

# Vortex Incandescent

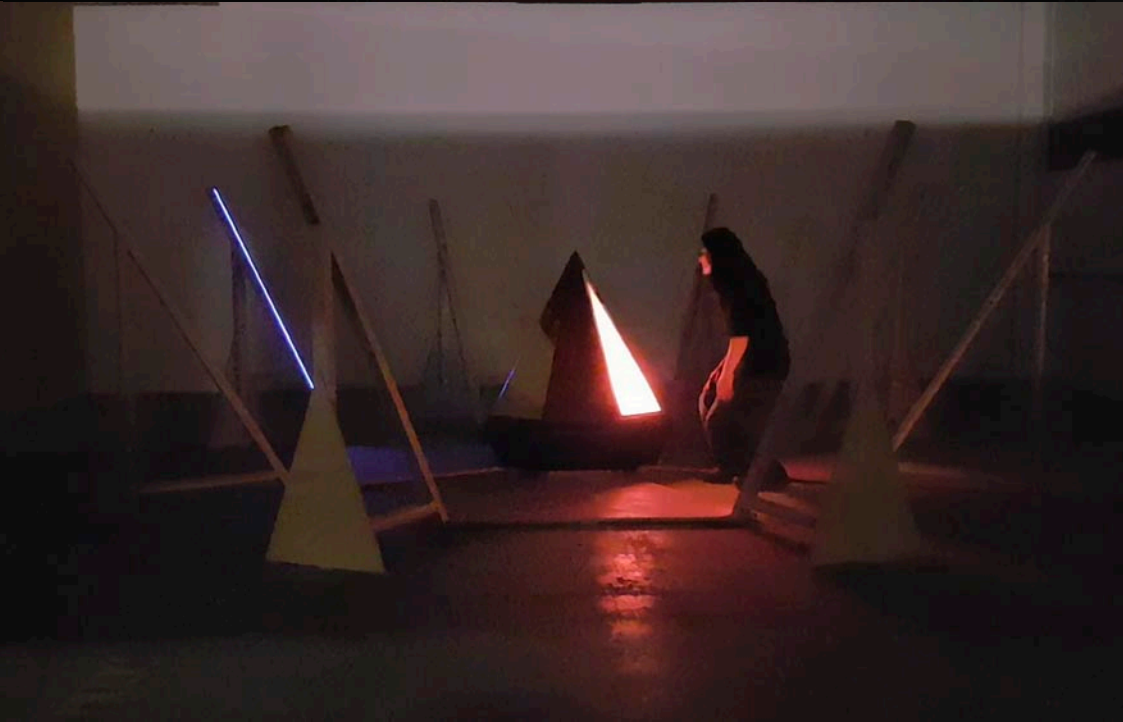
Immersive, interactive, light and sound installation inspired by a fireplace

Scenocosme : Grégory Lasserre & Anaïs met den Ancxt

[www.scenocosme.com](http://www.scenocosme.com)

