

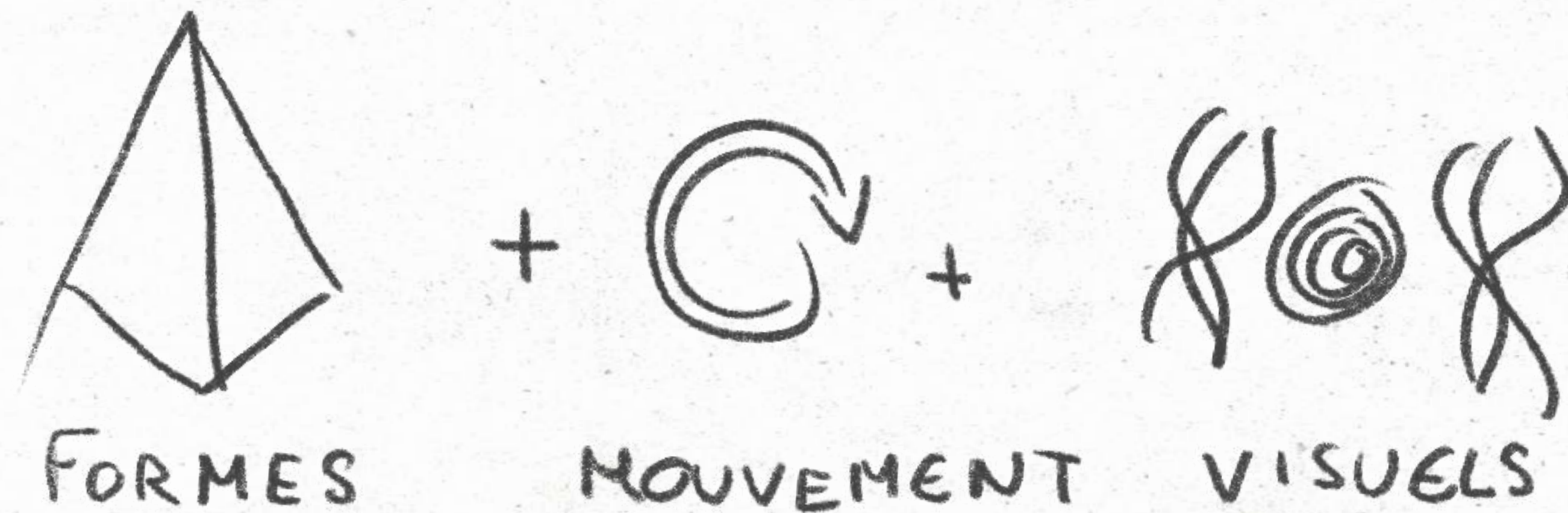
# WORKSHOP MAPPING

\_MO3

MARTHE AUBINEAU PIERRE JOLIVET CAMILLE VIALET ALEXIA SIMON

# BRIEF

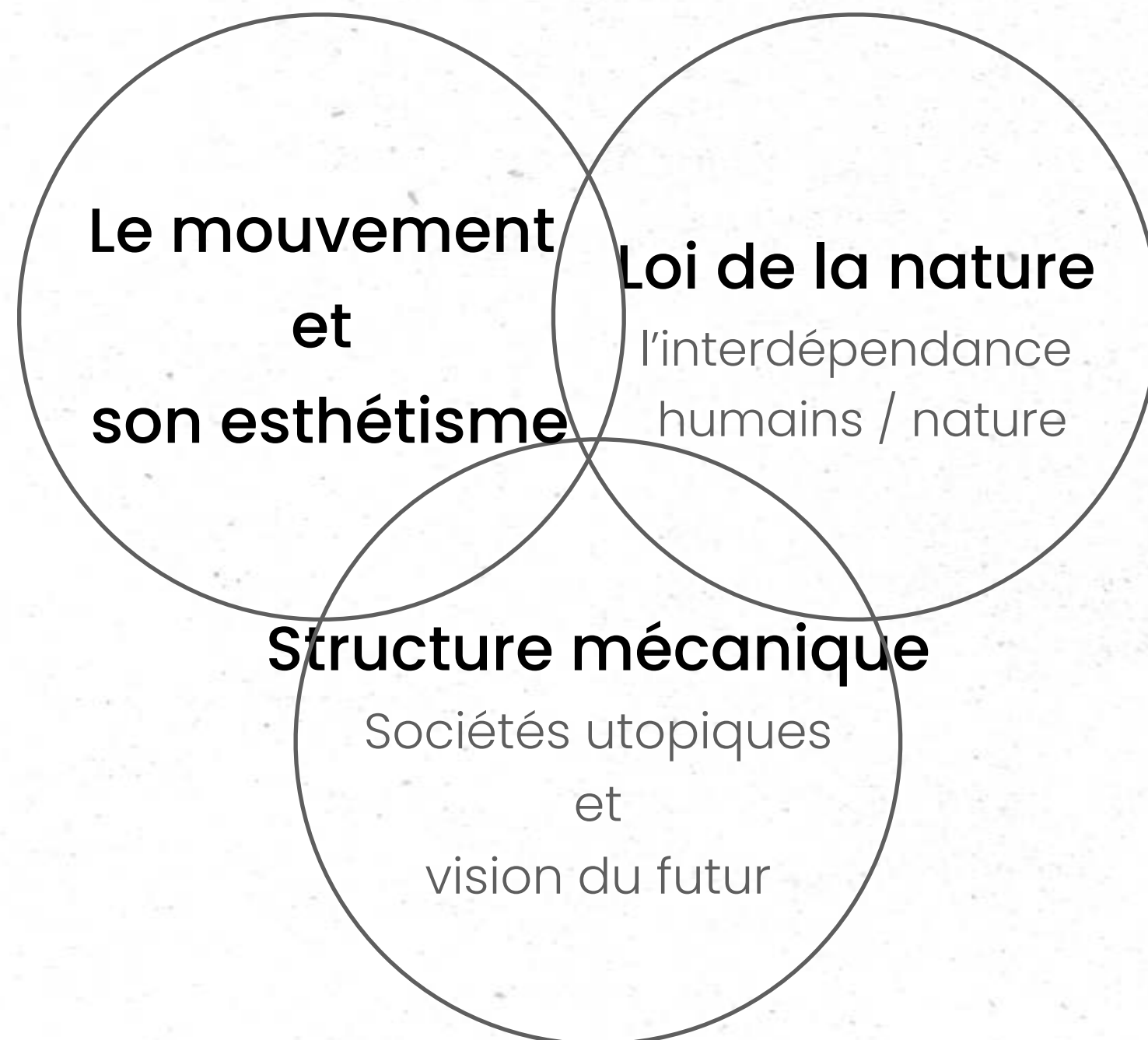
- Créer une installation artistique sous la forme d'une maquette en 3 dimensions s'inspirant de l'art cinétique.
- En utilisant la technique du vidéo mapping, projetant un contenu graphique créé avec des techniques variées.
  - Possibilité d'interaction entre l'installation et les spectateurs ou encore l'environnement.





# ART CINETIQUE

Le mot cinétique signifie relatif au **mouvement**. Depuis le début du XX e siècle, les artistes intègrent le mouvement dans l'art. Cela a été créé pour explorer les possibilités du mouvement, introduire l'élément **temps**, refléter l'importance de la **machine et de la technologie** dans le monde moderne et explorer la vision de la nature.



