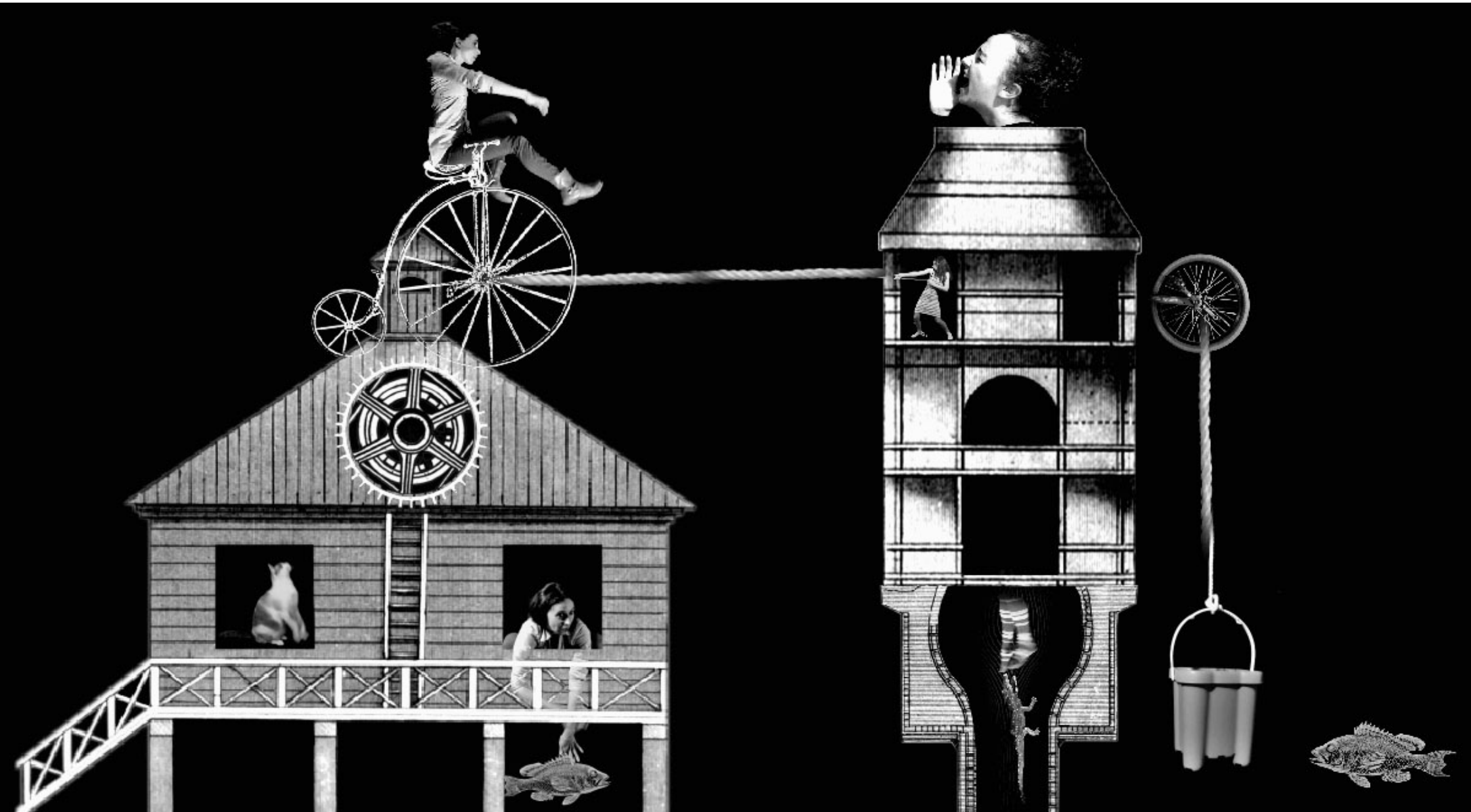
Mécaniques Imaginaires

Digital artwork

Scenocosme : Grégory Lasserre & Anaïs met den Ancxt

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“Mécaniques Imaginaires” is an interactive digital artwork.

The artwork’s software enables creating in real time infinite narrative scenes by manipulating plenty of “video elements”.

“Mécaniques Imaginaires” offers a space of expression and abstraction that allows to create amazing relationships between people, situations, objects by producing virtual energy. This interactive artwork is inspired by the Shadow Theatre, George Méliès’s cinema, and refers to Goldberg’s machines, designed to perform a simple task in an intentionally complex manner, most often with a chain reaction.

