

ECORCES (barks)

Visual and sonorous interactive artwork
interrelations between human heat and flesh of wood

Scenocosme : Grégory Lasserre & Anaïs met den Ancxt

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The interactive artwork «Ecorces» invites to reveal virtual memories and layers inside the flesh of wood. Ecorces (barks) refers to the skin of tree like body skin, as a surface of appearance, at the same time protective and fragile, and made of successive physical and symbolic layers.

Gradually and slowly, hand print, body heat and breath reveals the sonorous and visual intimacy of the wood. The heat reveals sonorous and visual matters from various interactive zones of this piece of wood. The wood surface is like a matrix of coordinates. Different combinations of interactions influence sonorous variations of sequences in a polyphonic composition.

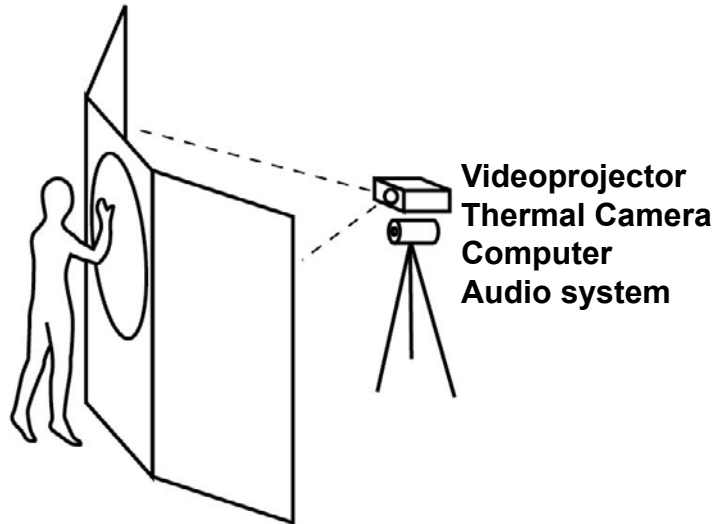
Wood fibres of this wood sheet (maple veneer) are sublimated through a virtual and luminous video projection. Heat contacts of spectators leave sonorous and light traces. This relationship with wood reveals bubbling matter sequences (water from river, fluids, blazing brazier,..) which evokes fluid movements of that it seems frozen. Each heat print allows to animate a possible memory of the wood.

Actions of audience awake musicality and virtual light. Each heat print with the wood generates an evanescent light which looks like a flame, a combustion. The hearth of light is created by the heat of spectators. When nobody touches the sculpture, this one is extinguishing slowly, with evaporation of visual and sonorous matters.

More information and video : www.scenocosme.com/ecorce_e.htm

Scenography

In continuity with our artistic approach in which the perception of various energies of the body are augmented, this artwork suggests an interrelation between wood, sound, light and human heat. This tactile, visual and musical experience makes this shadow of body heat sensitive in order to use it as an interactive element with the wood.



The tactile surface of interaction is made with a structure of fine wood sheets (mapple veneer) which are themselves surfaces of videoprojection. As this veneer is very thin, we can use it with the light of the videoprojection. All the technological and technical aspects (videoprojector, thermal camera, computer) is hidden from the public behind the wooden sculpture.

The thermal camera enables us to detect presences, juxtapositions of hands and actions of spectators on the wood membrane. We draw a parallel between detection of the heat produced by the spectators' bodies in contact with the wood and the light generated. In this artwork, evanescent matters look like the light of a candle, of a fire hearth. This light gathers the spectators around the artwork.

Software applications analyze in real-time images that are captured by the thermal camera and produce visuals and sound compositions according to interactions of the audience.

Partner : **[SCAN] Soutien à la Création Artistique Numérique de la Région Rhône-Alpes** / SMAC Les Abattoirs



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

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

Fluides : www.scenocosme.com/fluides_e.htm

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

- Centre Culturel Bellegarde - Toulouse (Fr)
- Quai des Arts - Cugnaux (Fr)
- Festival Empreintes Numériques - Toulouse (Fr)
- Festival Electrochoc - Bourgoin-Jallieu (Fr)
- Expérimenta / Rencontres-i, Biennale Arts Sciences - Grenoble (Fr)
- Abbaye de l'Escaladieu / Horizons numériques - Bonnemazon (Fr)