Alexander Calder

*Antennae with Red and Blue Dots* c.1953

© 2020 Calder Foundation, New York / DACS, London



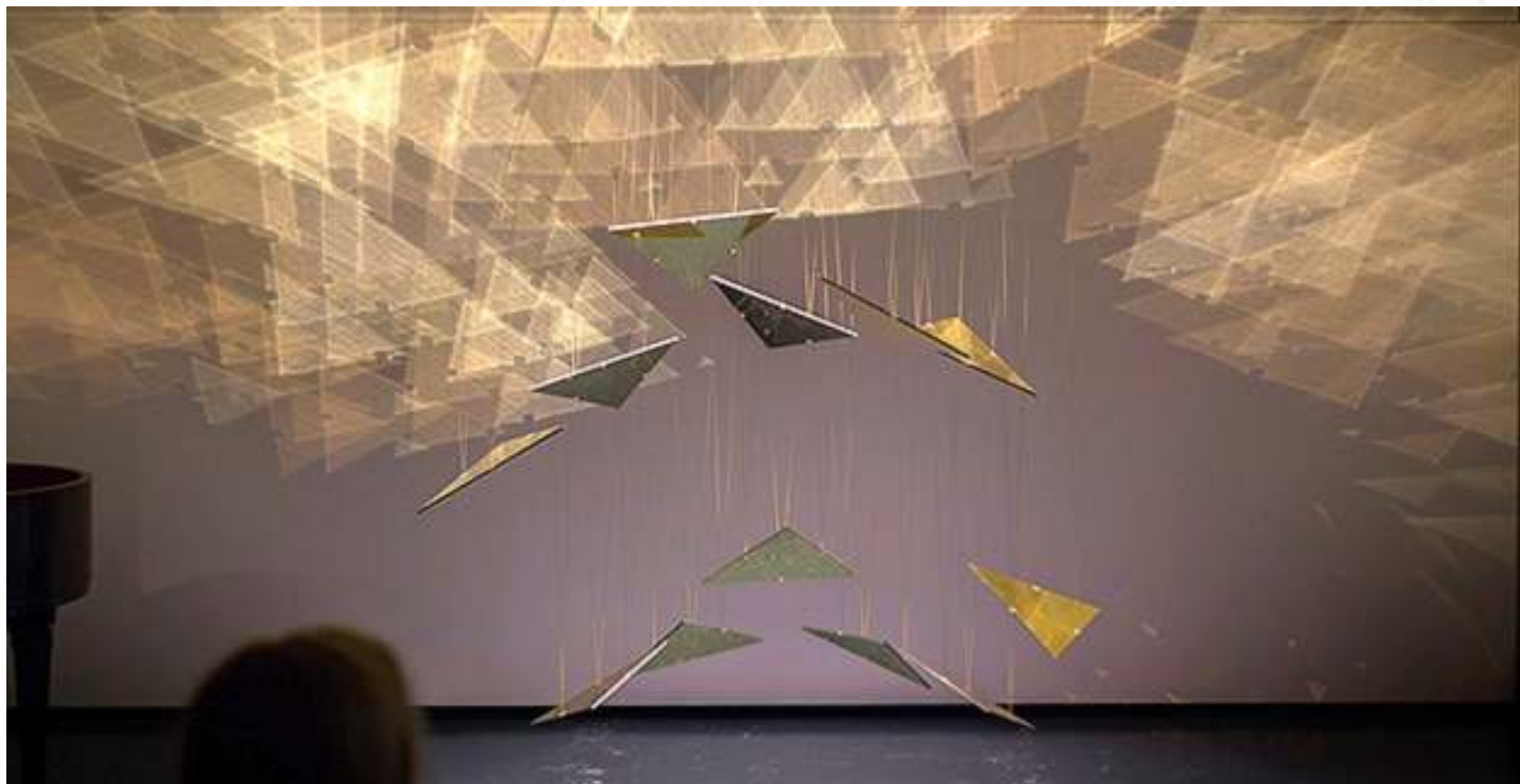
# RECHERCHES



**Sila Sveta**  
*Installation de mapping en mouvement pour presenter la nouvelle Lamborghini Urus au public russe.*



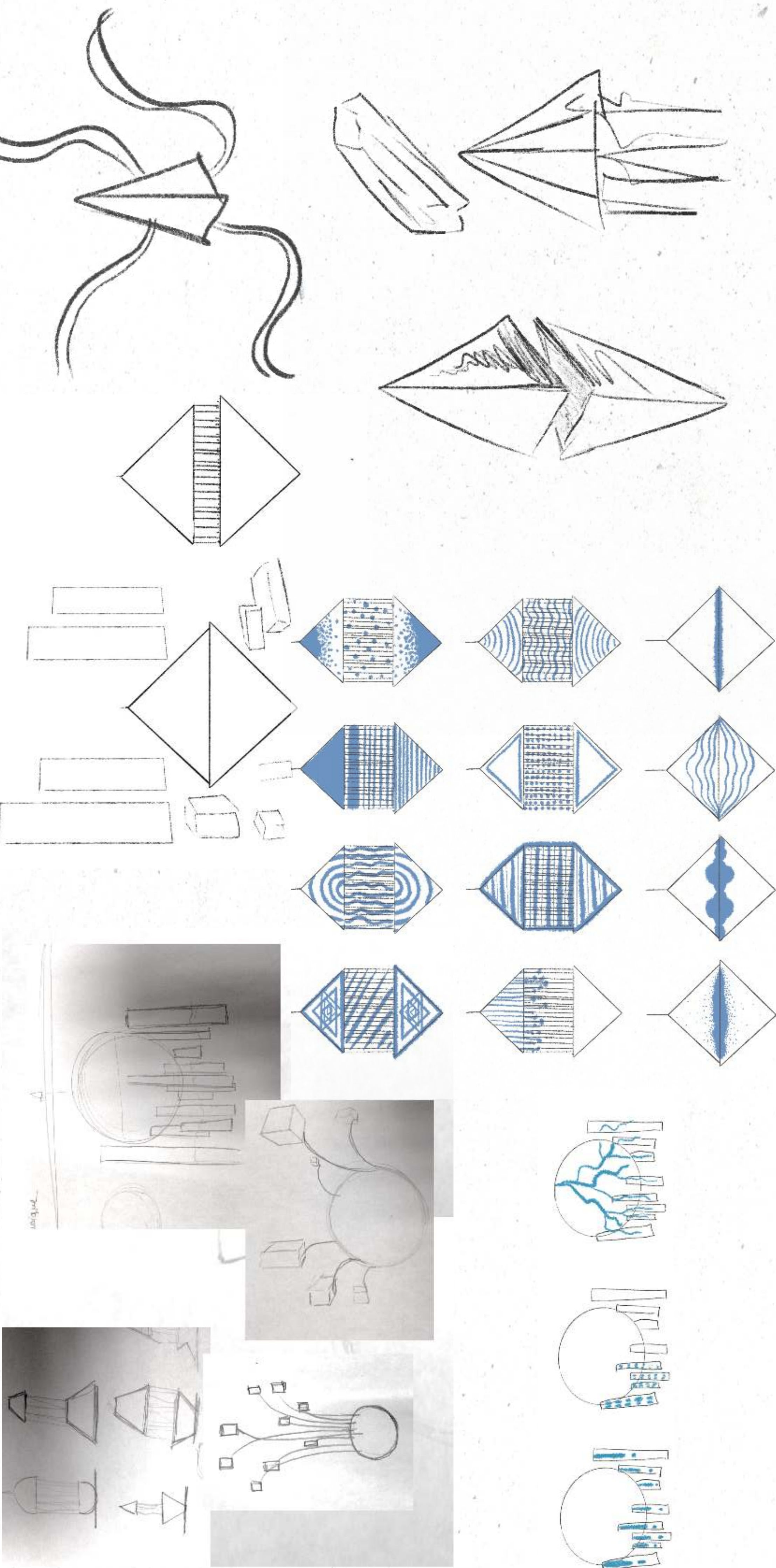
**Clemence Debaig**  
**Stuck Inside - Projection-mapped generative piece**  
2019



*Symphonie Cinetique - the Poetrie of Motion | 2013*

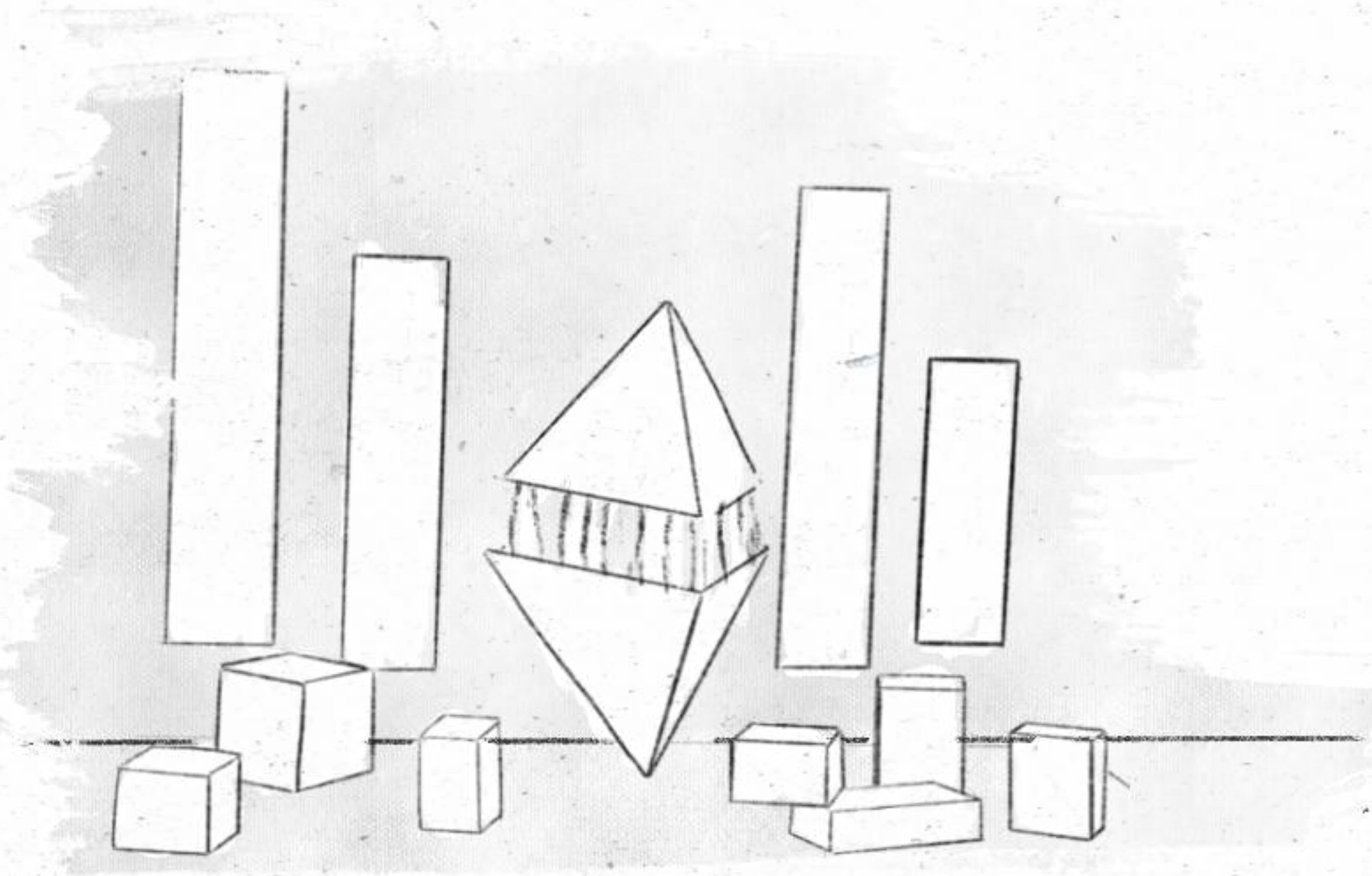
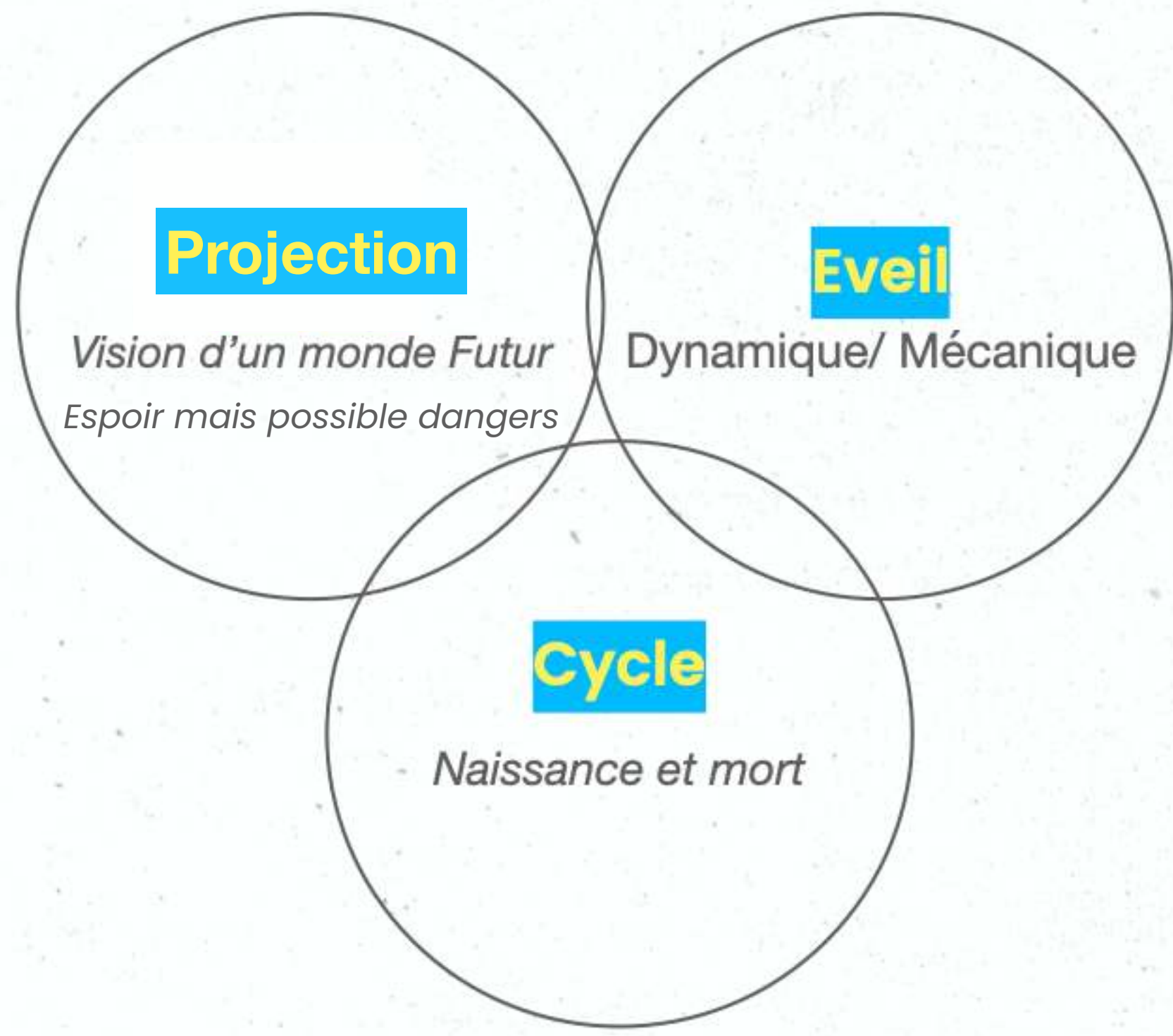


# PREMIERS CROQUIS





# INTENTION





# MAQUETTE

## INSPIRATIONS



Lampe Plasma



Fuan Teahouse by Kengo Kuma

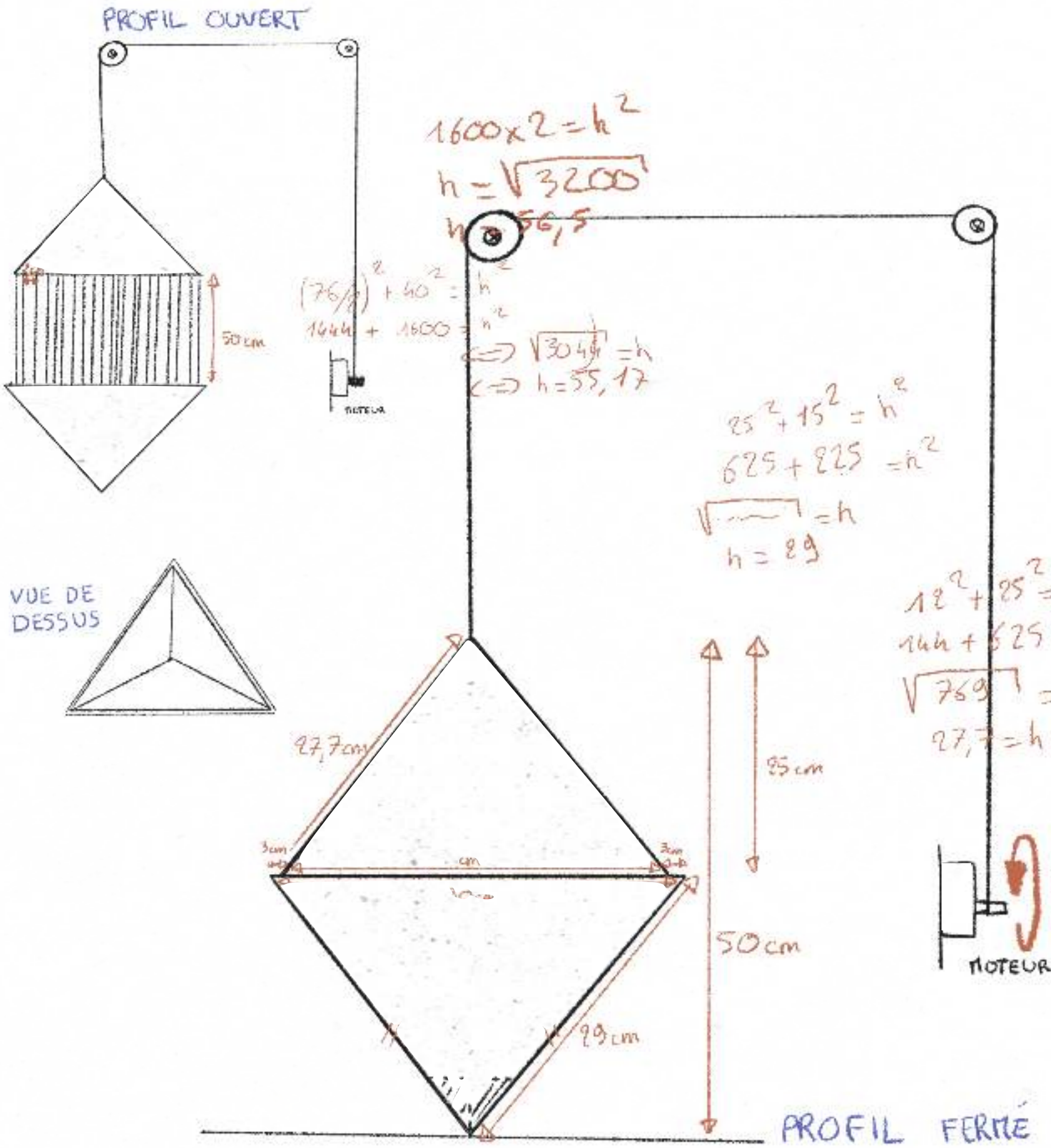


Moebius, « Cristal saga »