The software allows to select and position «video elements» in order to design series of actions/reactions: there are moving bodies (walking, running, jumping, manipulating etc...), objects like bouncing balls, umbrellas, books, candles, etc..., or machines like mills, ropes, gears, ... or natural elements like animals, plants, water, stones, etc... All the animated «visual elements» are part of a large corpus of real and imaginary objects. Mixing all these elements can create infinite virtual mechanics. Explorations and interactions with the software allow to invent new scenarios.

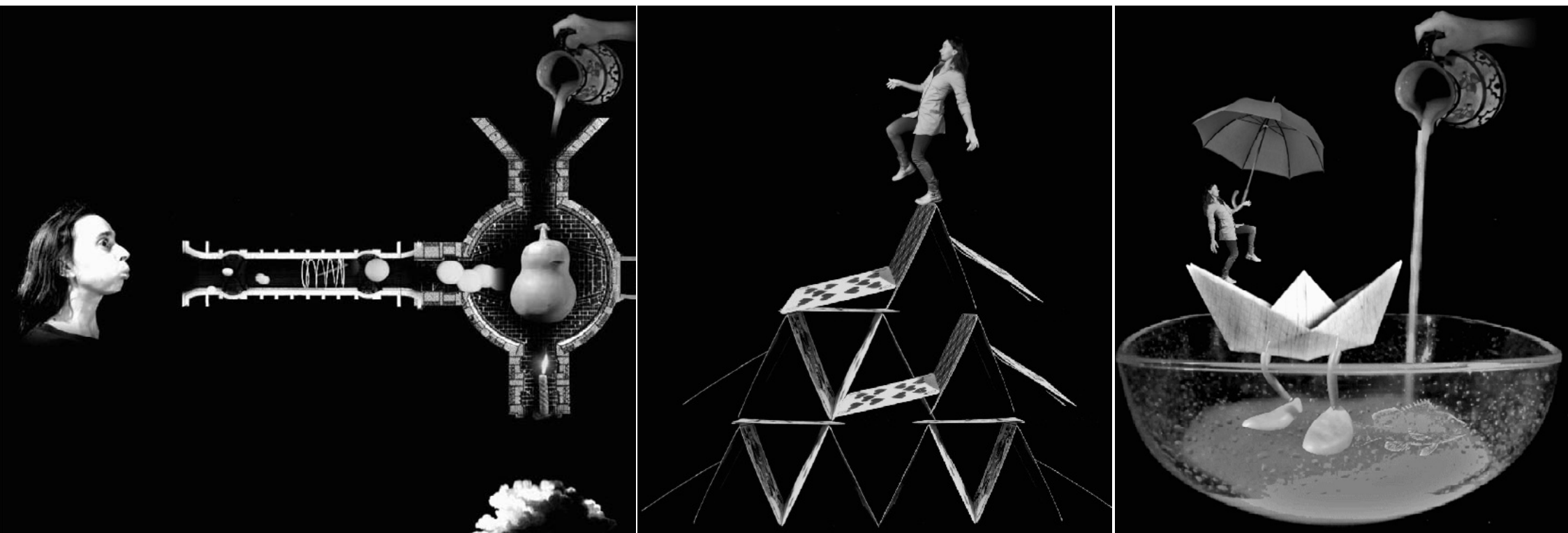
The “video elements“ have different durations and are played on a loop. Each one plays independently an act of the work. The totality can be arranged with several possibilities in order to create scenarios in constant transformation. The evolving scenario of this creation offers to participants a large part of improvisation.

