DIFFMIX - Improve Parc Chiers - make it more interactive

Cristallisation

Climatic and interactive artwork installation

Scenocosme : Grégory Lasserre & Anaïs met den Ancxt

www.scenocosme.com

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«Plein Air. Parcours d'art à ciel ouvert»

Description of the artwork

“Cristallisation” is an outdoor sculpture that invites you to share a singular ritual of meetings.
Enter inside, sit down in a circle around the symbolic fireplace of mirrors and share a singular ritual of meetings together.
Under each mirror, a QR-code is associated to a sound.
Use your phone, trigger this music, place your device on the image.
Then softly rotate the fireplace to rotate the sounds.

The translucent crystal structure suspended in the sculpture installation resonates according to the intensity of the sunlight.
This sound dimension is audible when the sun-rays directly illuminate the crystals.
Activated according to the course of the sun, these crystals enrich the sonorous experiences evolving over time.

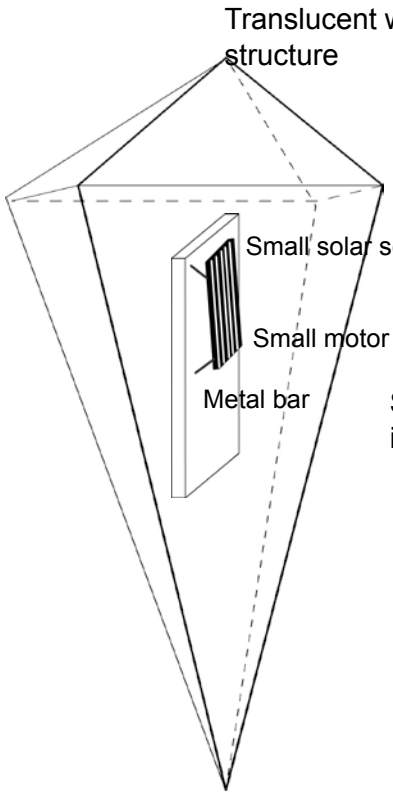
At night, the artwork lights up ike a lighthouse in the park.

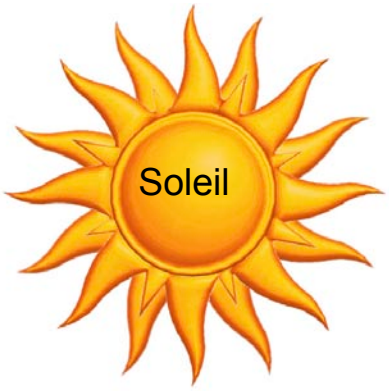
More information and video : **www.scenocosme.com/cristallisation_e.htm**

The artwork is a large wooden sculpture of 2m30 high and 3m in diameter.
Its shape is inspired by a crystal. It is a pentagonal trapezohedron.

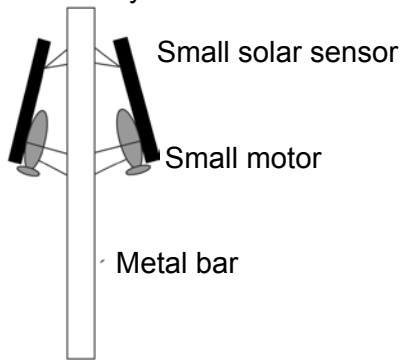
Audiences are invited to enter, experiment, share, and interact together.
In the public space, this sculpture is an area for meet each other

Details





Section view of the technical device inside a crystal



The crystal is the sensitive component of the work.
The crystal contains different dimensions of rectangular metal blades suspended and protected inside.

A small autonomous electronic and solar device is hanged against each blade. It is composed of one small solar panel and one tiny motor. When the sun illuminates the translucent crystal, its light passes through it, actives the solar panel, and move the micro-motor that make the metal blade resonates.

Each blade has the ability to resontate. Thanks to the various dimensions of the metal blades, different tones are emitted.
The volume changes according to the intensity of the sun. The installation is delicate when the sky is cloudy and becomes more present with large blue sky. The gaps of light in the sky and the clouds become a natural score.
They illuminate and activate resonators differently over the hours.
The sounds of the work vary throughout the day independently.
Translucent crystal is made from soft PVC.
It does not damaged with bad weather.

Dimension of the work
Wooden structure with the shape of a trapezohedron
Height : 2m30
Diameter : 3m

This interactive and sound element is part of the continuity of our artwork Résonances cristallines :
www.scenocosme.com/resonances_cristallines_e.htm

Ritual of meetings

The artwork proposes a ritual of meetings and invites to share the experience. This ritual is just explained on the panel of the work.

The central mirror has the shape of a pentagonal pyramid. Around this fireplace, 5 people can sit in front of the 5 faces. A QR-code is under each triangular face. Everyone is invited to take their smartphone, scan the QR-code, and then place their phone under the mirror. Each QR-code opens a web page that play a sound loop.
There are 5 separate QR-codes. 5 different audio compositions can be heard together by 5 phones of 5 people gathered together around the work

The fireplace of the installtion

The central structure rotates on it base. Visitors are therefore also invited to rotate it with the sound smartphones inside and to mix the sounds in motion.
The sounds give a mix of meditative compositions.

The epicenter of the work becomes a pretext for a meeting and a sharing of an artistic collective experience. The central mirror is a point of convergence and the fireplace of the work. The image of the «fireplace» is also part of several of our interactive installations in order to draw spaces that bring together, that invite listening, attention and participation.

This creation proposes a ritual of meetings in the continuity of our other interactive artworks:

Cyclic : www.scenocosme.com/cyclic_e.htm

SphérAléas : www.scenocosme.com/speraleas_e.htm

Urban Lights Contacts : www.scenocosme.com/urban_lights_contacts_e.htm

Fluides : www.scenocosme.com/fluides_e.htm

Sound creation

Our desire is to create an intimate, organic and soothing sound work capable of evolving slowly with the intensity of the sun and the actions of the spectators. The score that is played is not written in advance but also depends on the intensities of the sun varying with the days, the weather and the seasons. The distribution of the blades (and therefore the notes) in the crystal allows a diversity of sound tones.
The sound of the crystal mixes with the sound from the smartphone produced by the ephemeral performances of visitors gathered in its epicenter and activating the musical ritual of the work. The general composition thus depends on the course of the sun, the intensities of light, and the number of people (and therefore smartphones) present in the center of the work.

People are invited to take time to listen to the work at different times of the day.

A lighthouse in the night

At night, the sculpture illuminates from inside because its vertical structure is traversed by luminous lines.
The installation becomes a lighthouse in the park with the mirror pentagon that bright in its center.
The structure invites to share the sonorous ritual in the light.

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.

Thus, 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. 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.

They also explore invisible relationships with our environment: they can feel energetic variations of living beings. They design interactive artworks, in which spectators share extraordinary sensory experiences.

Other sound installations :

Résonances cristallines : www.scenocosme.com/resonances_cristallines_e.htm

Pulsations : www.scenocosme.com/pulsations_e.htm

Hylé-Hélios : www.scenocosme.com/hyle_helios_e.htm

Matières sensibles : www.scenocosme.com/matiere_e.htm

Echos: www.scenocosme.com/echos_e.htm

Ecorces : www.scenocosme.com/ecorce_e.htm

Kymapetra : www.scenocosme.com/kimapetra_en.htm

Akousmaflore: www.scenocosme.com/akousmaflore_en.htm

Phonofolium: www.scenocosme.com/phonofolium_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 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