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



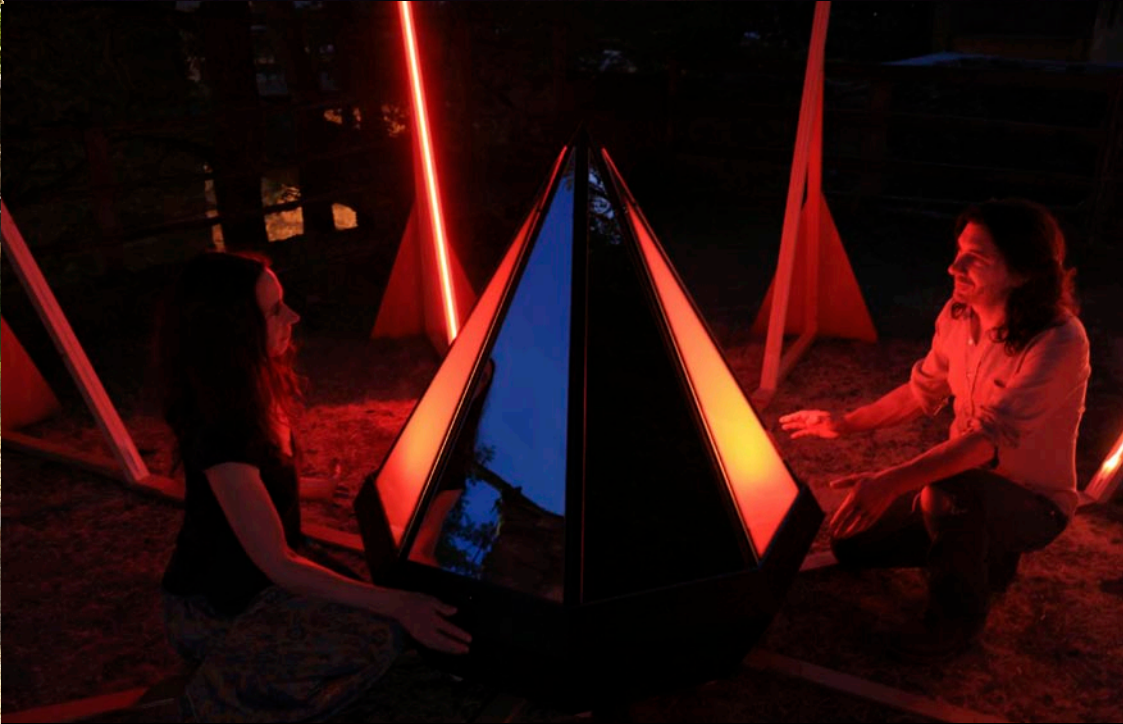






Vortex - Festival des arts numériques Pléiades - Saint-Etienne (Fr)









Vortex - Biennale d'arts numériques, les folies numériques - Crévoux (Fr)  
Crédit Photo (Marc Limousin)



Vortex - Hamilton (Canada)





Vortex incandescent is an interactive, luminous and sonorous artwork, which brings together and stimulates meeting between the public around a symbolic fireplace. This immersive light and sound installation is inspired by fire as a source of gathering around a singular light.

Our artistic process leads us to create interactive artworks, in which the bodies of the spectators are physically and socially involved at the heart of the installation.

The public gathers around this sensitive fireplace, interactive to their proximities. Depending on the distance from the light, sound and light vibrations evolve inside the polyhedron as well as on the vertical structures around. This singular scenography evokes the sensation of a human warmth.

The heart of this fire has a shape of a polyhedron. Each face reacts to the presence and distance of visitors by light and sound vibrations. The «luminous flames» of this polyhedron appear also on the vertical structures around. The different presence of audiences around it generates several dynamic vibrations.

The proximity in front of each face triggers different sounds.

When nobody is inside the installation, specific delicate light scenarios attract and invite visitors to enter inside this symbolic circle.

**More information and video :** [www.scenocosme.com/vortex\\_incandescent\\_e.htm](http://www.scenocosme.com/vortex_incandescent_e.htm)

**Video of the artwork :** [www.youtube.com/watch?v=vlz2XKbyOZk](http://www.youtube.com/watch?v=vlz2XKbyOZk)



### **Indoor**

In an indoor space, into darkness, the relationship with the installation is intense and immersive.

Exhibited in a white room, a church, a patrimonial space, it illuminates and reveals in a bright and dynamic way the full architecture.

### **Outdoor**

The work is also possible in the outdoor public space. The artwork is waterproof.

Then, the sound relation could be felt night and day. The luminous relationship becomes intense and immersive at nightfall.

Several scenarios enrich the diversity of the fire. Both dynamic rotation and the intensity of lights are related to sound creation.

The interactive device is hidden in its center: computer, audio system, presence sensors, light controller, LED strips ...

The vertical structures at the periphery contain interactive light (translucent, LED strips)

The central polyhedron is composed of wood, one-way mirrors and translucent PVC, it illuminates from the inside during the interactions.

- When audiences are close to the faces of the polyhedron, the artwork generates light and sound from the inside
- When viewers are far away from the faces of the polyhedron, they see their reflections inside the mirrors.

