Metamorphy
Visual and sonorous interactive artwork
Scenocosme : Grégory Lasserre & Anaïs met den Ancxt
Metamorphy is a visual and sonorous interactive artwork. Spectators are invited to touch and explore the depth of the semi-transparent veil. This symbolic skin has an elasticity which is incorporated within the process of metamorphosis: the veil is deformed when the spectator interacts, and it becomes again rigid when the spectator stops touching it. The exploration of depths into the veil reveals various meditative universes, through organic, liquid or incandescent substances.

Metamorphy creates an ambiguity between a real physical space, a virtual space materialized by the reflection of a mirror, and a virtual space generated by the videoprojections of a digital device. In this sensory artwork, real reflections and virtual images get mixed up, give the illusion of a distorted reality.

Like a music score, each interaction zone on the fabric offers sonorous matters (sound effects) when the spectator pushes on it with his hand. Then, when nobody interacts with the veil, it becomes rigid and virtual matters disappear. The spectator’s reflection only remains.

Métamorphy has received the awards:
- Lumen Prize Silver Award (international award for digital art) - London (UK)
- Interfaces Award / Interactive Art Competition: honorable mention / (CITAR)
  Research Center for Science and Technology of the Arts - Porto (Portugal)

Support: Création Artistique Numérique de la Région Rhône-Alpes [SCAN], Ville de St Etienne

More information and video:
www.scenocosme.com/metamorphy_e.htm
Interactivity

Gestures of the veil allow to change scenarios of visual and sound matters in real time. They evolve according to the place and the depth of the contact and are surimposed to the reflect of the spectator in the mirror.

A 3D camera is placed behind the veil. It allows to capture and to analyse in real time deformations of the fabric.

3D picture is analysed in real time through a software. The physical deformation of the veil is mapped in matrix of datas. Like a music score, each interaction zone on the fabric offers different sound matters.
**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. 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. 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.

**Other sensitive and interactive sonorous artworks**

Maison sensible: [www.scenocosme.com/maison_sensible_e.htm](http://www.scenocosme.com/maison_sensible_e.htm)

SphérAléas: [www.scenocosme.com/spheraleas_e.htm](http://www.scenocosme.com/spheraleas_e.htm)

Ecorces: [www.scenocosme.com/ecorce_e.htm](http://www.scenocosme.com/ecorce_e.htm)

Fluides: [www.scenocosme.com/fluides_e.htm](http://www.scenocosme.com/fluides_e.htm)

Lights Contacts: [www.scenocosme.com/contacts_installation_en.htm](http://www.scenocosme.com/contacts_installation_en.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 Bôlit Centre d’Art Contemporani (Girona) and in many international biennials 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 Verdian (Lausanne), Musée lanchelevici (Belgium), Kibia (Slovenia), Banff Centre (Canada), Villa Romana (Firenze), Utsikten Kunstsentser (Norway), Watermans (UK), Centre des arts d’Enghien-les-Bains, Gaîté Lyrique (Paris) etc.

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

Previous exhibitions of «Metamorphy»

- **NCCA | National Centre for Contemporary Arts** - Moscow (Russia)  
Special Program of Moscow Biennale of Contemporary Art  
«To see the Sound» : Curators : Vitaly Patsyukov, Anna Dorofeeva, Anastasia Kozachenko etc.

- **Art & Algorithms** / Digital Arts Festival - Titusville (USA)

- **E-Fest** - Digital Art Festival / «MAPP’ing ou territoires transcendés» - Curator : Aff Riahi - Tunis (Tunisia)

- **MIRA** - Visual Arts Festival / Arts Santa Monica - Centre de la creativitat - Barcelona (Spain)

- **F.A.N.** | Festival des Arts Numeriques / Centre culturel de Comines Warneton - (Belgium)

- **Trace(s)** - festival des arts numeriques / Curator : Cyril Delfosse - Saint-Paulet-de-Caissson (Fr)

- **Festival Horizons numeriques / Abbaye de l’Escaladie** - Bonnemazon (Fr)

- **Le Shadok / fabrique du numerique** - Strasbourg (Fr)

- **«Espaces sonores»** : Curators : Sébastien Clara, Gaëtan Gromer, Eric Maestri

- **Centre d’exposition Les Réservoirs** - Limay (Fr)

- **Congrès mondial acadien / Pavillon Multimedia** - New-Brunswick (Canada)

- **Musée de Millau et des Grands Causses / «Scenocosme : Rencontres sensorielles»** - Millau (Fr)

- **La Miss, Maison de l’image et du signe** - Sevrain (Fr)

- **Centre Arc-en-ciel** - Liévin (Fr)

- **La Nuit de la Création** - La-Motte-Servolex (Fr)

- **Théâtre Municipal d’Abbeville** - Abbeville (Fr)

- **Festival Curiositas / Arts-sciences** - Orsay (Fr)

- **Musée de la lumière et de la matière Science-ACO** - Orsay (Fr)

- **Centre culturel Visages du Monde** - Cergy (Fr)

- **Le tetris / Salle de spectacles pôle de création / Fort de tourneville** - Le-Havre (Fr)

- **La Serre - espace d’exposition** - St Etienne (Fr)
**Scenography**
The artwork produces sounds
The installation must be exhibited in a **darkroom**
The size of the frame is 2m30 of diameter. It must be hanged at few high points on the ceiling and floor points (linked to weights)

The area of the installation is minimum 3m x 4m + interation space around

**Equipment**
3D camera, computer, audio system, videoprojector, circular frame, small spots light, mirrors
Chartreuse de la Vaibonne / Trace(s) - festival des arts numériques (Fr)