"Membranes"

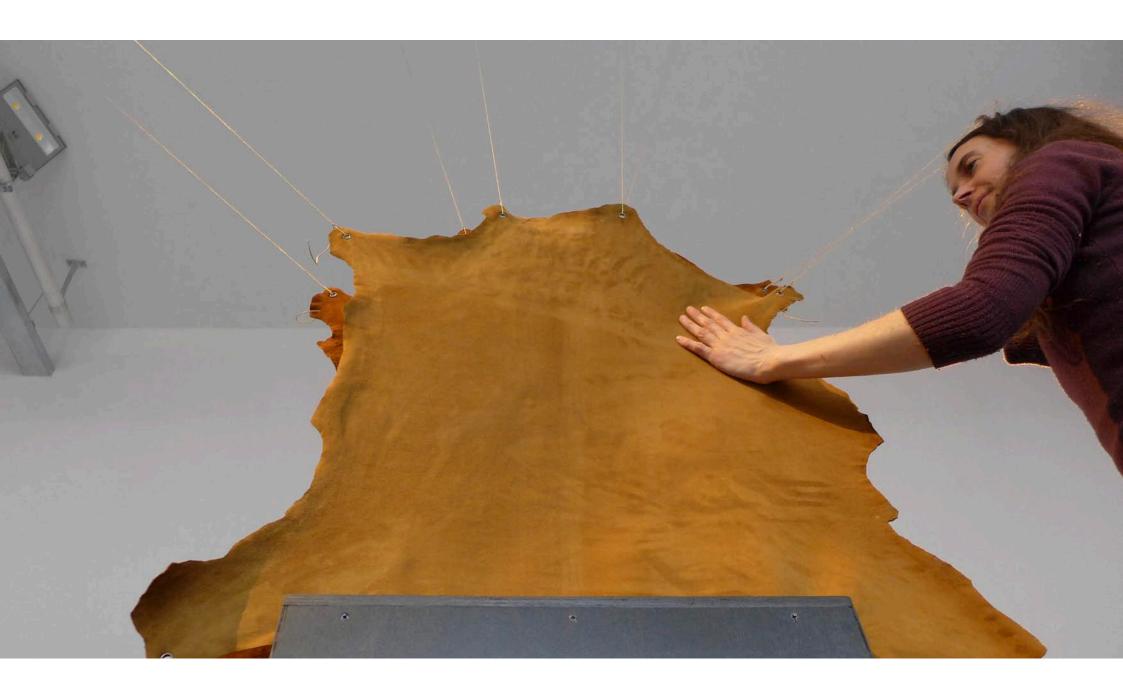
Sound and interactive sculpture with leathers

Scenocosme : Grégory Lasserre et Anaïs met den Ancxt

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"Membranes": Sound and interactive sculpture with leathers

"Membranes" is an hybridization between natural element and digital technology.

"Membranes" is a sensory interactive artwork made with leathers.

The leathers are stretched between the pedestal and the ceiling.

It's possible to interact alone or together on both sides. The leathers react to the electrostatic contacts of the human body. Each contact produces scalable sounds, depending on the quality of the approach and depth of the contact.

The two skin surfaces are both composed of a polyphonic sensitive score. They are separated by an interstice, which is reduced under the action of the contact. This work plays with degrees of proximity, intimacy between two leathers, and between two bodies which interact together. It is an invitation to a musical proximity. It allows to be listener and sensitive to an other visitor which interacts in order to create, to experiment sounds produced together.





For this hybrid instrument, the leathers keep the natural shape of the animal: neck, front and hind legs in order to produce a singular mirror to the body.

Human skin and animal skin get closer and move away in a musical proximity play. These leathers are also medium, intermediaries, who draw sensitive meeting between several people on both sides.

"Membranes" is an hybridization between natural element and digital technology.

An invisible technological process is used on the stretched skins. This meticulous work gives them the ability to design a sensitive sound score on different areas at the surface of the leather. In contact with the hands of spectators and their electrostatic energy, these touch areas produce distinct sounds.

These skins produce sounds when the audience slowly or strongly touch. The sound textures evolve according to the quality of gestures and touches from the public.

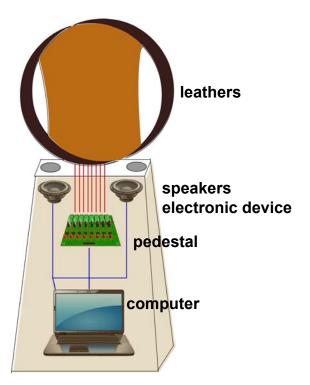
Sound materials evoke meditative universes, of organic, liquid substances and encourage spectators to have delicate behaviors with the work.

Coproduction

FNAGP - Fondation Nationale des Arts Graphiques et Plastiques

Labanque - Centre d'art visuel Béthune : production Artois Comm./Labanque [SCAN] Soutien à la Création Artistique Numérique de la Région Rhône-Alpes Musée de Millau et des Grands Causses

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



Technical development and research

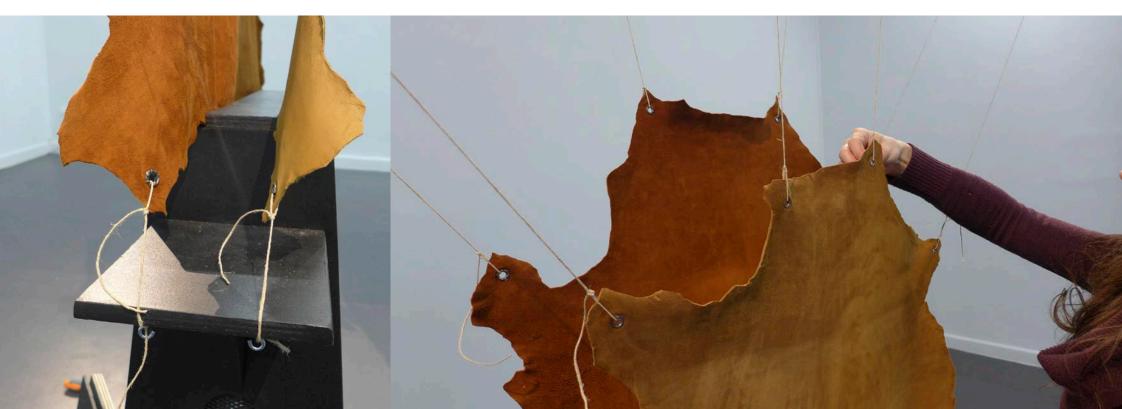
This research from leather skin work is part of the continuity of our artistic approach. We have already made electronic and software interfaces that allows us to perceive the electrostatic influences of the human body on natural materials in our precedents artworks.

We have developing a process of technological hybridization with leather.

With the sensitive interface the sounds depending on the quality of the touches of the spectators.

The leather skin transformed into multi-room sensors is connected to an electronic interface connected to a computer and processing software data in real time and sound modulation.

The specific wooden pedestal allows to integrate the technology inside.





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 bybrid 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 Bölit 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 lanchelevici (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 Membranes

Creation 2017

- Labanque Centre d'Arts Visuels / Curator : Philippe Massardier Béthune (Fr)
- L'Angle espace d'art contemporain La Roche-sur-Foron (Fr)
- Biennale ArtFareins 2018 / Château Bouchet / Curator : Jacques Fabry Fareins (Fr)
- Château de Blandy-les-Tours / Festival FETNAT Blandy (Fr)