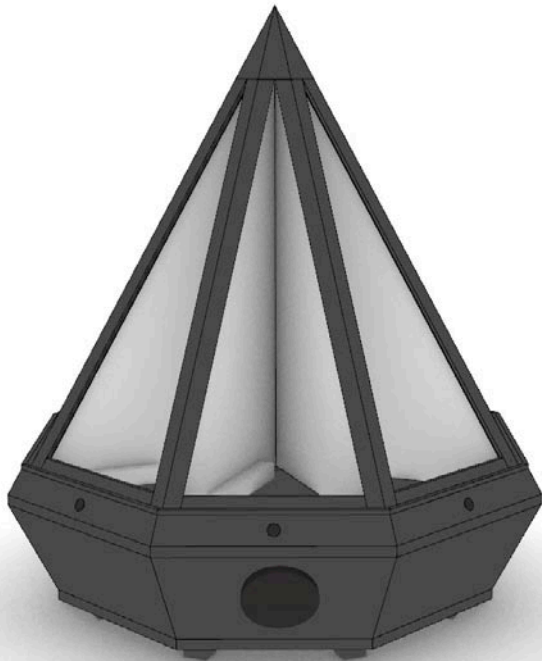
### Partner and coproduction :

«Cobalt Connects» (Hamilton / Canada) with the help of Jeremy Freiburger and his team  
Folie Numérique, by Féés d'hiver (Embrun / France)

