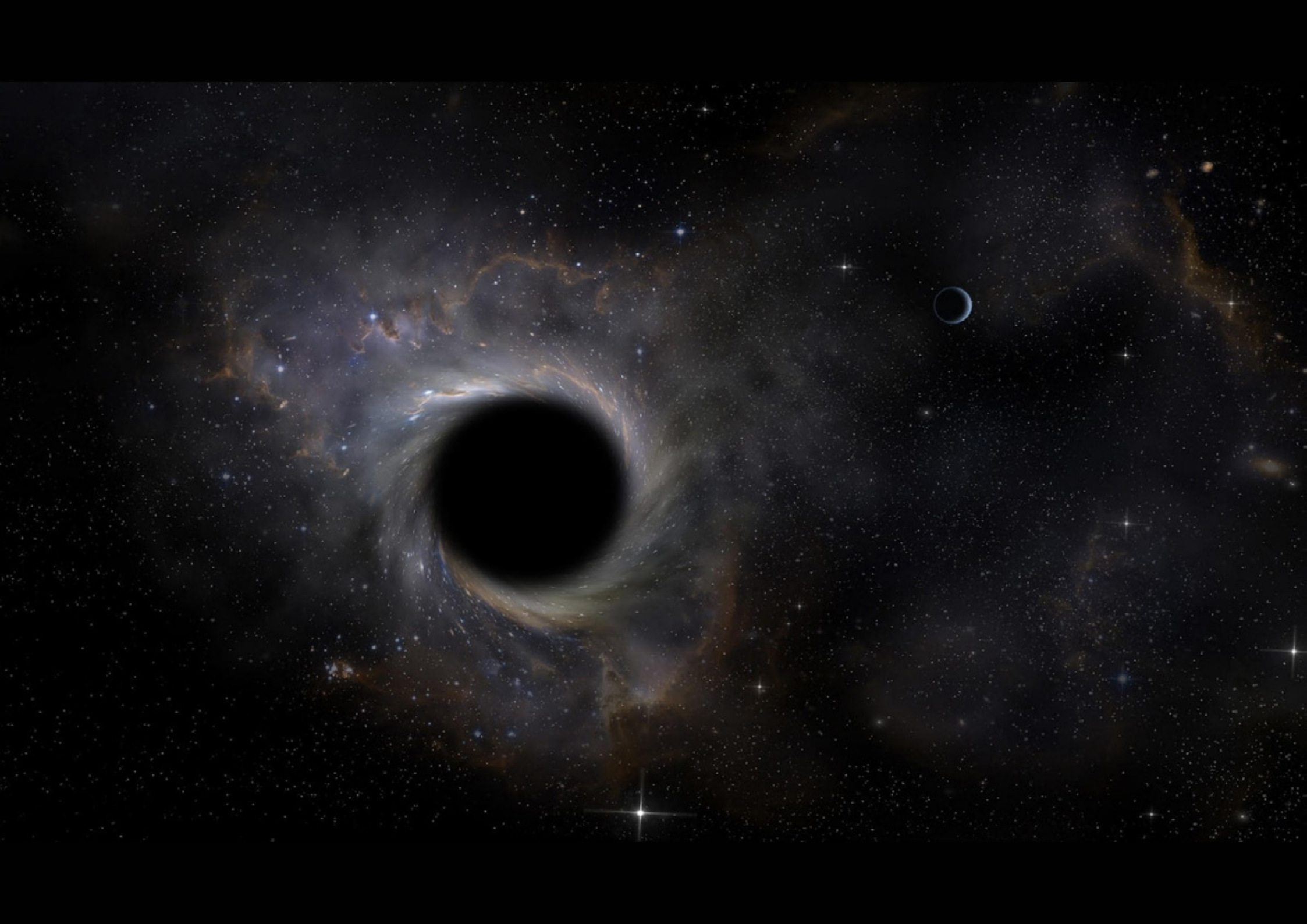
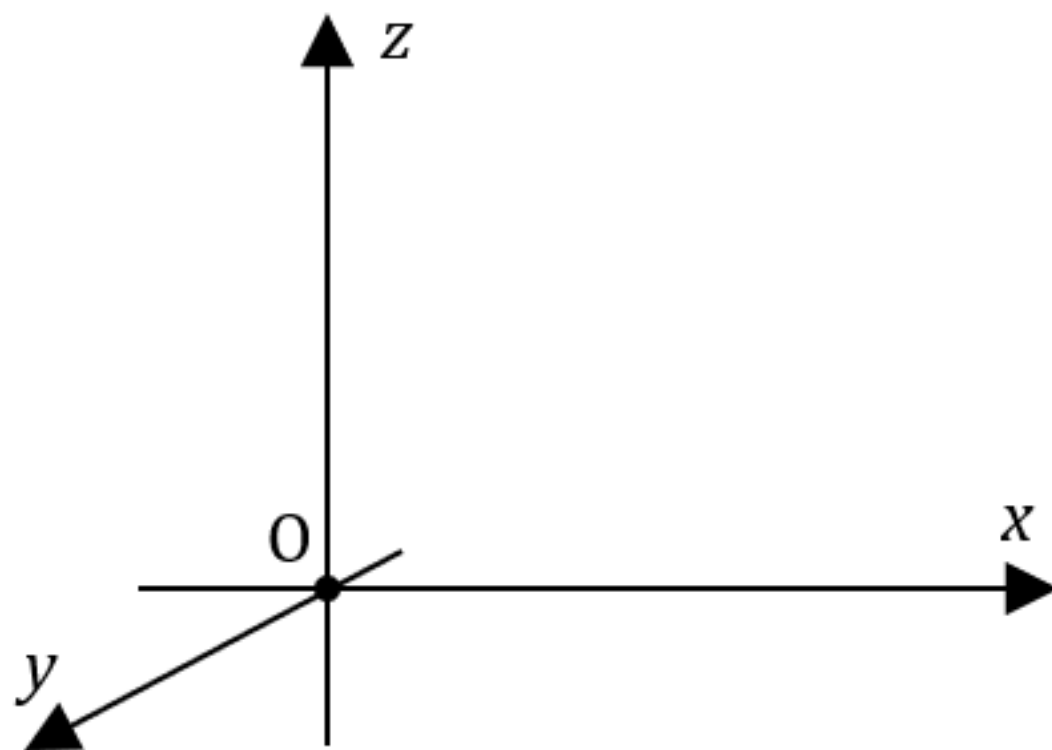


Franchissez l'éther d'un coup d'aile !