Bloom by Peter hazel burning man 2017

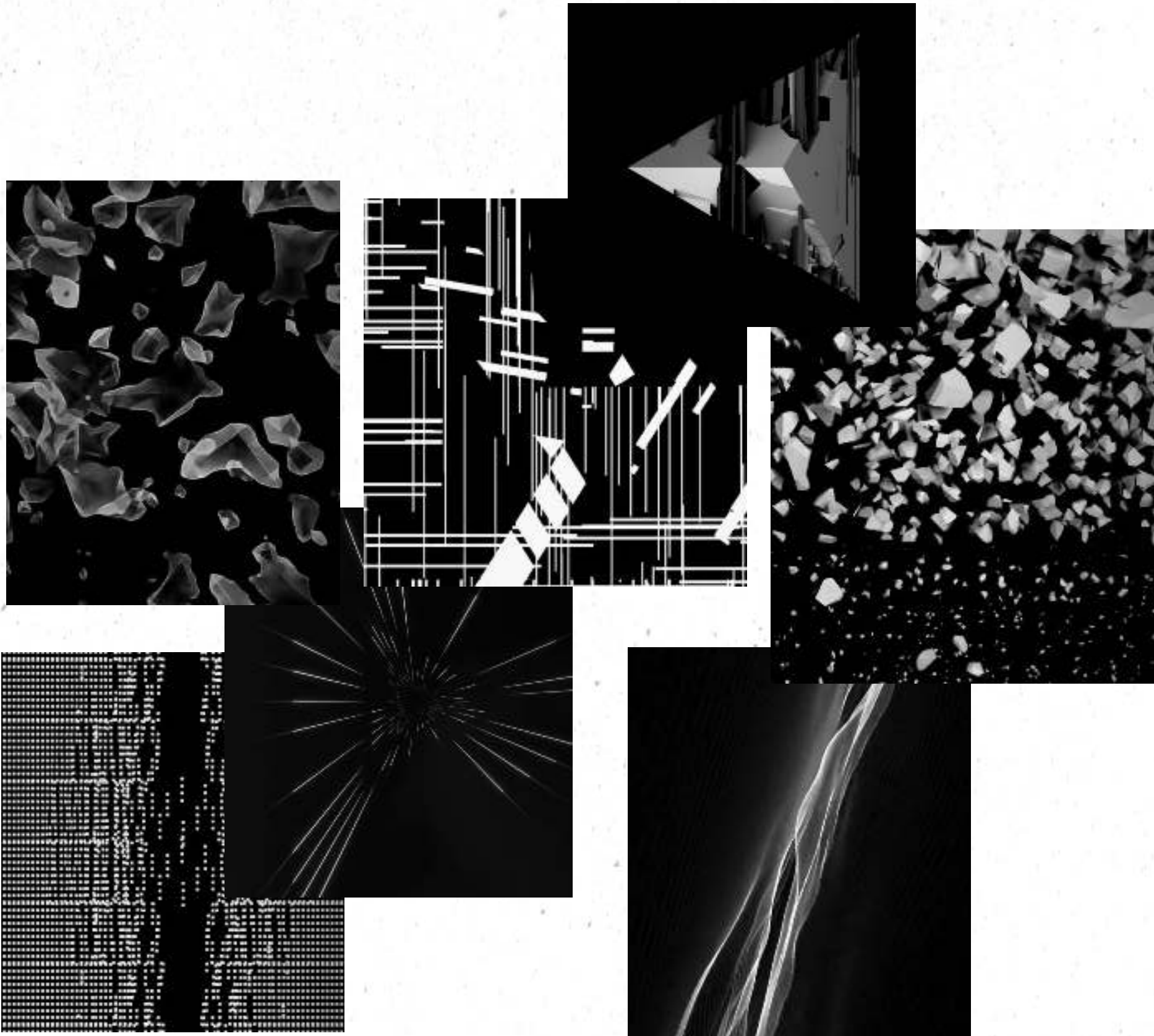
## PLAN INSTALLATION



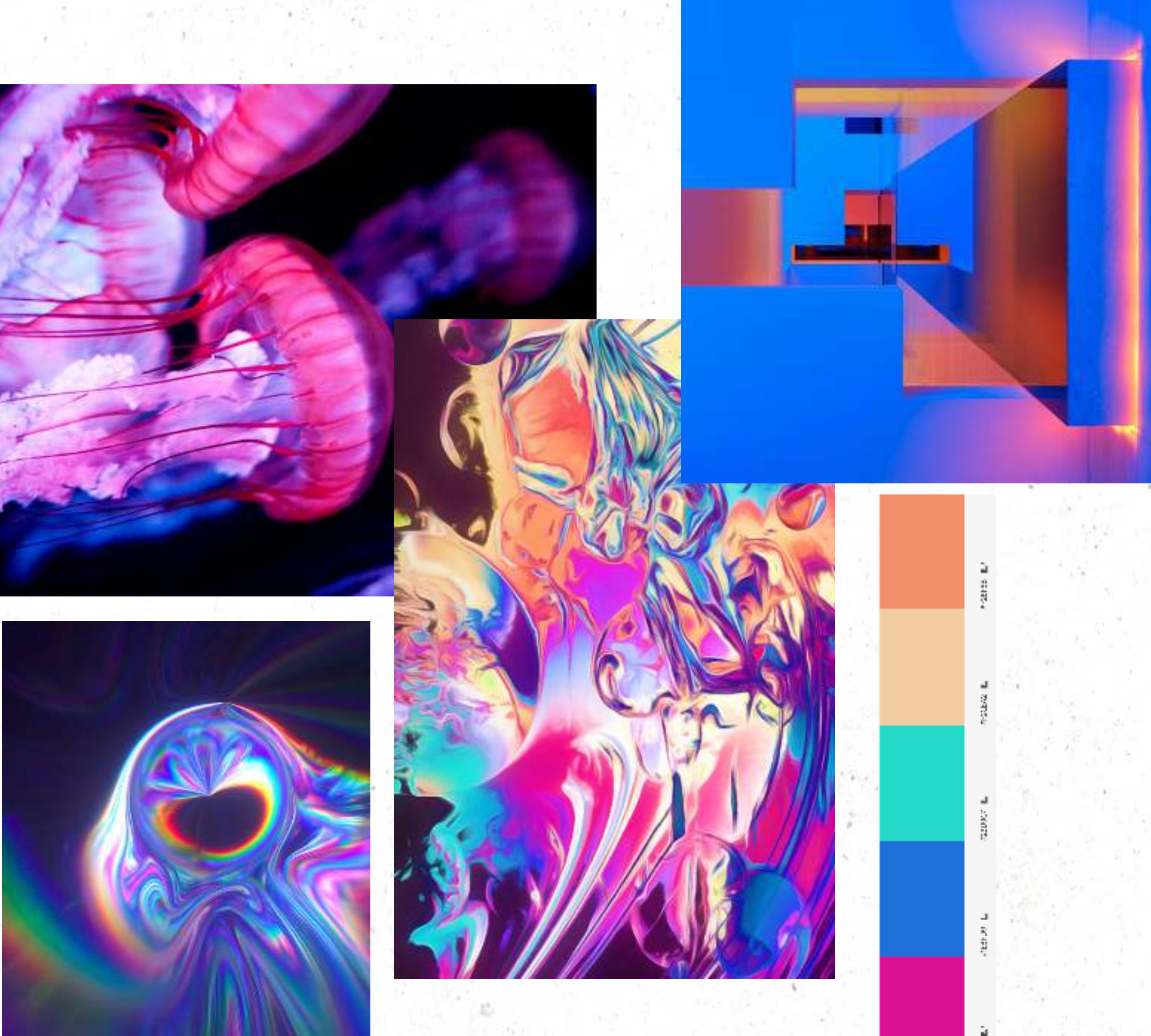


# MOODBOARD

## FORMES



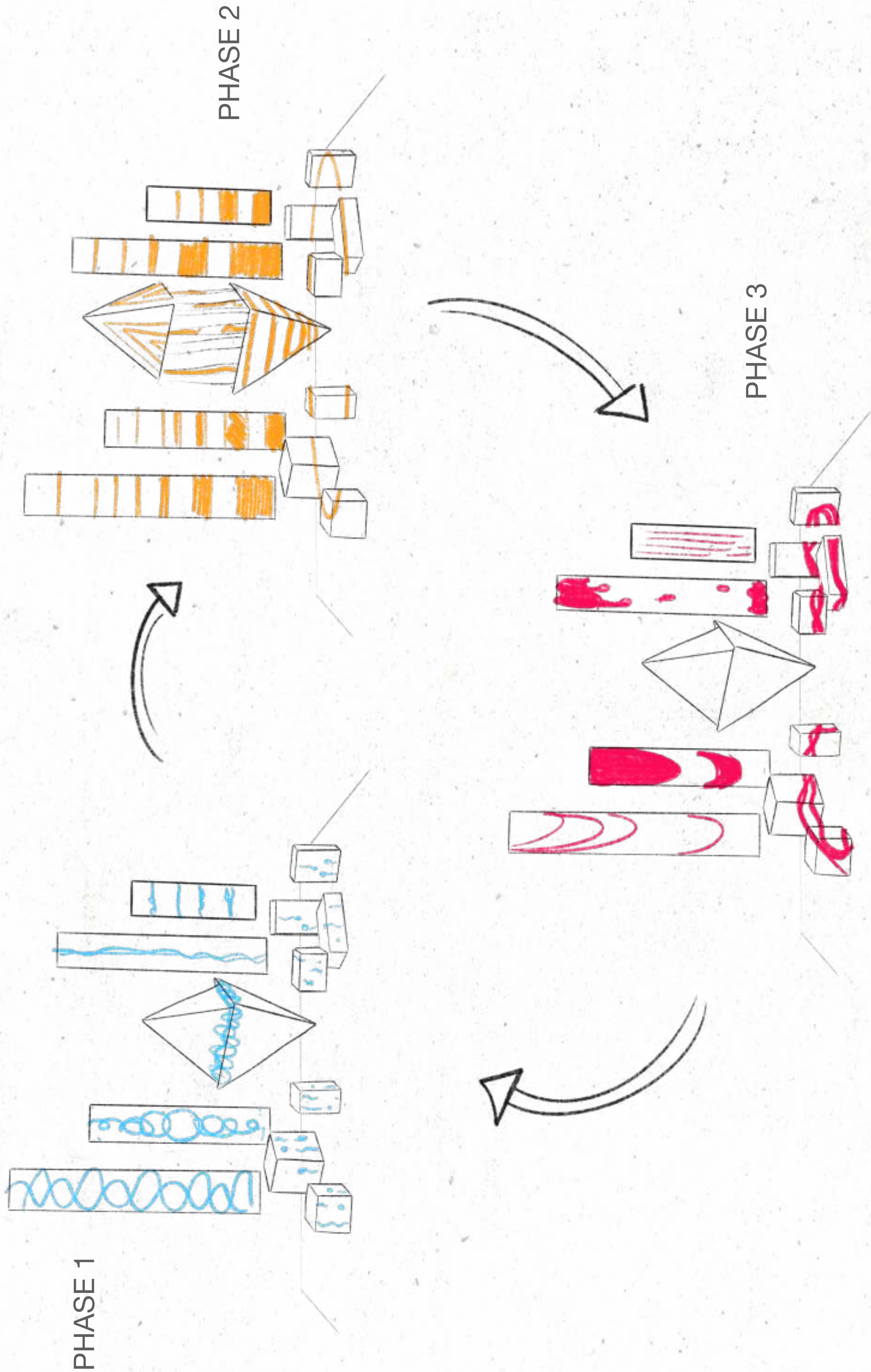
## COULEURS





# SCENARIO

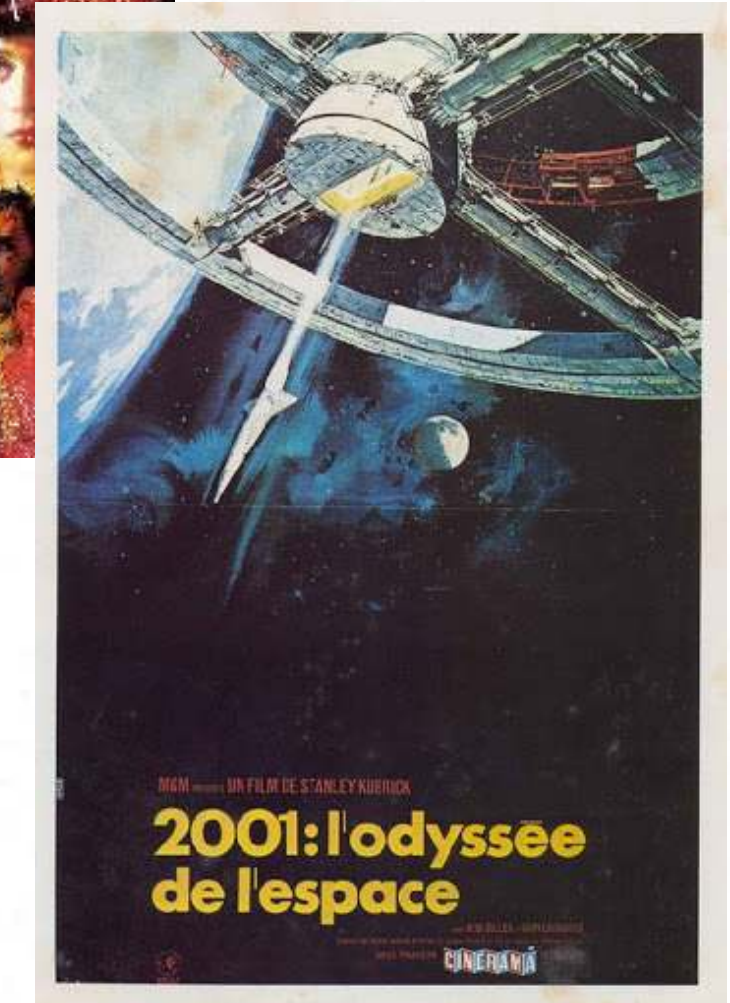
\_MO3



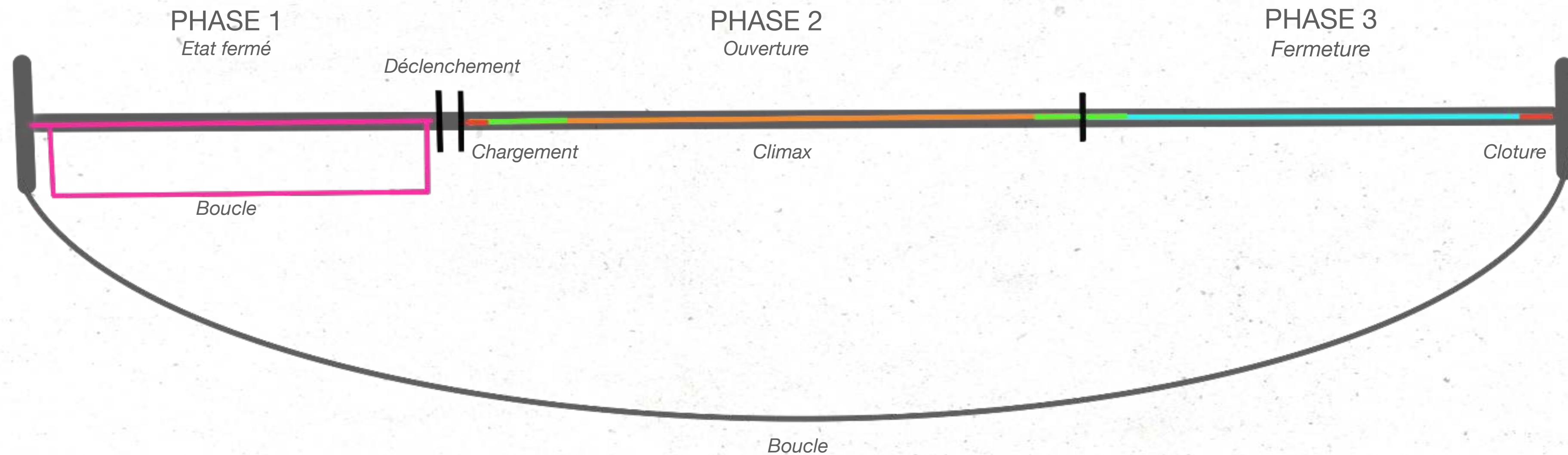