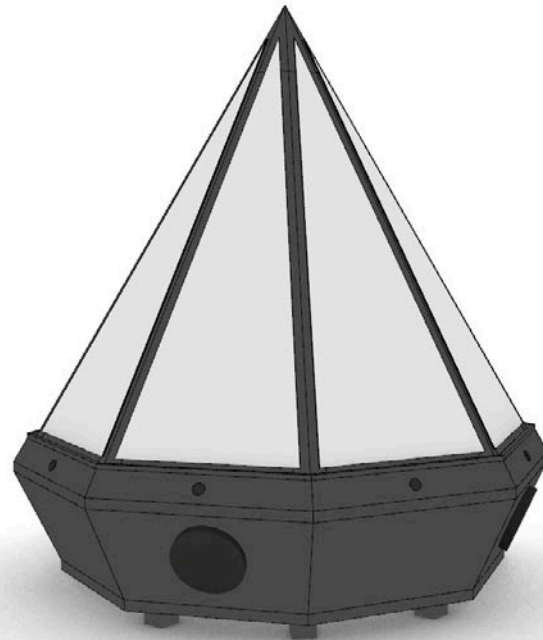




Technical details  
External structure



space for LED spotlights inside



bottom: Translucent PVC



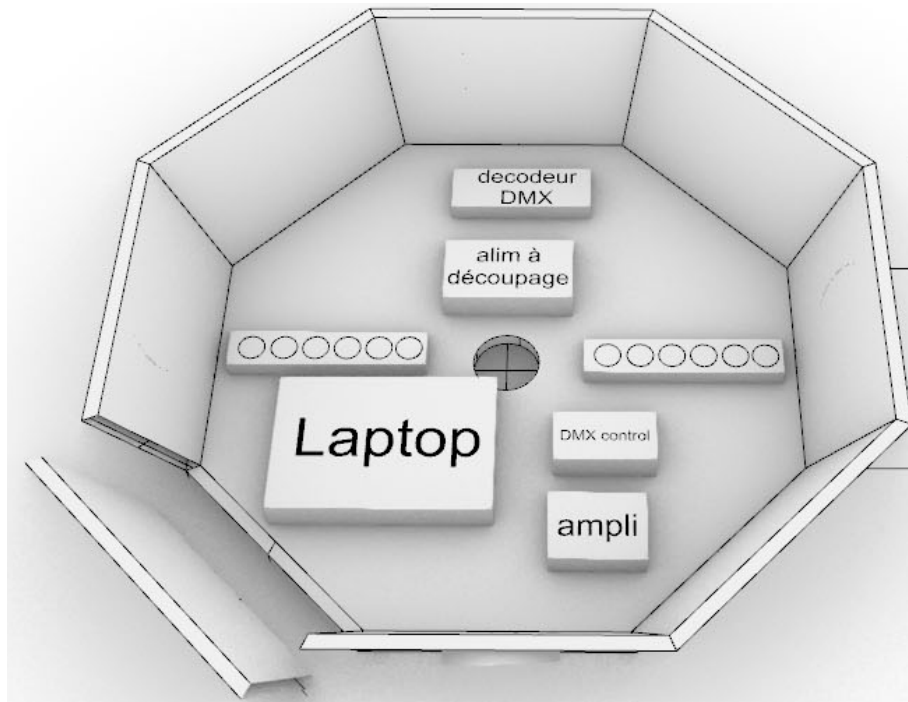
On the surface : one-way mirror



## Technical details

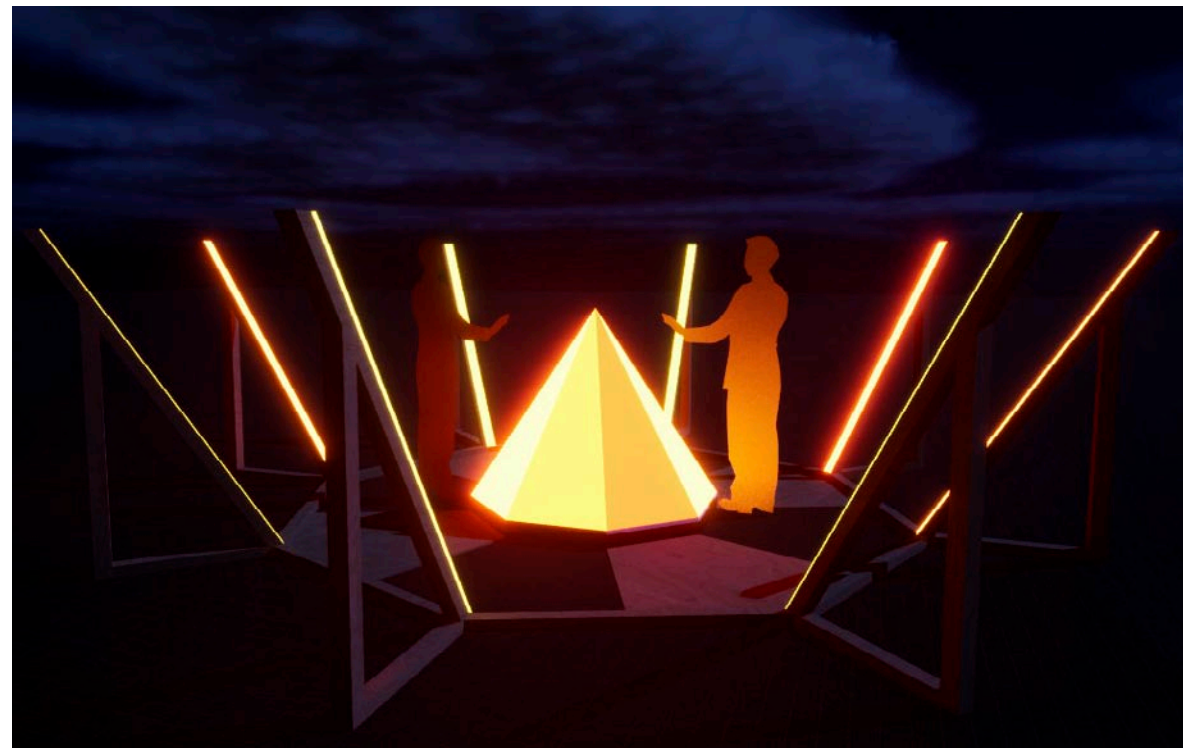
### Inside the central structure

- 1 computer
- 1 DMX controller (for the dynamic control of the lights)
- 1 microcontroller (arduino)
- 8 presence sensors per face
- 8 PAR LED RGB by faces
- 4 speakers + 1 audio amplifier