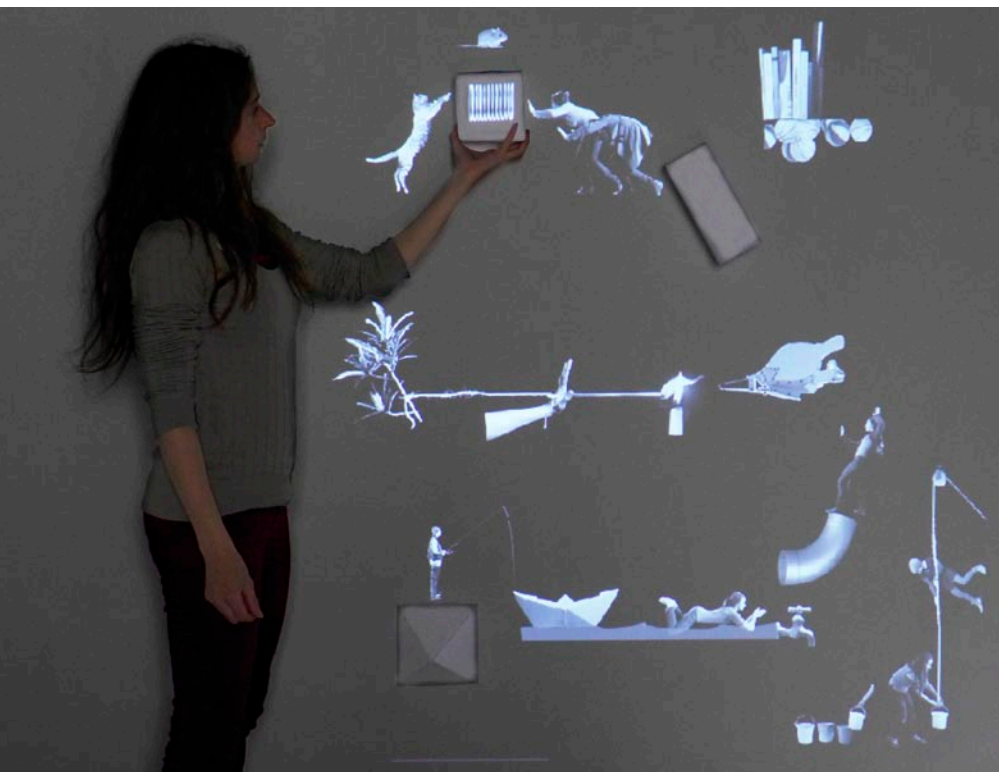
The installation can be shown on a screen or with a videoprojector on a wall which could become a mapping surface.

More informations and video: www.scenocosme.com/mecaniques_imaginaires_e.htm

“Mécaniques Imaginaires” was realised for the call for digital artwork from the city of Garges-lès-Gonesse (Fr)

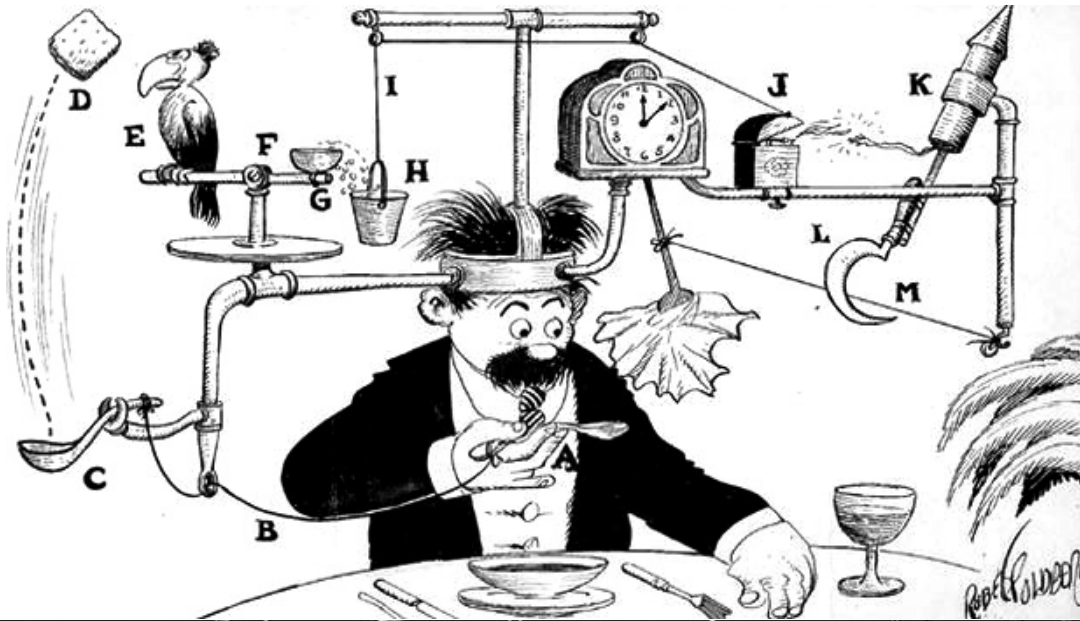
This artwork have also received the award «Digital Innovations for Culture» / «Concours Innovations Numériques pour la Culture» in the category «Artistic and Cultural Education» from «Think Culture» (Paris)





Sources of inspiration

Goldberg's machines



Shadow Theatre



“Mécaniques Imaginaires” : between ecosystems and machines

Each experience of the artwork is always different. In reference to Raymond Queneau’s combinatorial poetry, *Cent mille milliards de poèmes*, the numerous video elements integrated into the digital artwork enable the creation of scenes with unexpected and infinite interactions: between humans, objects, situations,... Each scenario simulates a machine producing a virtual energy. The chain reactions are made with mechanical elements: cogs, chains, strings,... and human elements: hands, feet, faces, actions,...