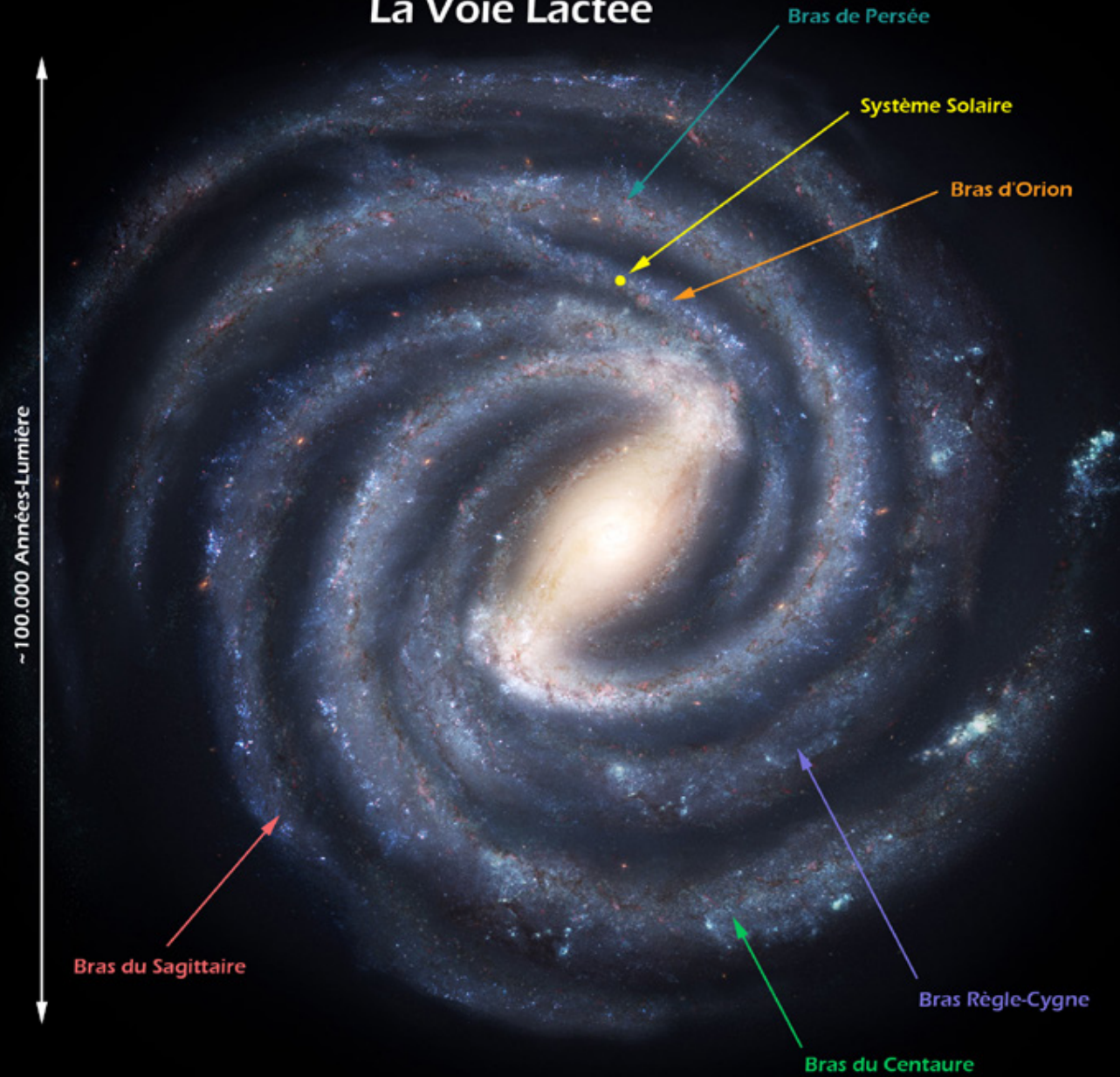
par Vivien Boiron, Marie Godefroy,
Mael Lochouarn, Axel Betzner.
Design objet et Design graphique,