### On each vertical structure

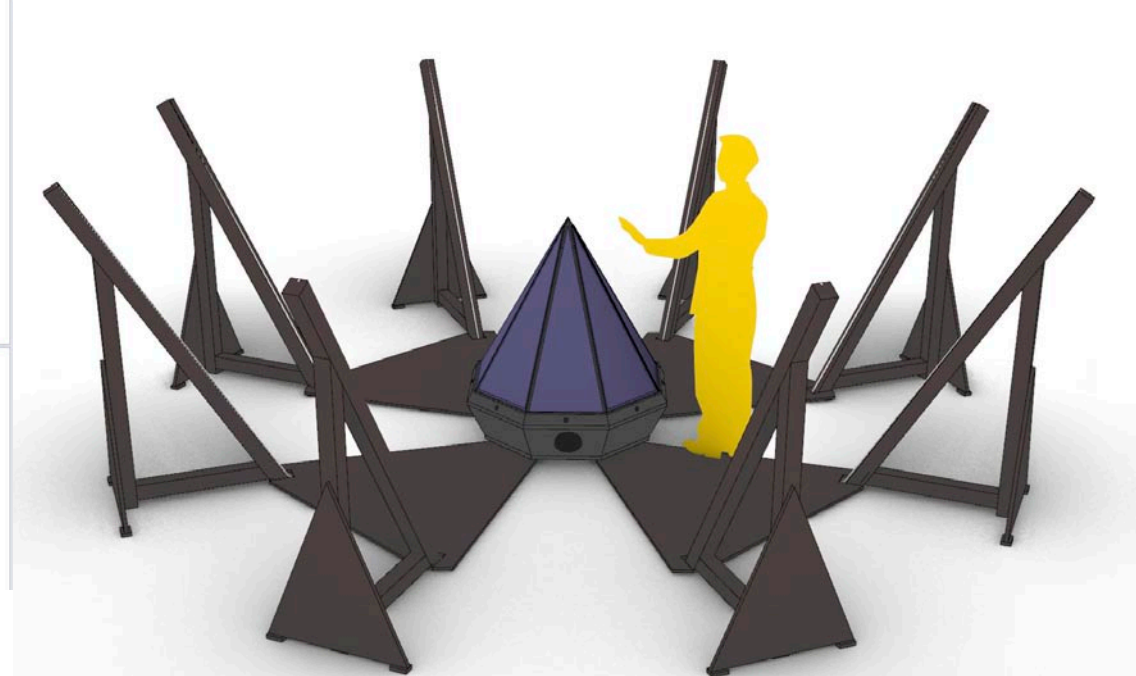
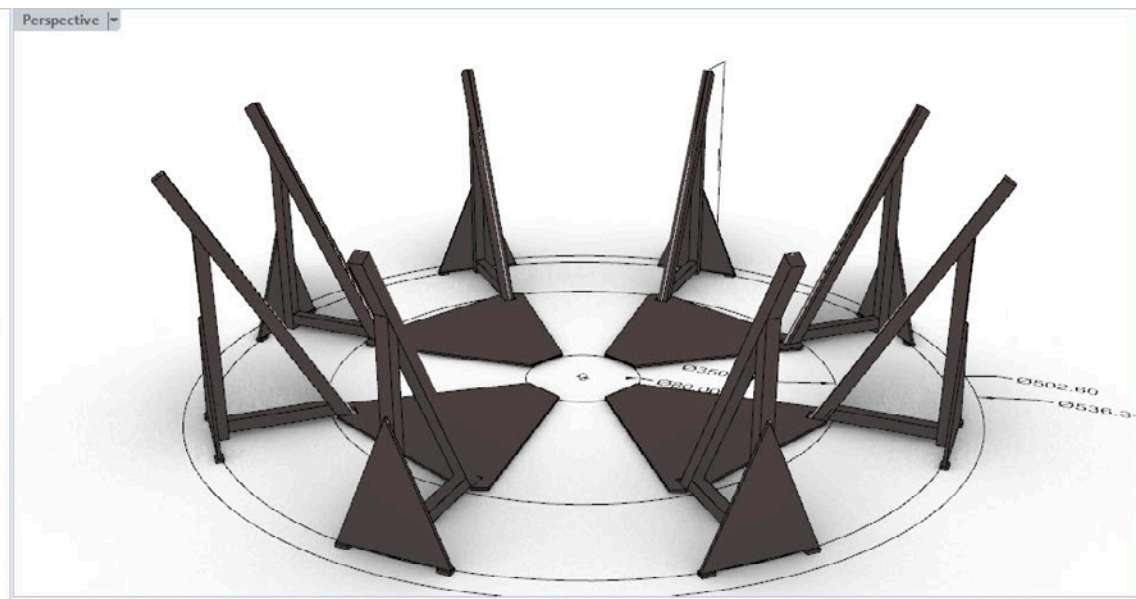