These imaginary mechanics are inspired by the Shadow Theatre, George Méliès’s cinema, and refers to Goldberg’s machines, designed to perform a simple task in an intentionally complex manner, most often with a chain reaction.

Like an ecosystem, the different elements are interdependent and produce together a virtual energy. Stagings allow to create a singular organic entity, like a body, through articulations between shapes, articulations and fluids.

In most of their artworks, the artists Scenocosme are interested to create singular organicities between natural elements, human bodies and the technology. Through our art process, they wonder how technology can be the medium of organicity. By this way, they question the place of the technology in our human relationships, how it interferes in our everyday life, until it becomes inevitable and invisible.

Possible layout of the digital artwork

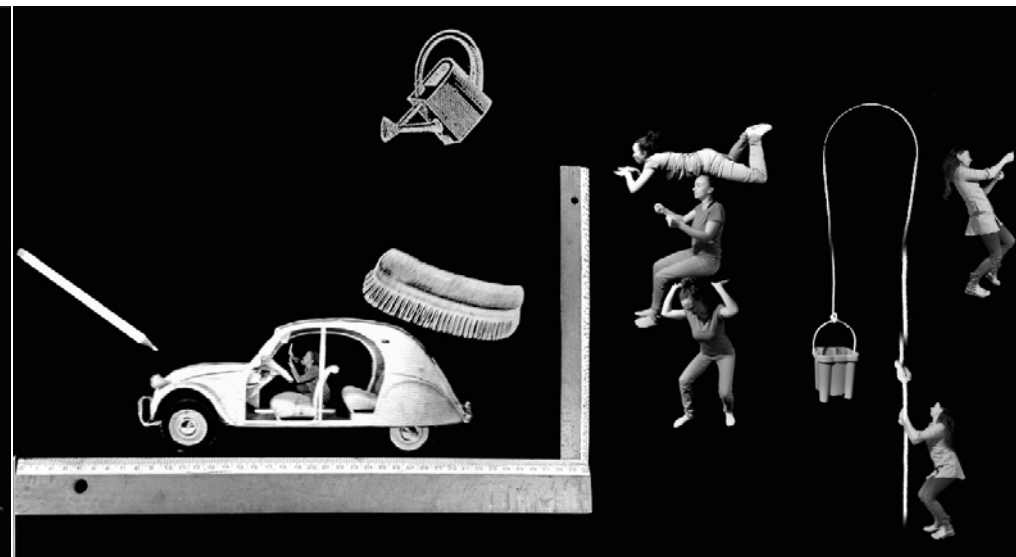
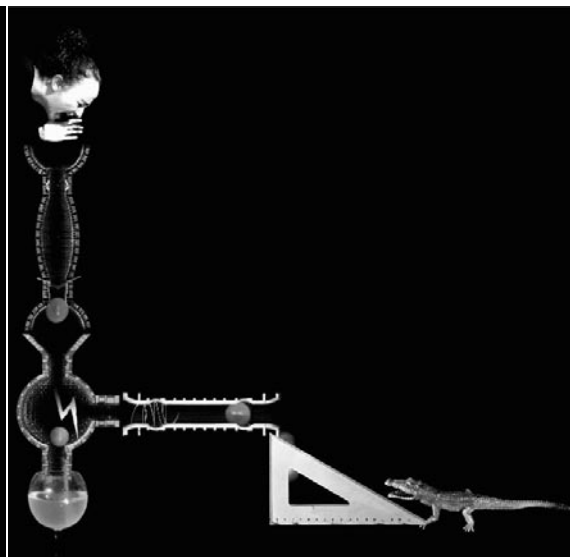
“Mécaniques Imaginaires” is in perpetual transformation.

It can be intimate and can interfere easily into everyday life... or be large in order to generate a large interactive frieze with many «video elements» together.