pour le planétarium de Reims
2021/2022

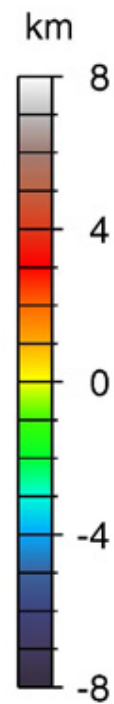
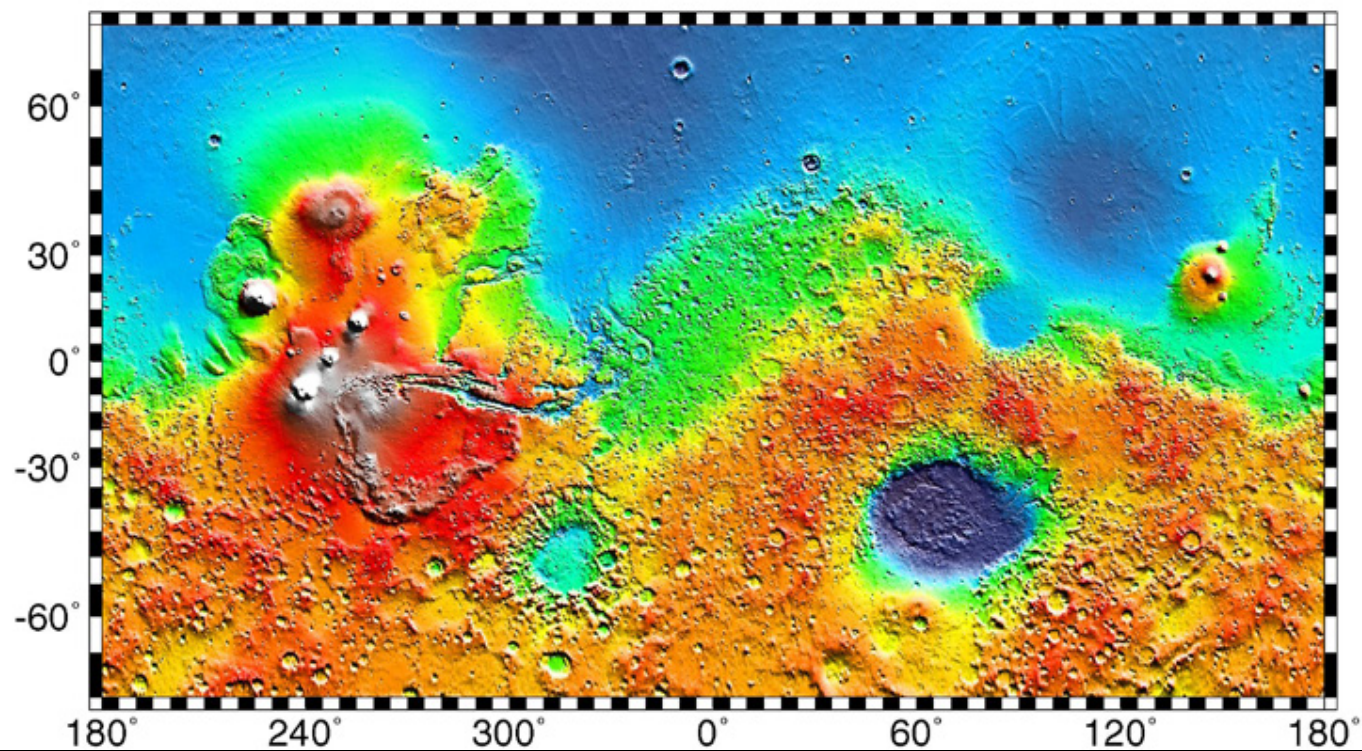