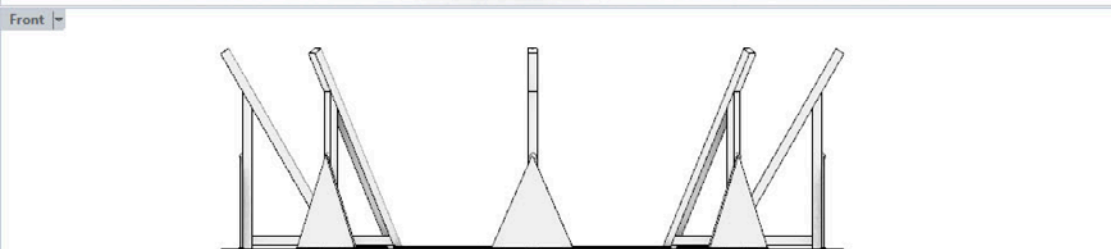
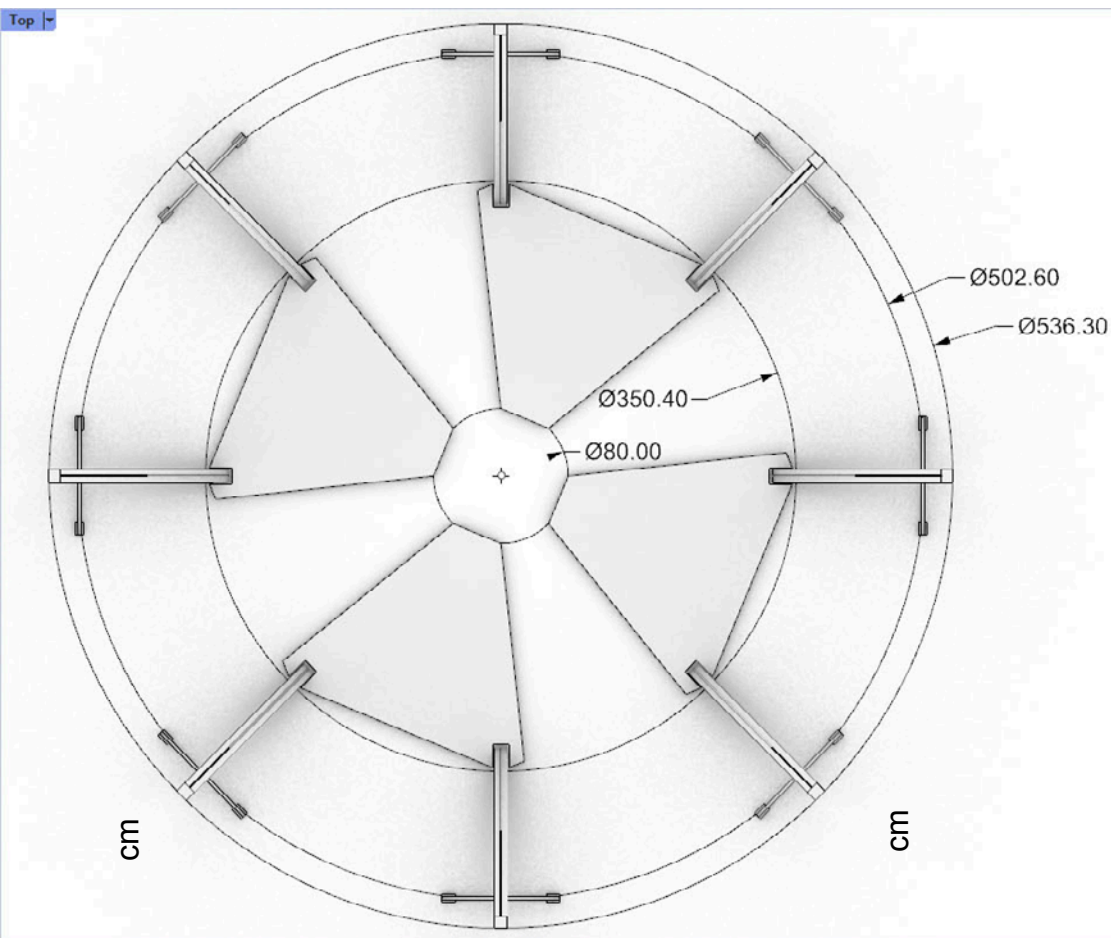
Translucent RGB LED strip in inclusion inside the wood