This artwork can be shown in a classic exhibition room or it can be displayed during the night in front of a building in the urban space. There are an infinite set of possible arrangements:

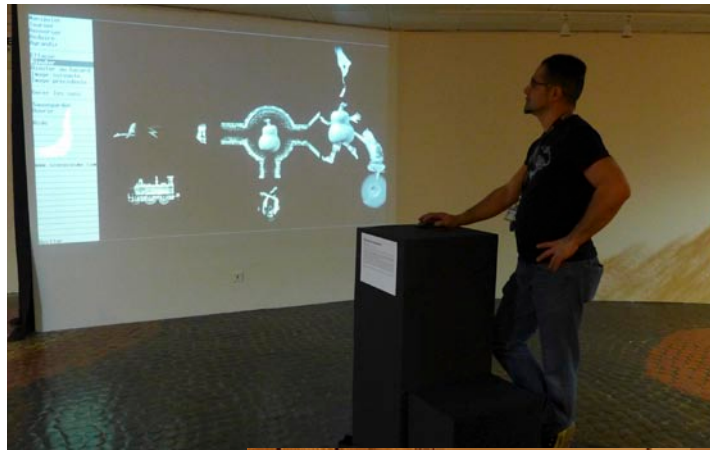
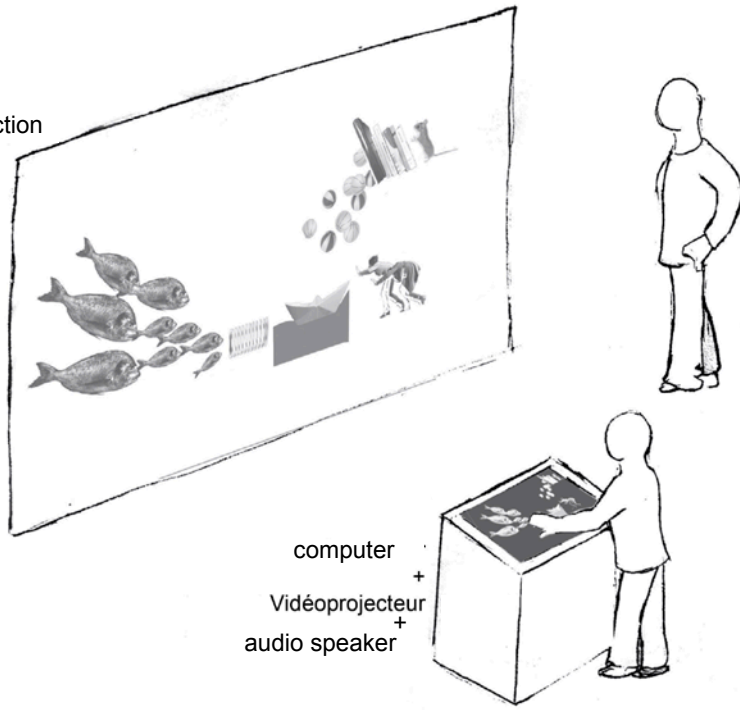
“Mécaniques Imaginaires” could be a simple mapping.

Or white cardboard objects can be made and placed and staged on the interaction surface. Simple objects, such as circles, squares, triangles and other geometric shapes, symbolize architectures, walls, roofs etc. A video projector allows to project the images of the software on the white objects placed on the surface. Real objects offer possible elements of mapping: real shapes and virtual elements could be combined.