# AUDIO

- AMBIANCE SONORE
- Utilisation de SOUND FX
- Utilisation de VOIX DU FILM 2001, *L'Odyssée de l'espace* Et *Blade Runner*.
- Musique expérimentale et ELECTRONIQUE -> *Access to Arasaka - Monoscan*



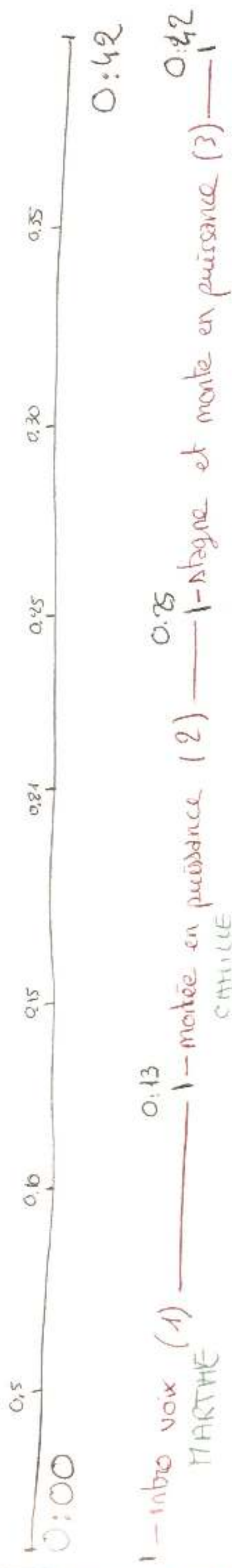
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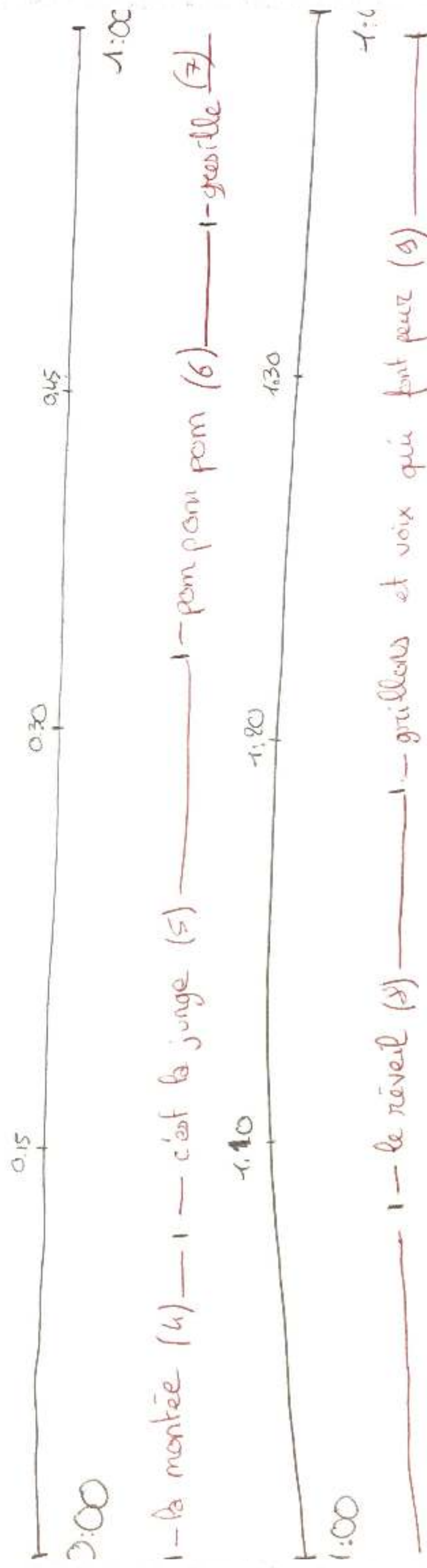