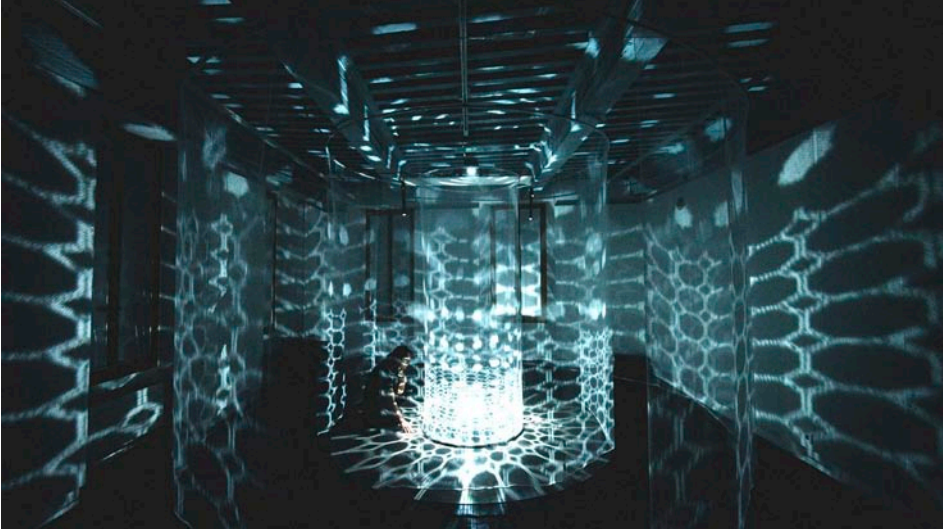




# Technical details

## External structure





## 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 interactive artworks

Cyclic : [www.scenocosme.com/cyclic\\_e.htm](http://www.scenocosme.com/cyclic_e.htm)

Metamorphie : [www.scenocosme.com/metamorphie\\_e.htm](http://www.scenocosme.com/metamorphie_e.htm)

Cristallisation : [www.scenocosme.com/cristallisation\\_e.htm](http://www.scenocosme.com/cristallisation_e.htm)



## Scenocosme : Grégory Lasserre & Anaïs met den Ancxt : [www.scenocosme.com](http://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 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](http://www.scenocosme.com/PDF/scenocosme_BOOK_EN.pdf)