Example of possible presentation

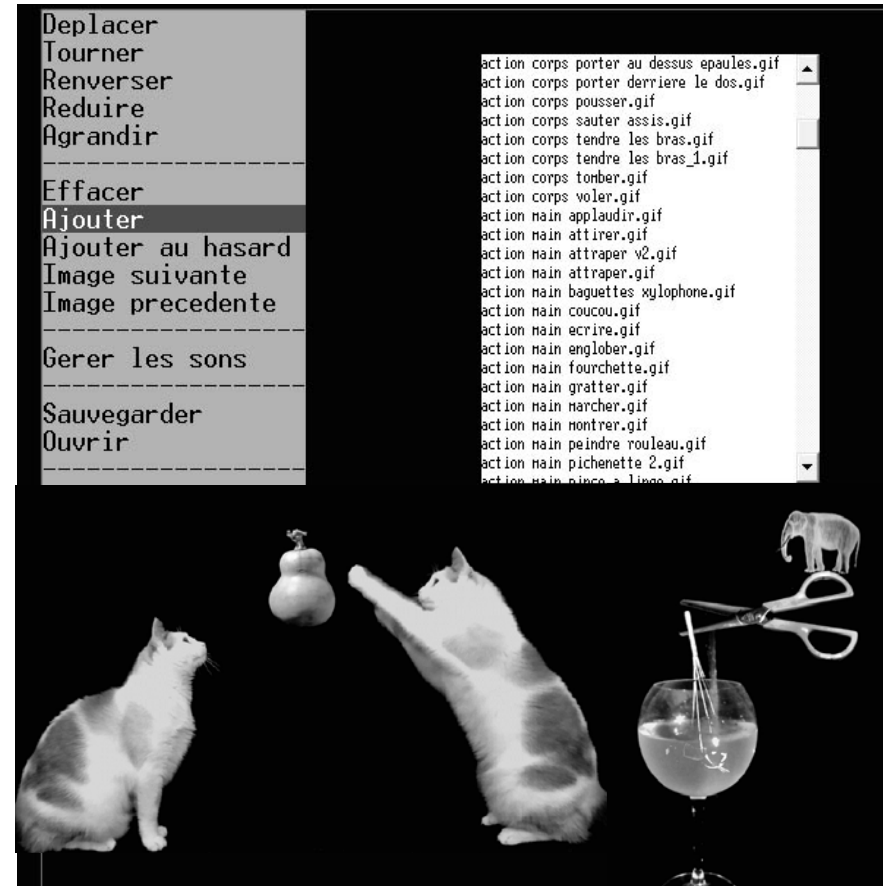
Videoprojection



The software

The software allows to :

- display existing scenarios
- add and edit items in a scenario (objects, actions, machines, etc.)
- create and save new scenarios
- select new video elements from the list
- select sounds in order to create sound universes



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.

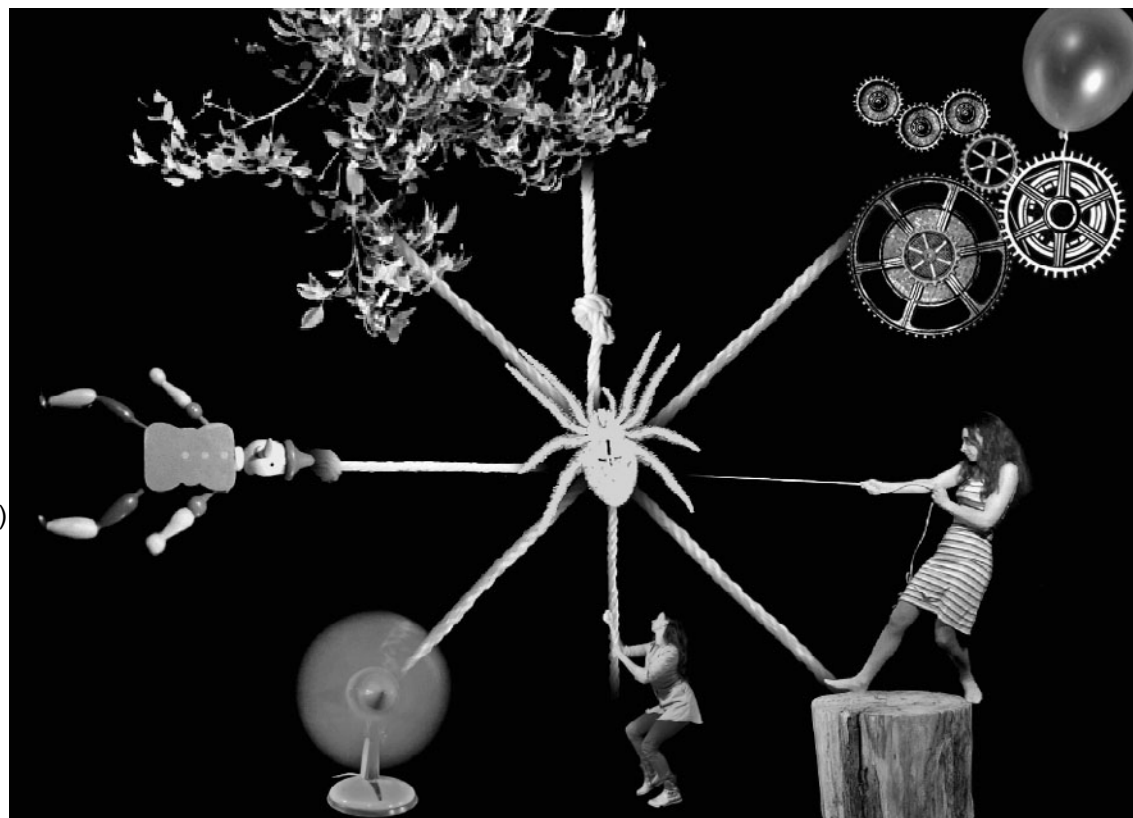
They have exhibited their interactive installation artworks at ZKM Karlsruhe Centre for Art and Media (Germany), at Daejeon Museum of Art (Korea), at Museum Art Gallery of Nova Scotia (Canada), at National Centre for Contemporary Arts (Moscow), at Contemporary Art Museum Raleigh (USA), at Bòlit Centre d'Art Contemporani (Girona) and in many international biennals and festivals : Art Center Nabi / INDAAF (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.