# AUDIO

## Phase 1

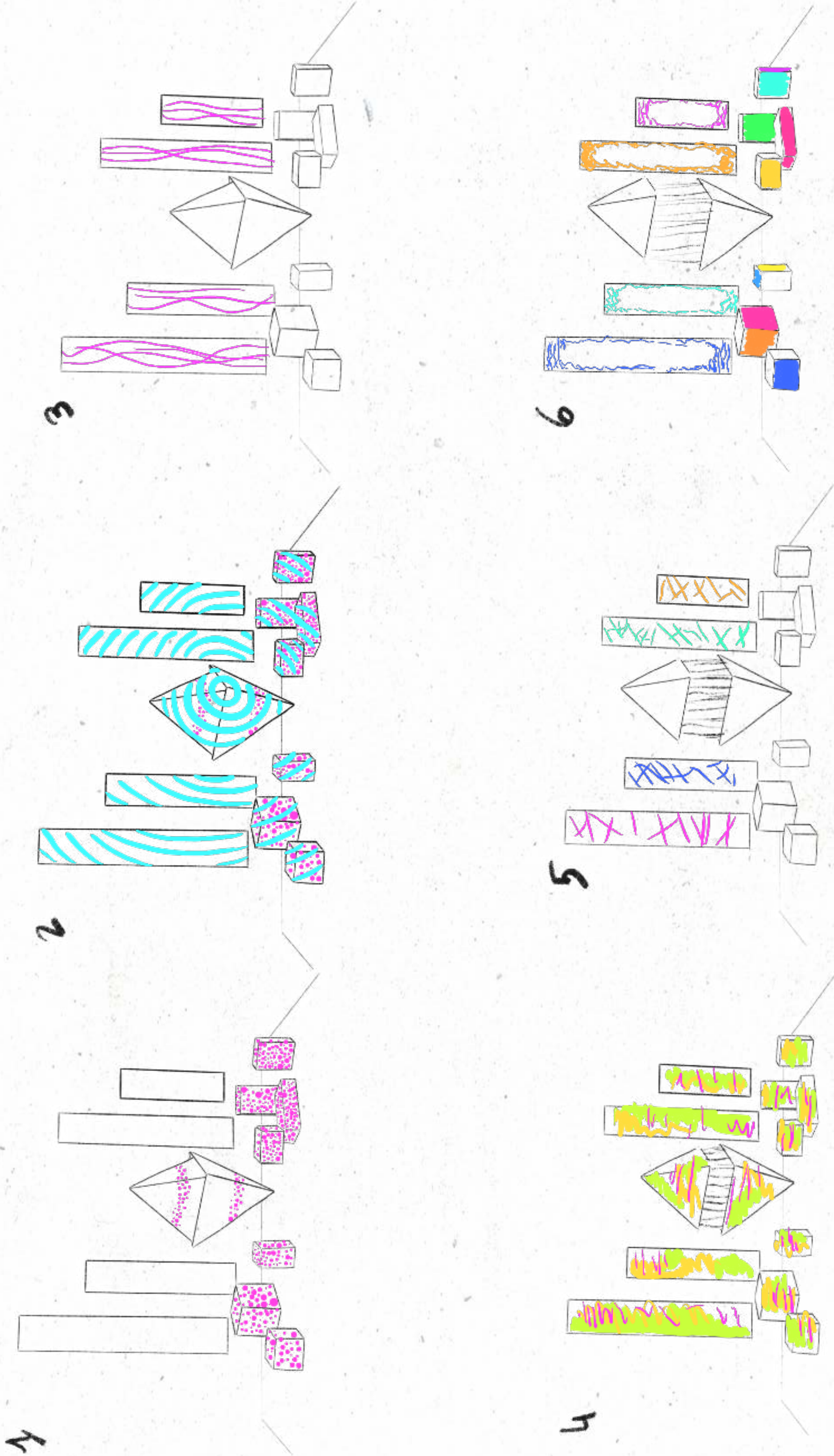


## Phase 2





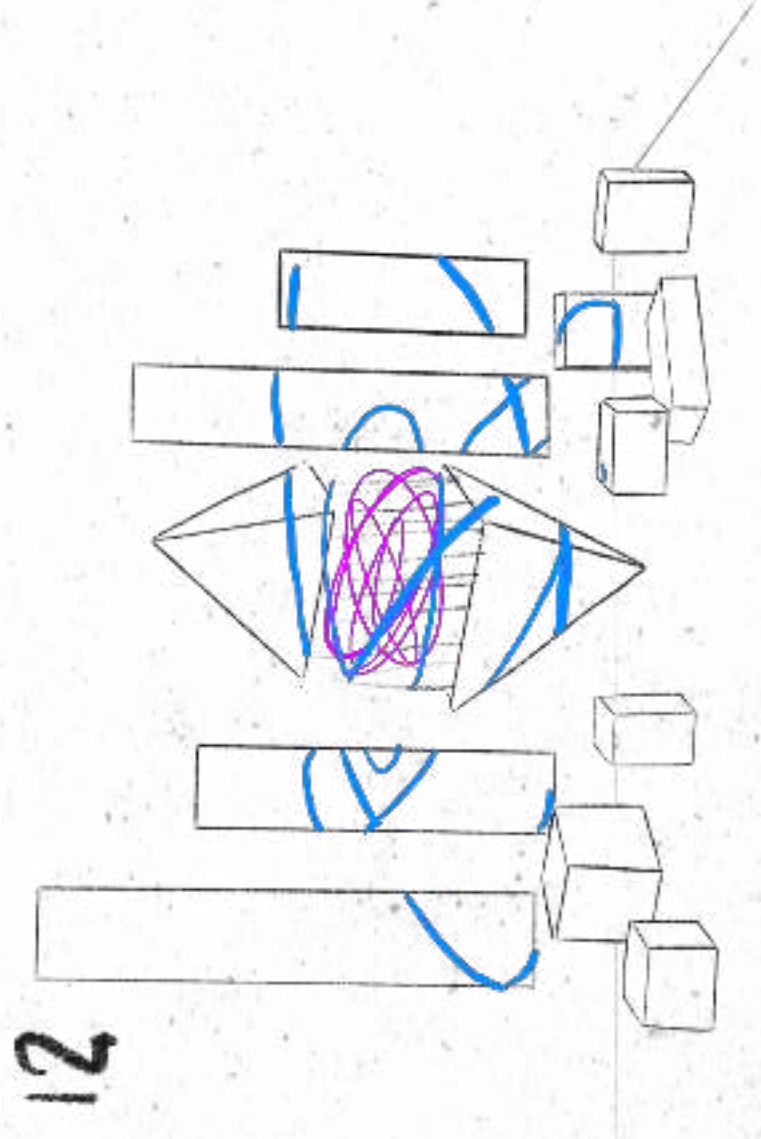
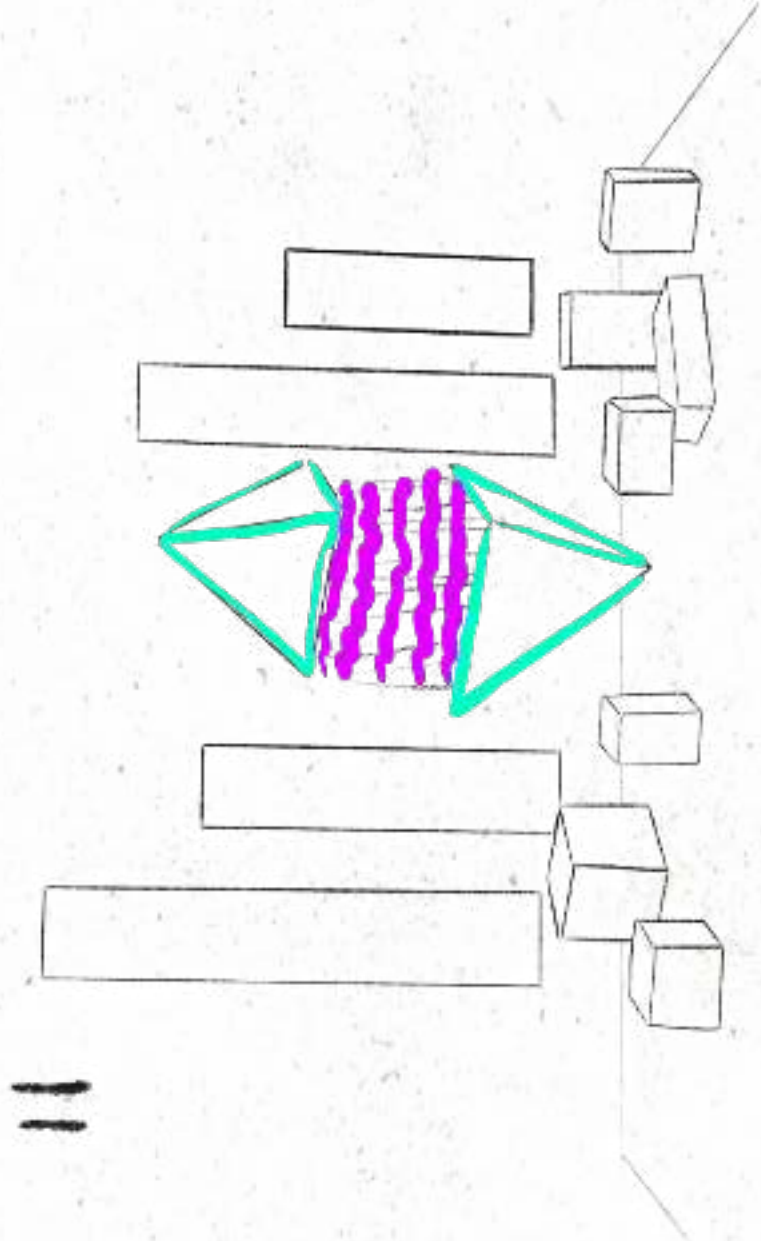