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

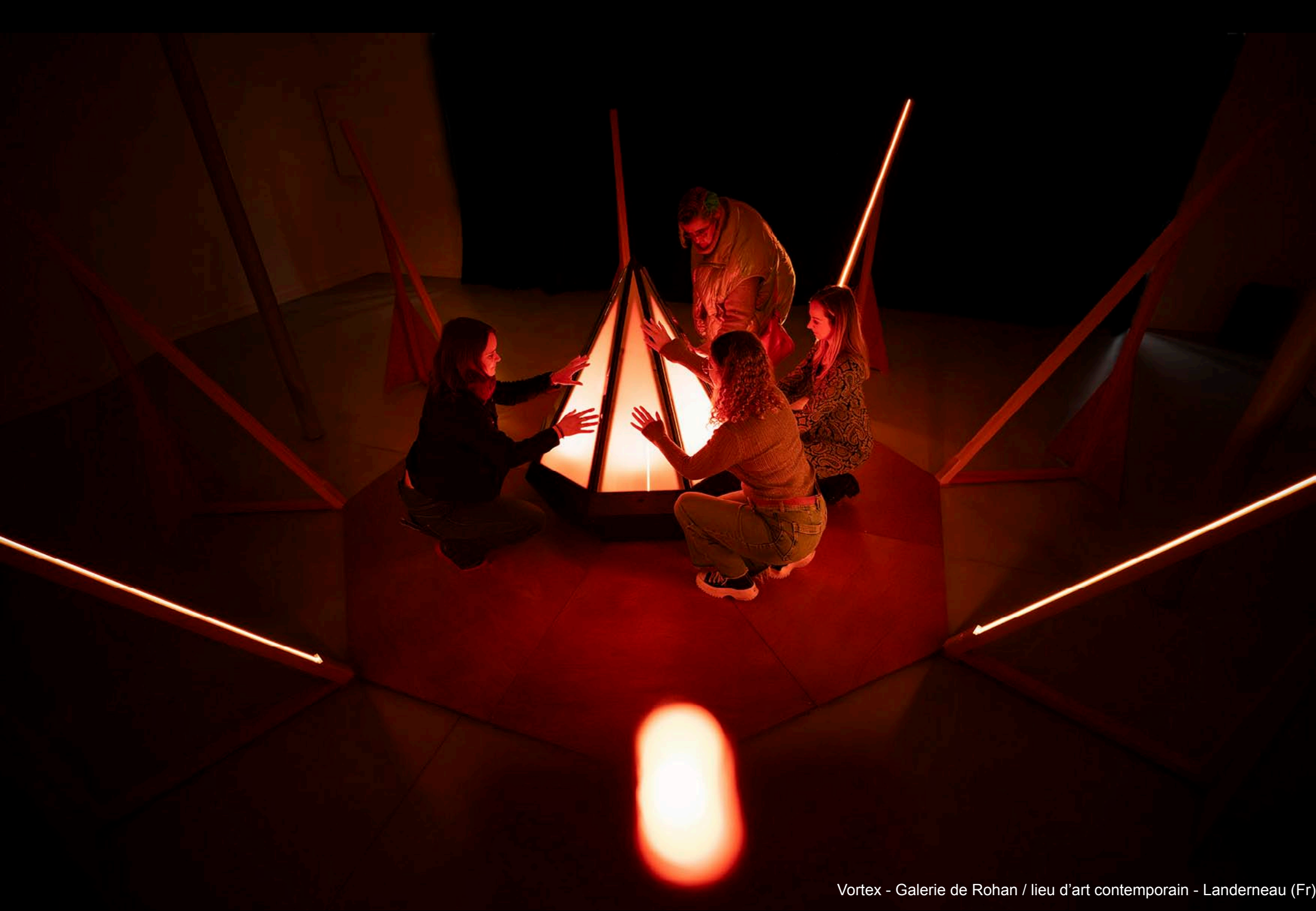
### Previous exhibition of **Vortex Incandescent**

Création 2023

- Hamilton Winterfest - Hamilton (**Canada**)
- Lumière / Festival of Light - Vancouver (**Canada**)
- Festival des Arts numérique Pléiades - Saint-Etienne (Fr)
- Galerie de Rohan / Festival Nuits d'Hiver / Curator : Aurélie Maguet - Landerneau (Fr)
- Biennale d'arts numériques, les folies numériques - Vallée de Crévoux (Fr)
- «Crépuscule artistique» / Curators : Videoformes (Gabriel Soucheyre), Horizons «Arts-Nature» en Sancy - Saint Nectaire (Fr)
- L'Artsolite - espace d'exposition d'art contemporain - Saint-Jean-en-Royans (Fr)







Vortex - Galerie de Rohan / lieu d'art contemporain - Landerneau (Fr)

Credit photo Glaz Pictures - Mathieu Rivrin