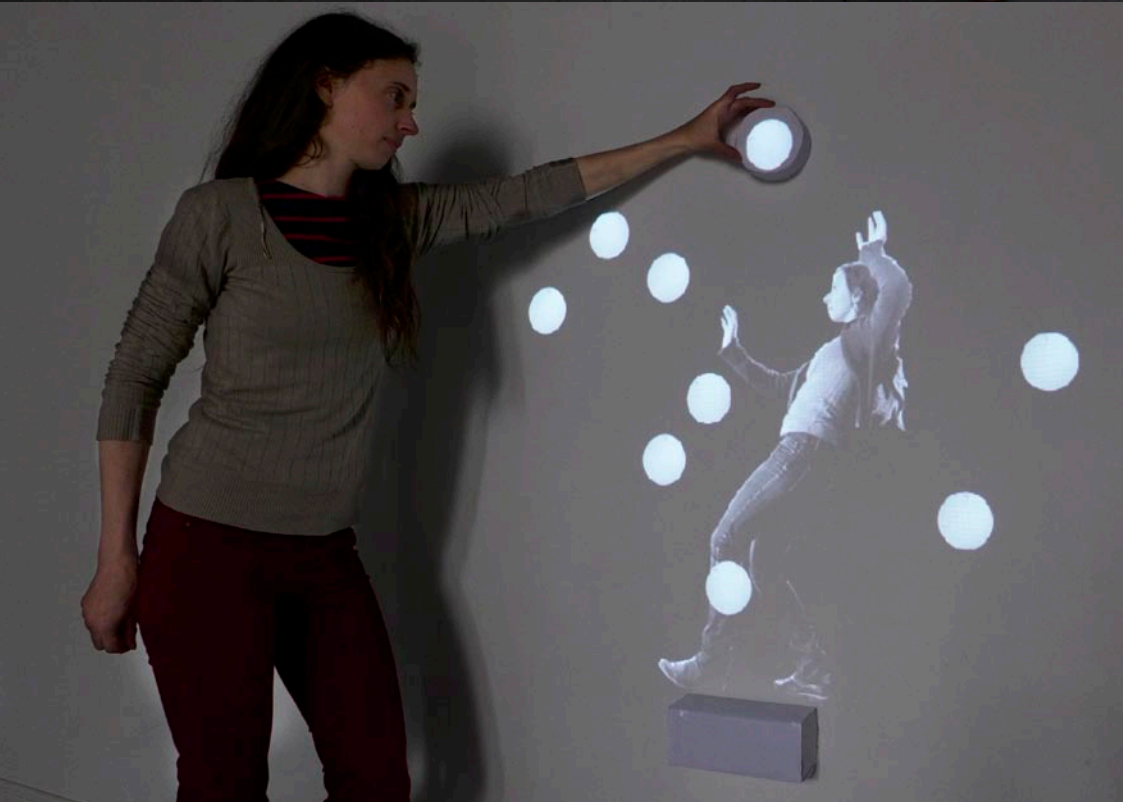
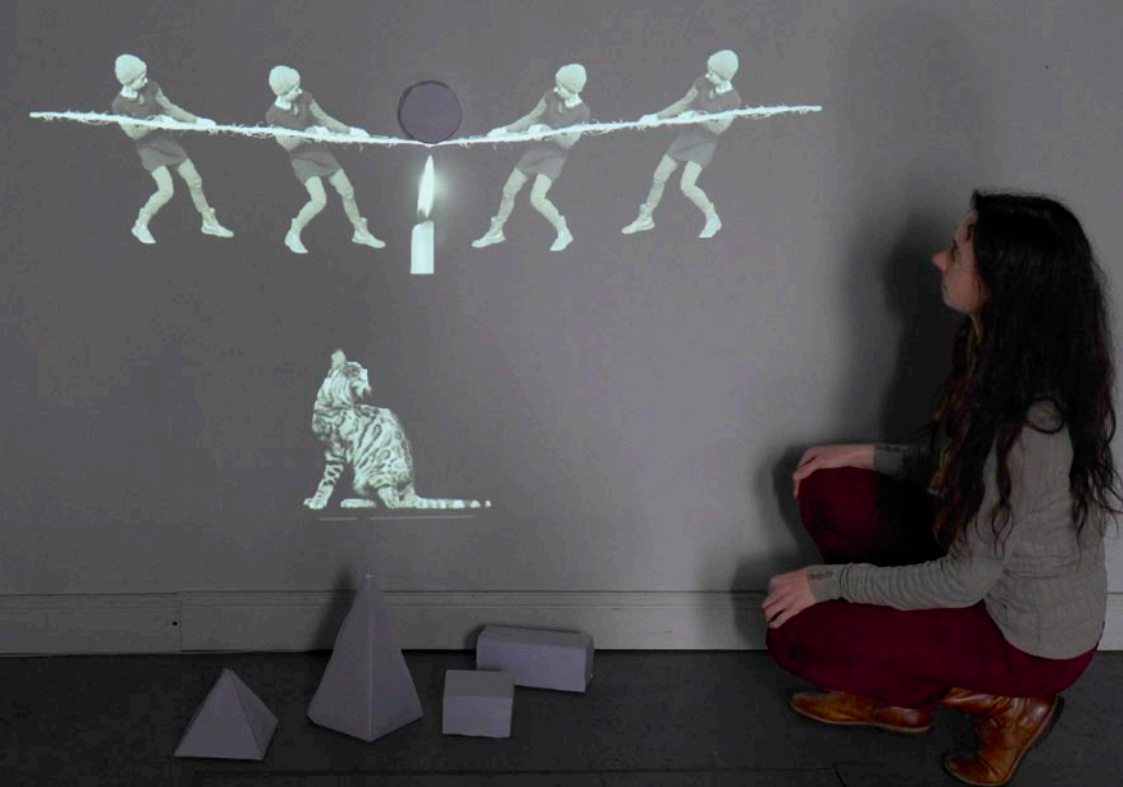
Full biography : www.scenocosme.com/PDF/scenocosme_BOOK_EN.pdf