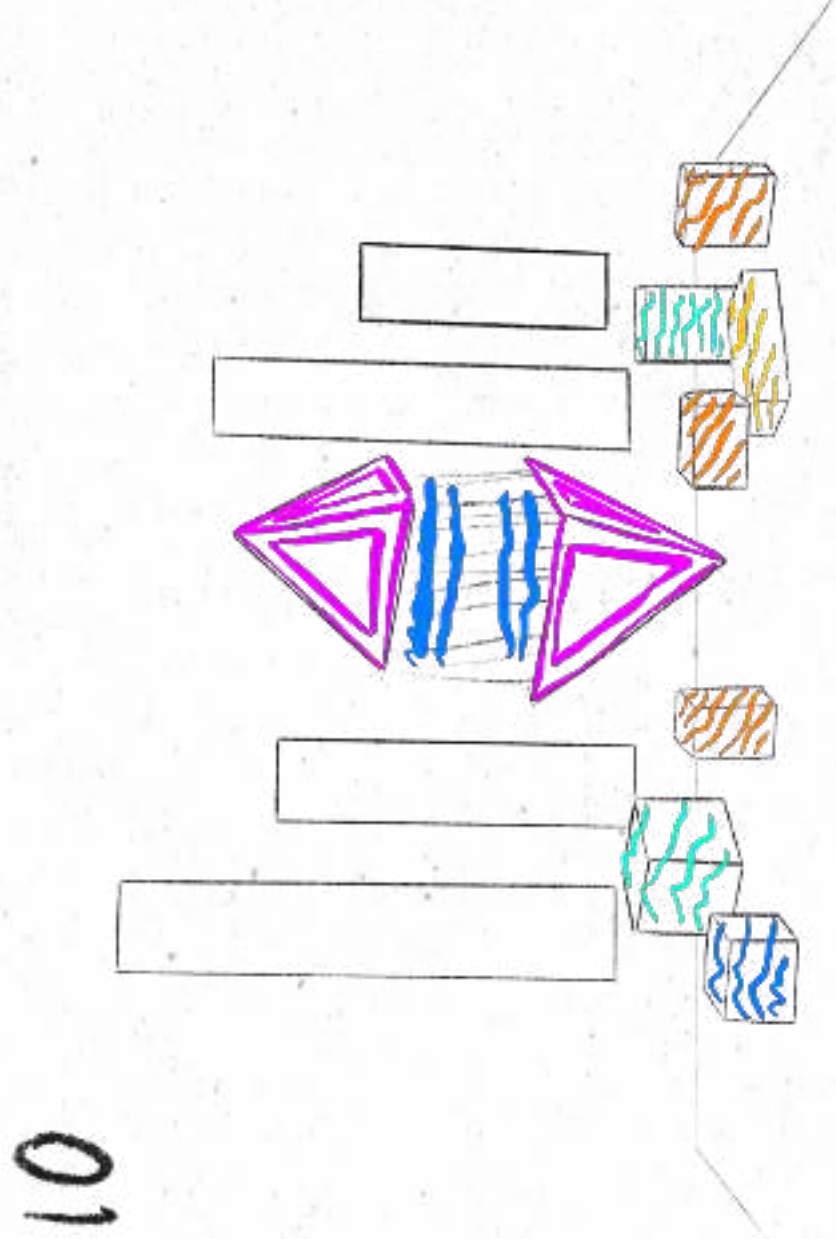
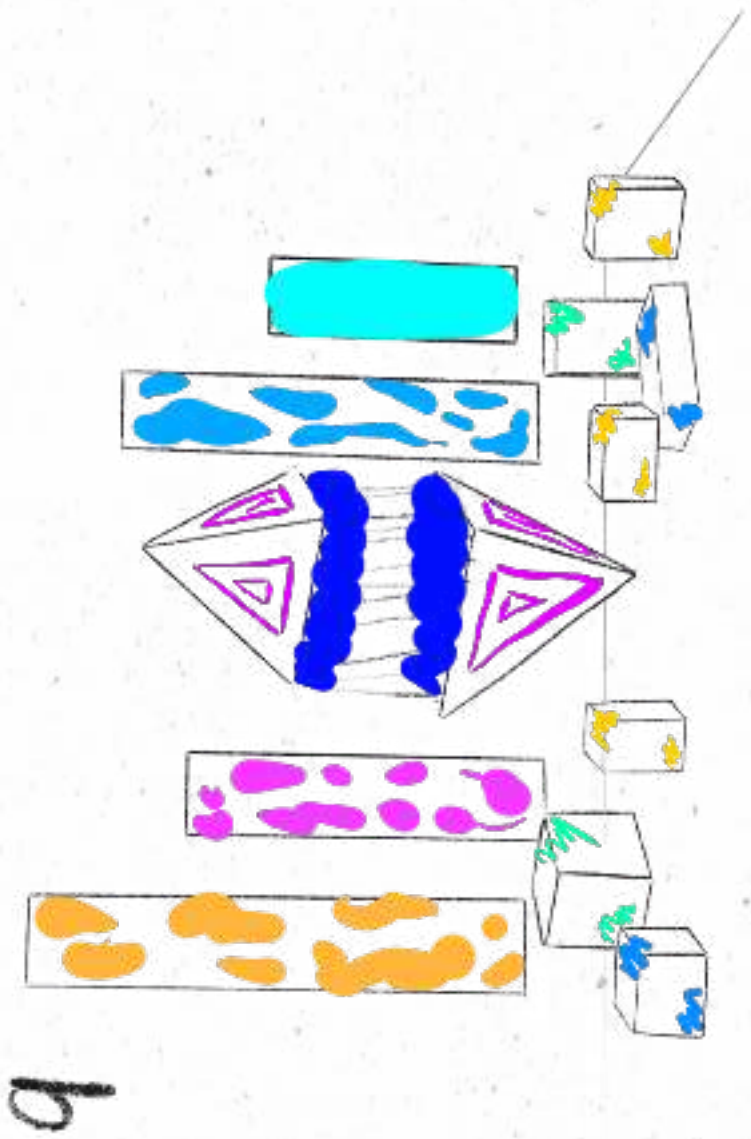
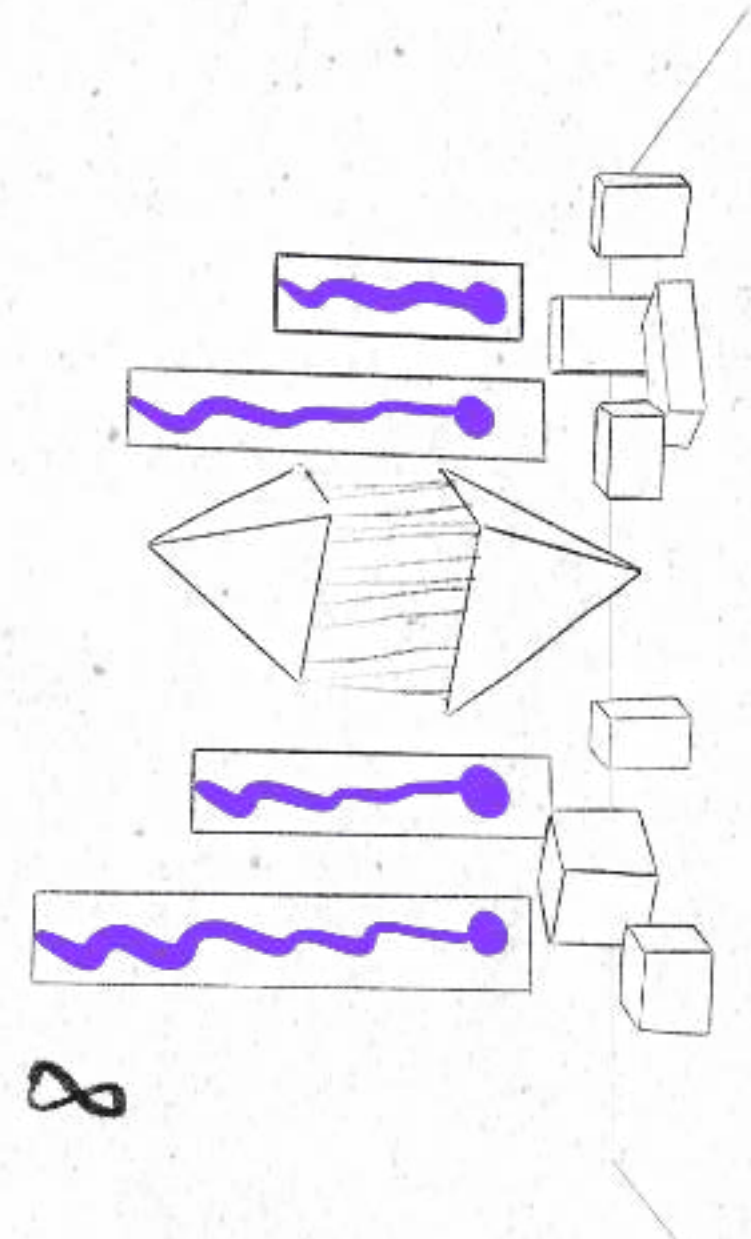
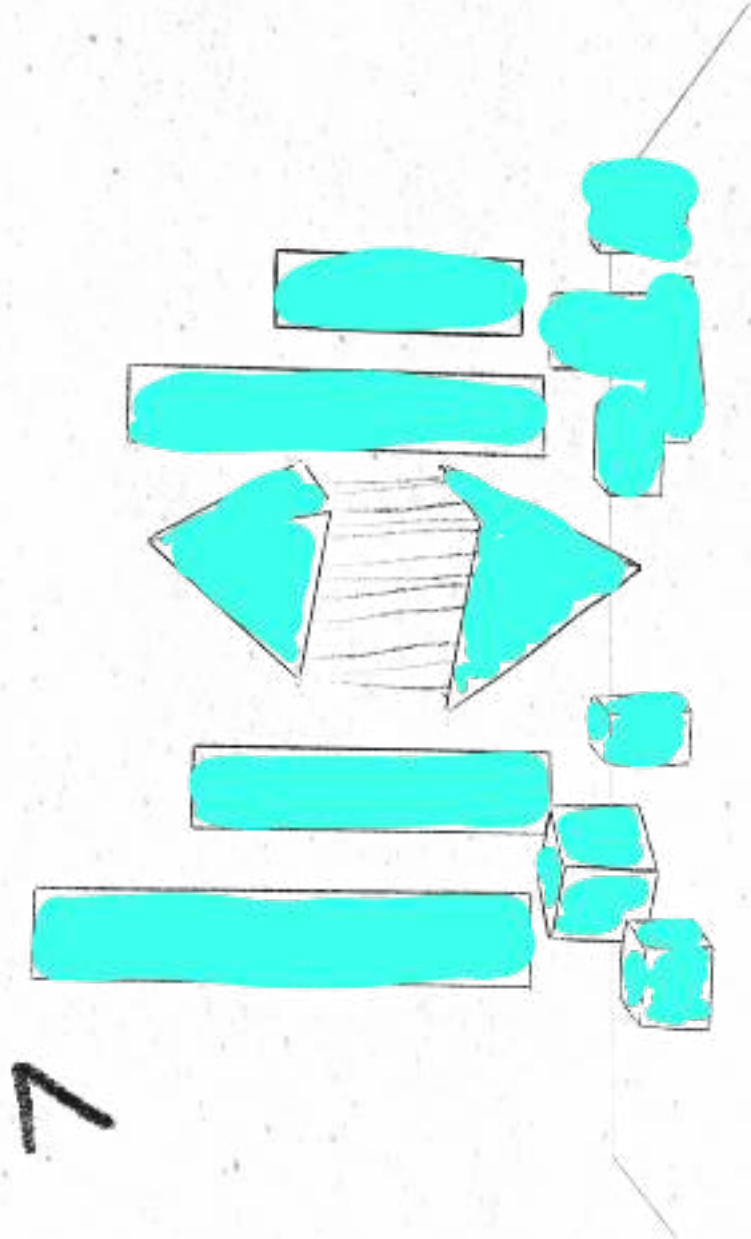
# STORYBOARD