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

Previous exhibition of Mécaniques Imaginaires

- Collection d'œuvres d'art numérique de la Ville de Garges-lès-Gonesse (Fr)
- Institut Français de L'île Maurice - Beau-Bassin-Rose-Hill (**Mauritius**)
- GIFF // Geneva International Film Festival - Geneve (**Switzerland**)
- Festival Toronto Kids Digital - Toronto (**Canada**)
- Festival 404 - Art & Technology / "Mediademic" - Rosario (**Argentina**)
- Festival Clujotronic - Cluj-Napoca (**Romania**)
- Festival Digital On - Maison des arts Paul Fort - Allones (Fr)
- Festival Electrochoc - Bourgoin-Jallieu (Fr)
- Festival des arts numériques Pléiades - Saint-Etienne (Fr)
- Festival Zéro 1 / arts hybrides et numériques / Galerie des hospices - Limoges (Fr)
- Service culturel, Université Sorbonne Paris Nord / Campus de Bobigny (Fr)
- Festival Takavoir / Pavillon Grappelli, espace d'arts numériques - Niort (Fr)
- La Nouvelle Manufacture / «L'Art et la Machine» - Saint-Martin-de-Valamas (Fr)
- Centre culturel Le Prisme - Élancourt (Fr)
- Château de Saint-Priest - Saint-Priest (Fr)
- L'Artsolite - espace d'exposition d'art contemporain - Saint-Jean-en-Royans (Fr)





Artistic process:

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 intimate 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.

Other interactive artworks

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

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

Metamorphie : www.scenocosme.com/metamorphie_e.htm

Maison sensible : www.scenocosme.com/maison_sensible_e.htm

SphérAléas : www.scenocosme.com/spheraleas_e.htm

Ecorces : www.scenocosme.com/ecorce_e.htm