# STORYBOARD

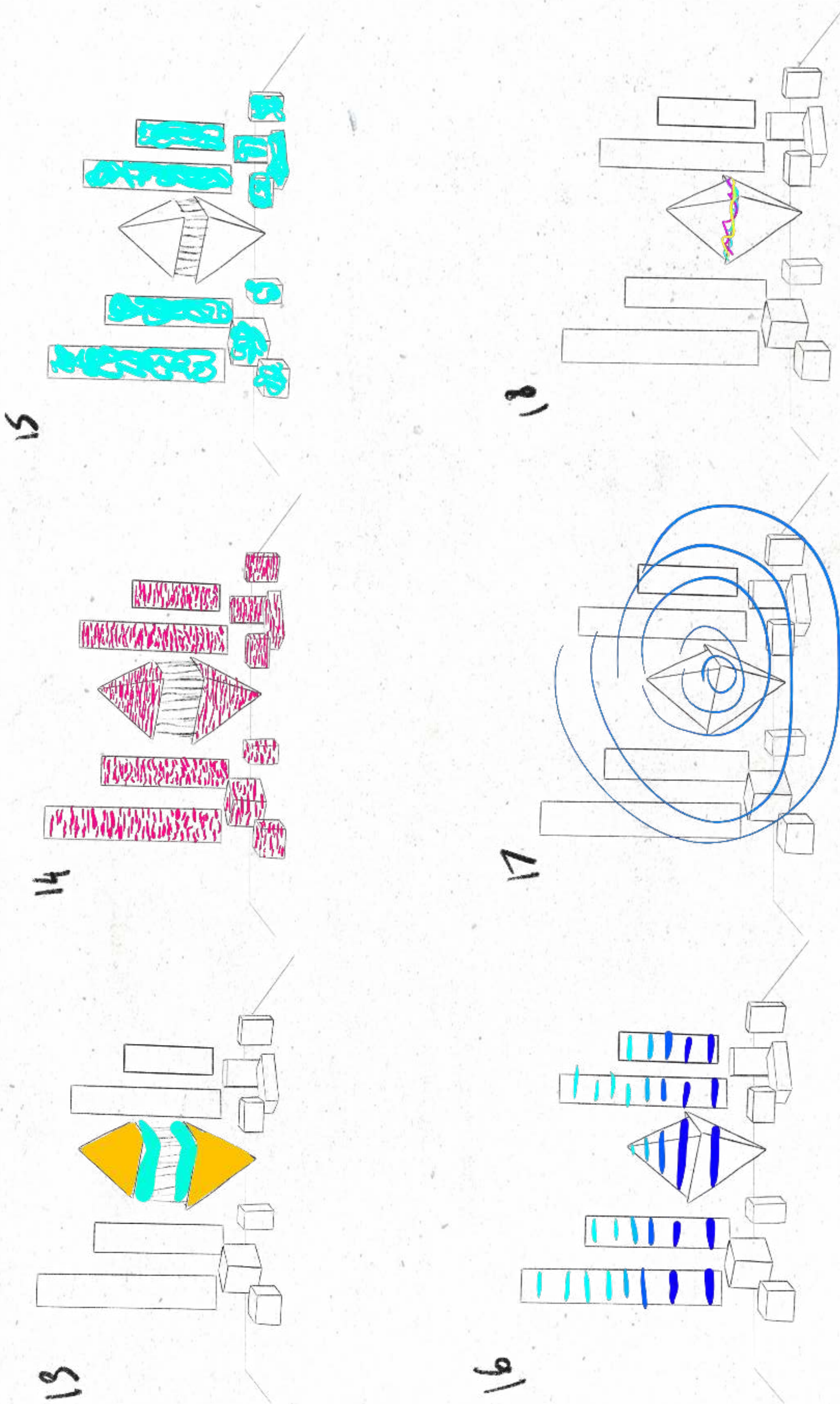
\_MO3





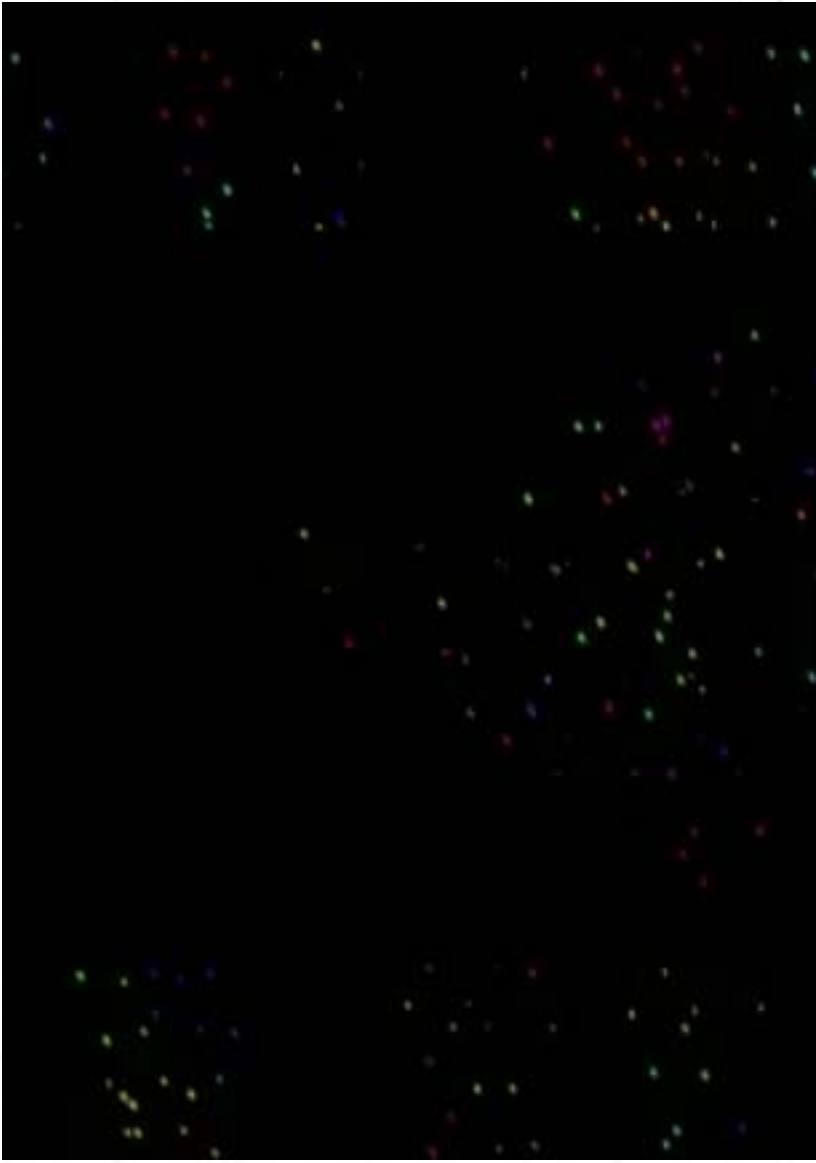
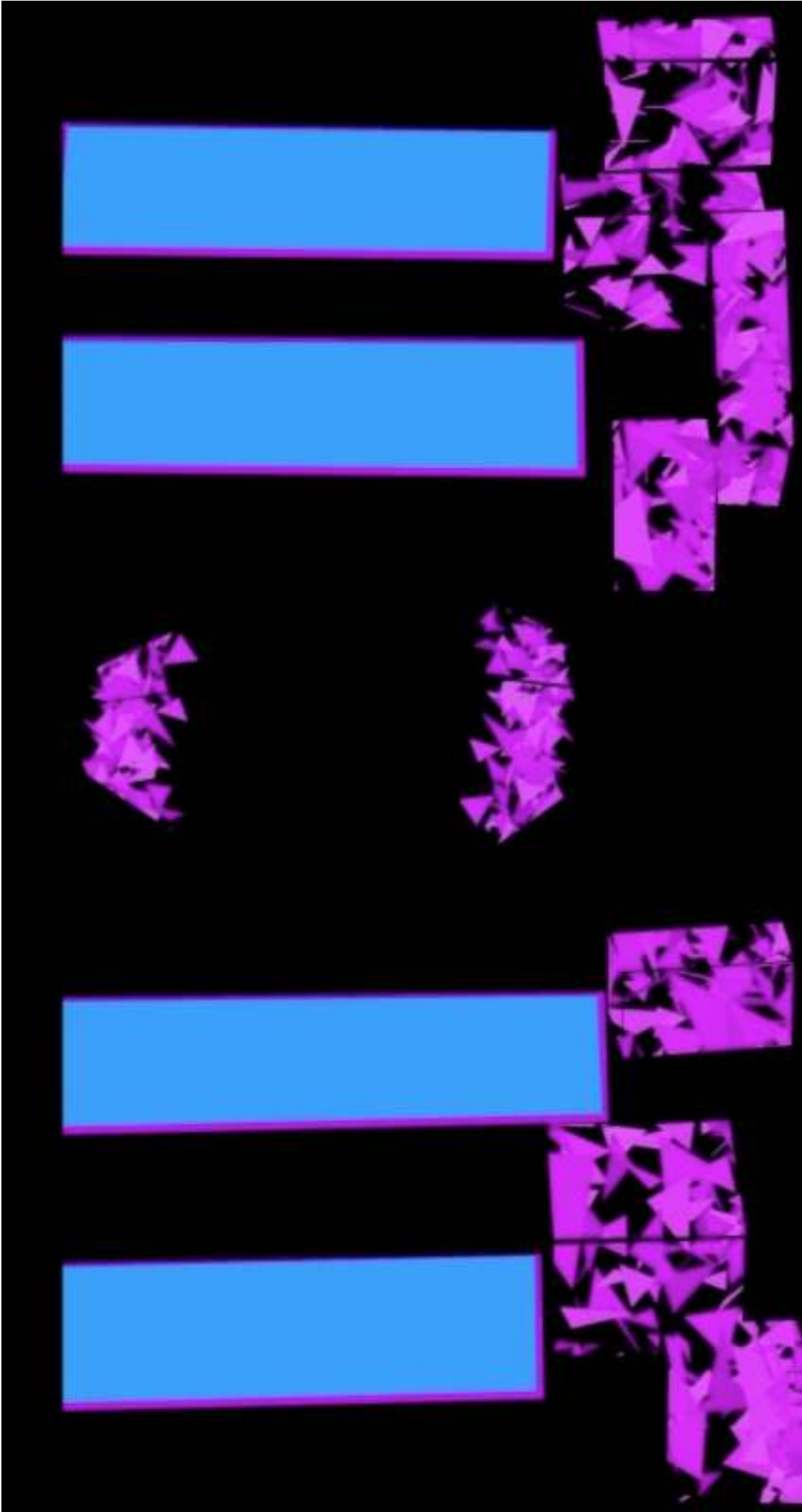
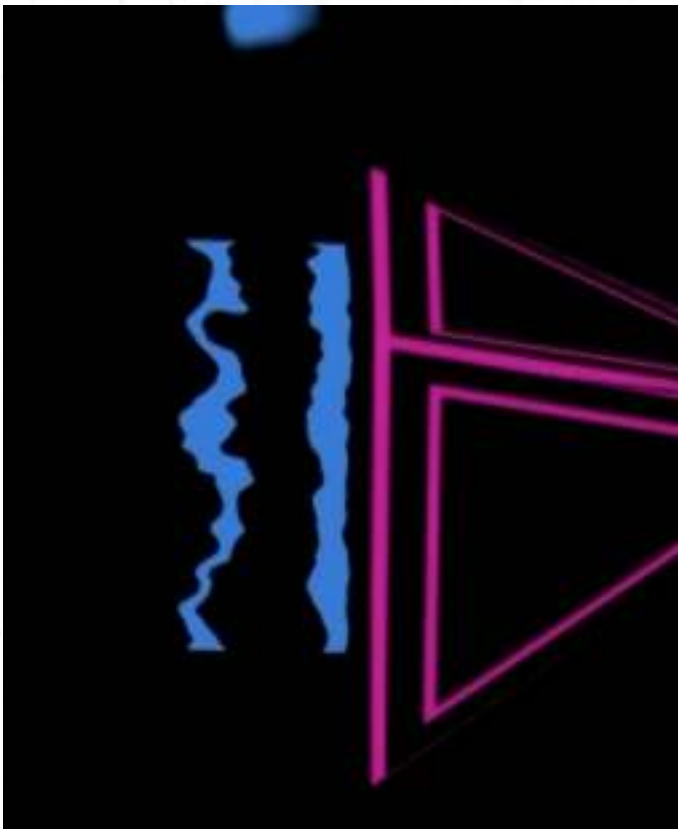
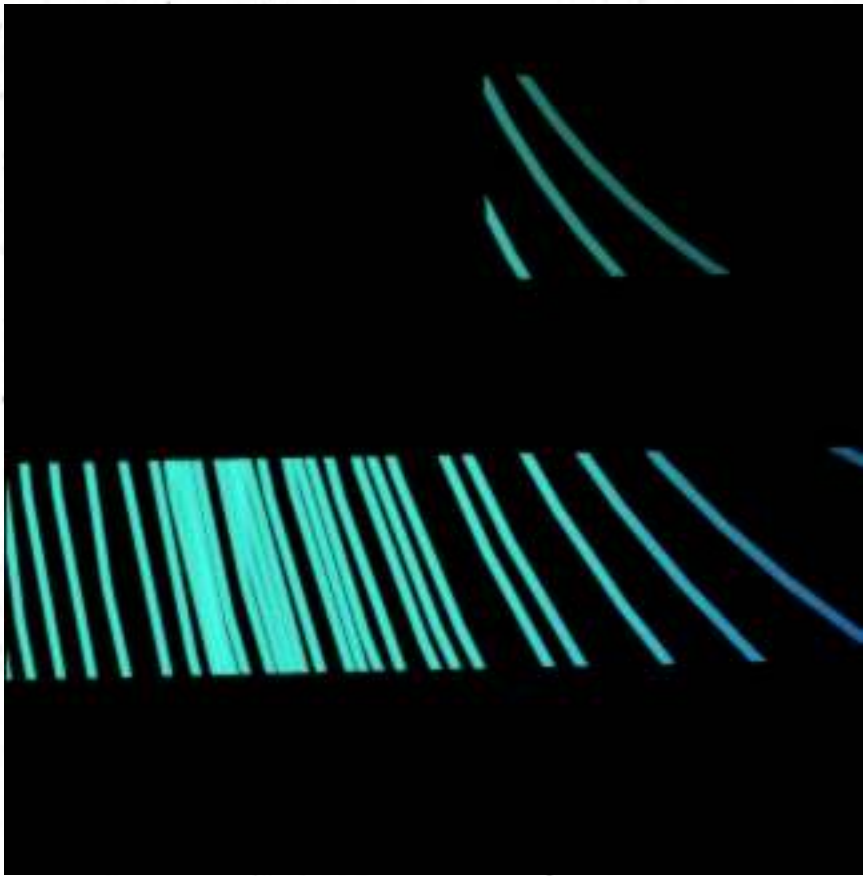
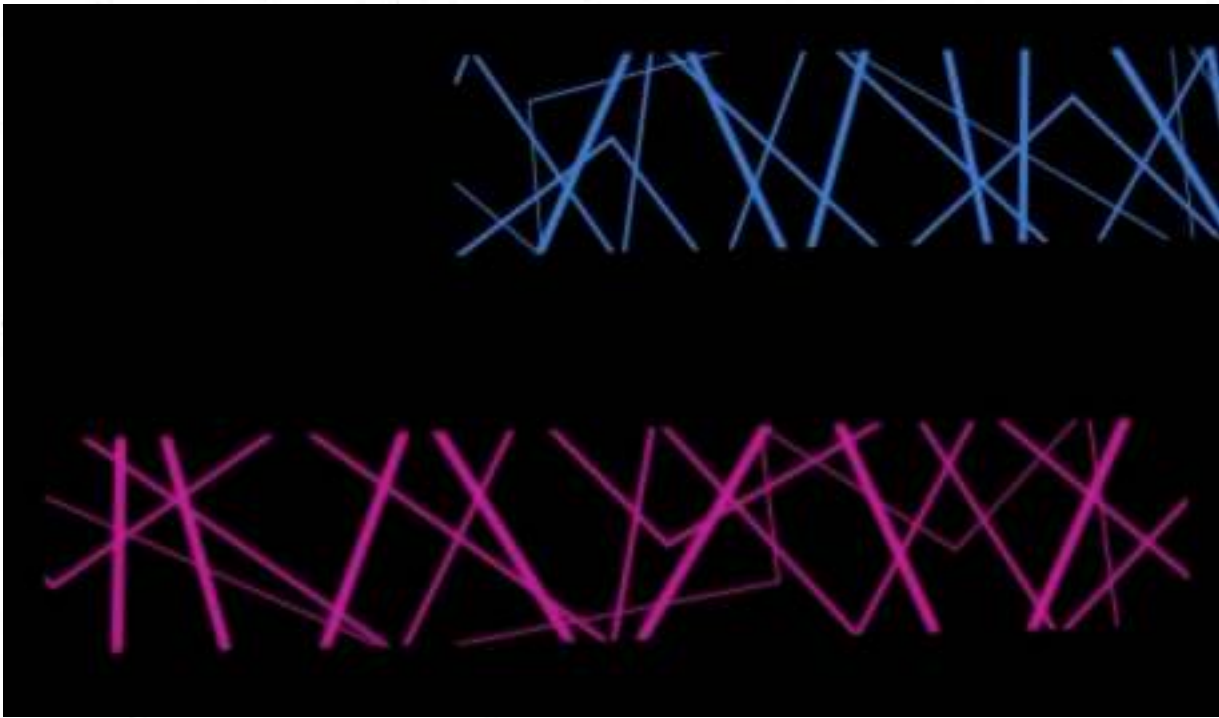
# STORYBOARD

\_MO3





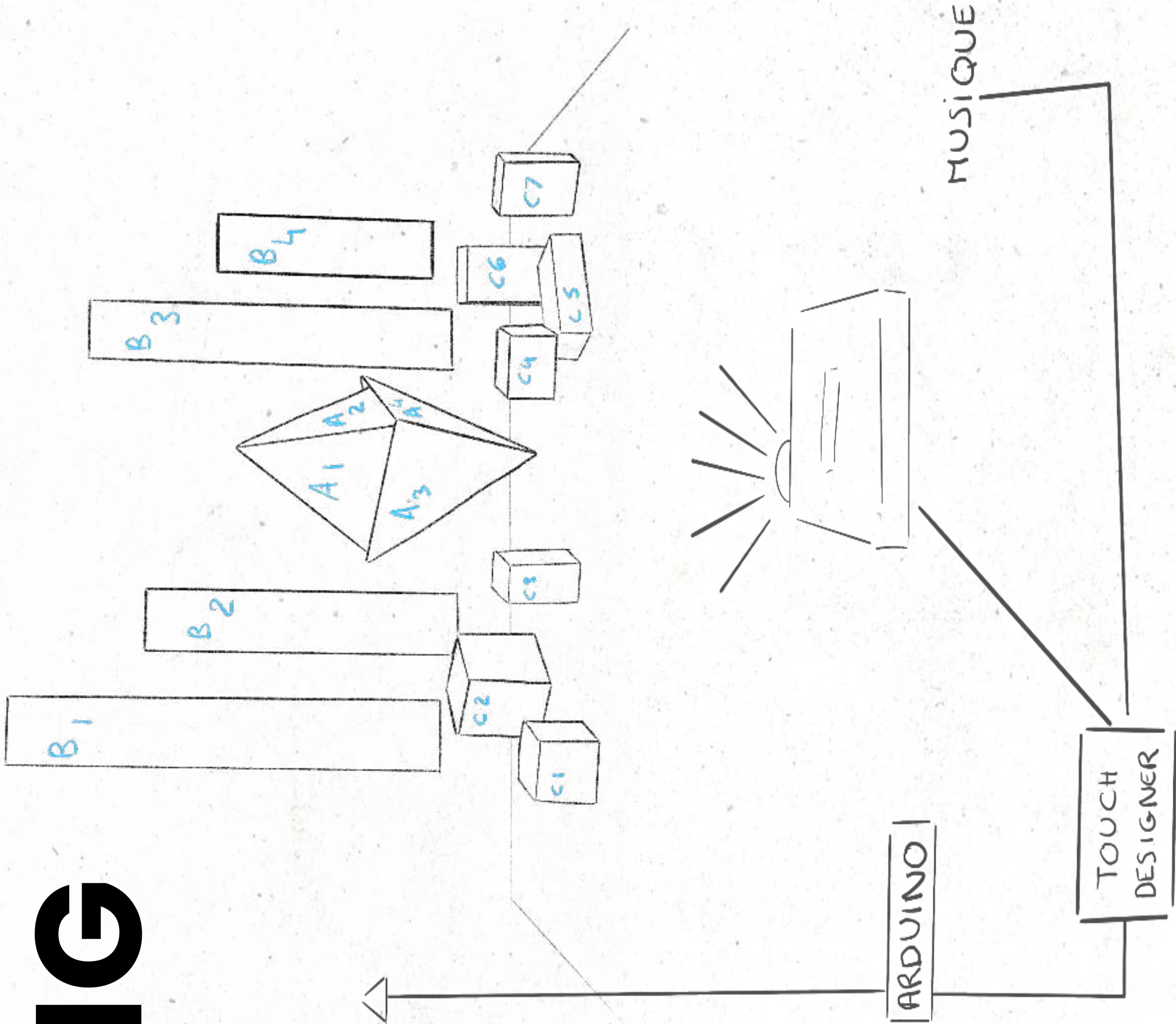
# VISUELS





# MAPPING

\_MO3

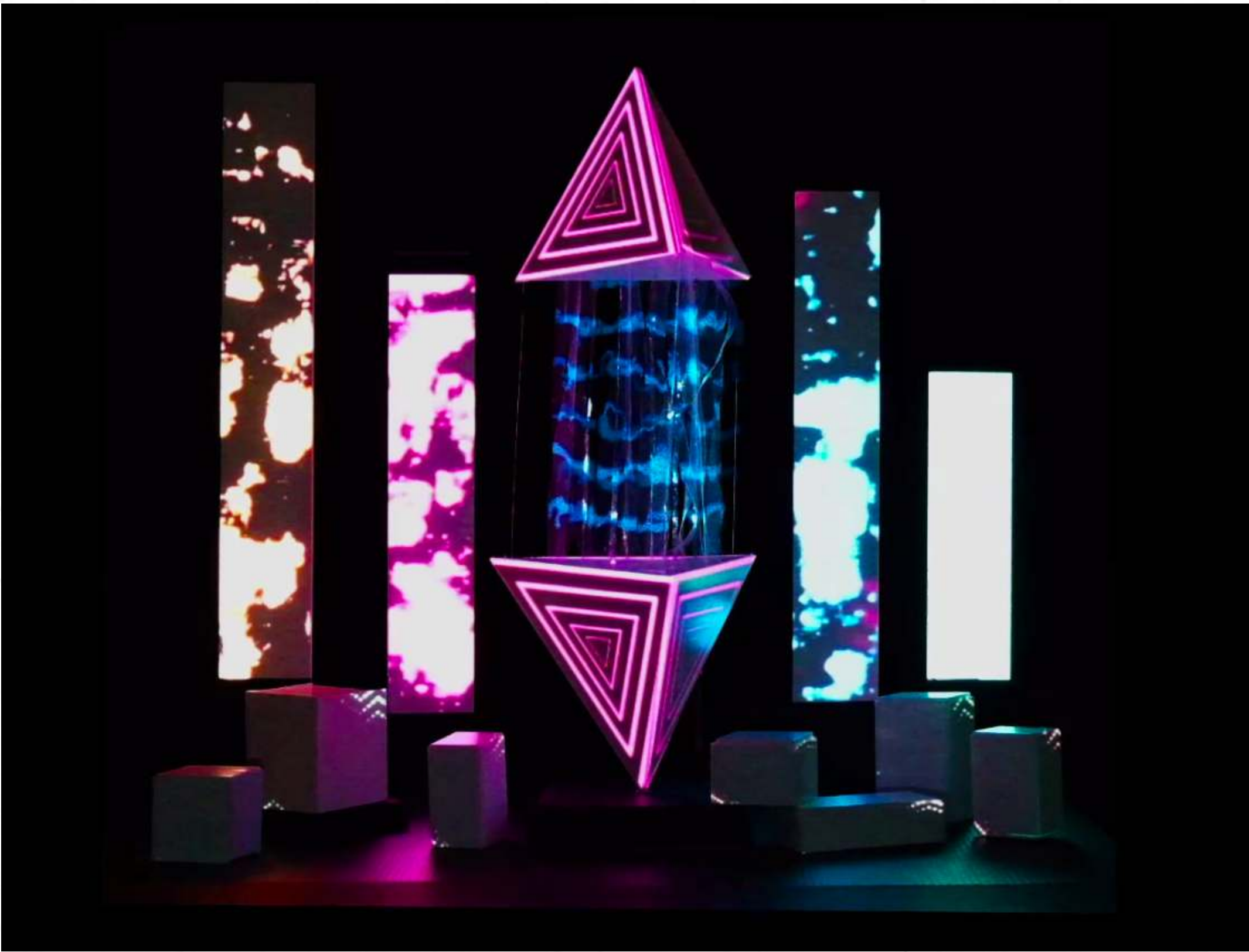
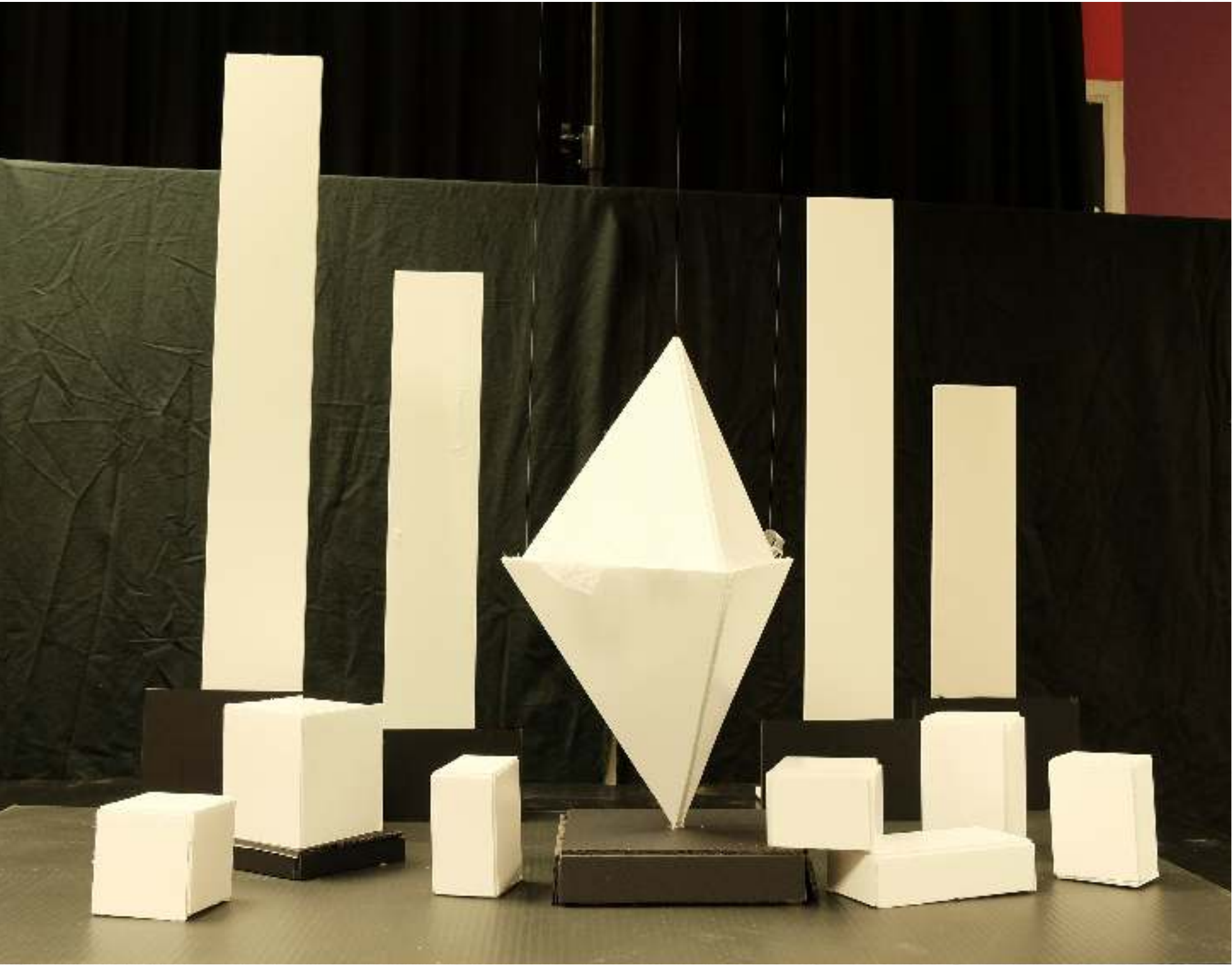




# INSTALLATION

## ELPIS 59-M

*en grec ancien ἔλπις / elpís, personnification de l'espoir.  
59 : référence à la planète mineure.  
M pour mouvement.*



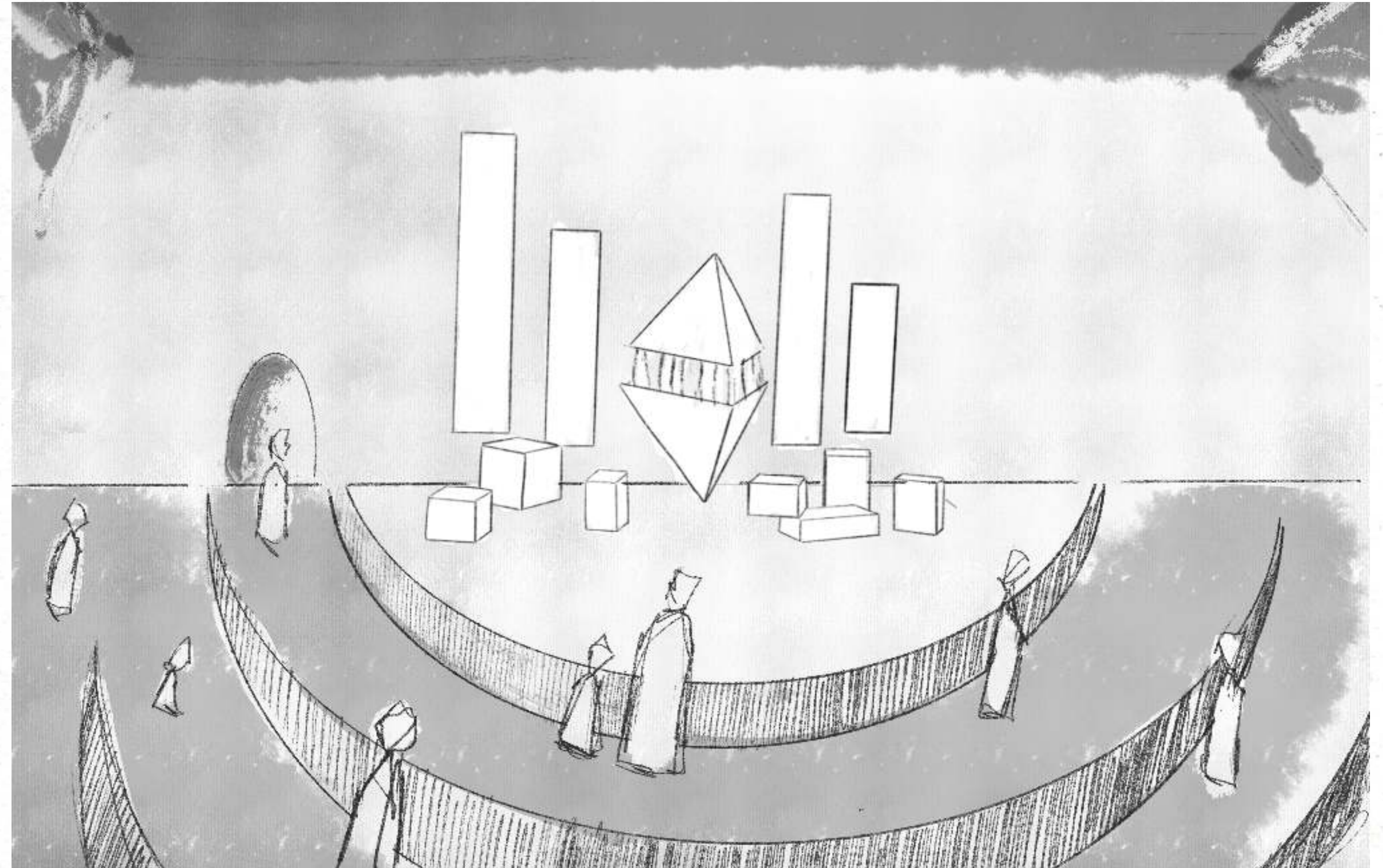


# CONTEXTE

## FILE D'ATTENTE PARC D'ATTRACTION \_

Environnement sombre

Amène le spectateur dans une atmosphère particulière.





# **MERCI POUR VOTRE ECOUTE & BONNE SEANCE**