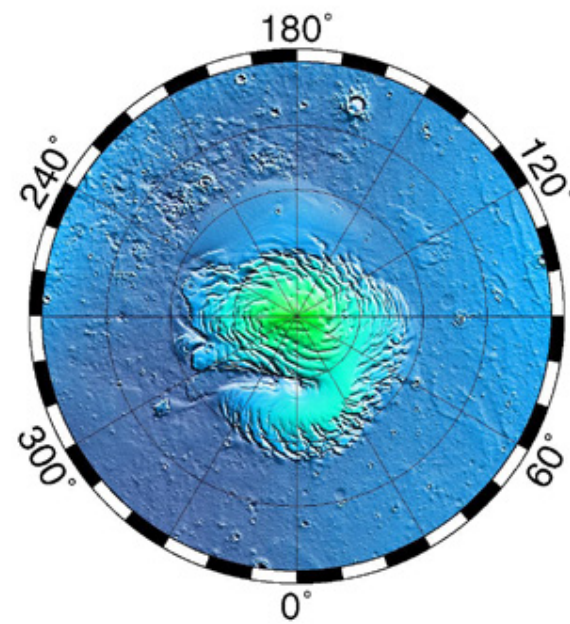
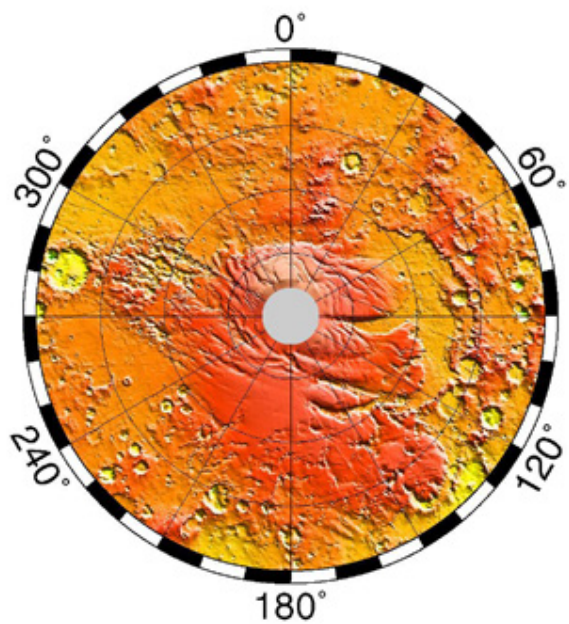




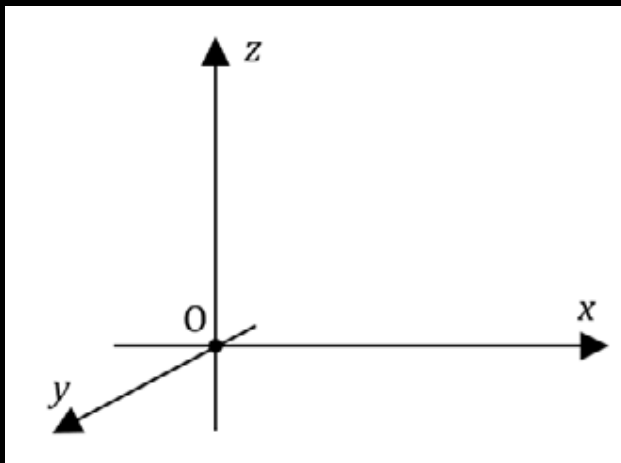
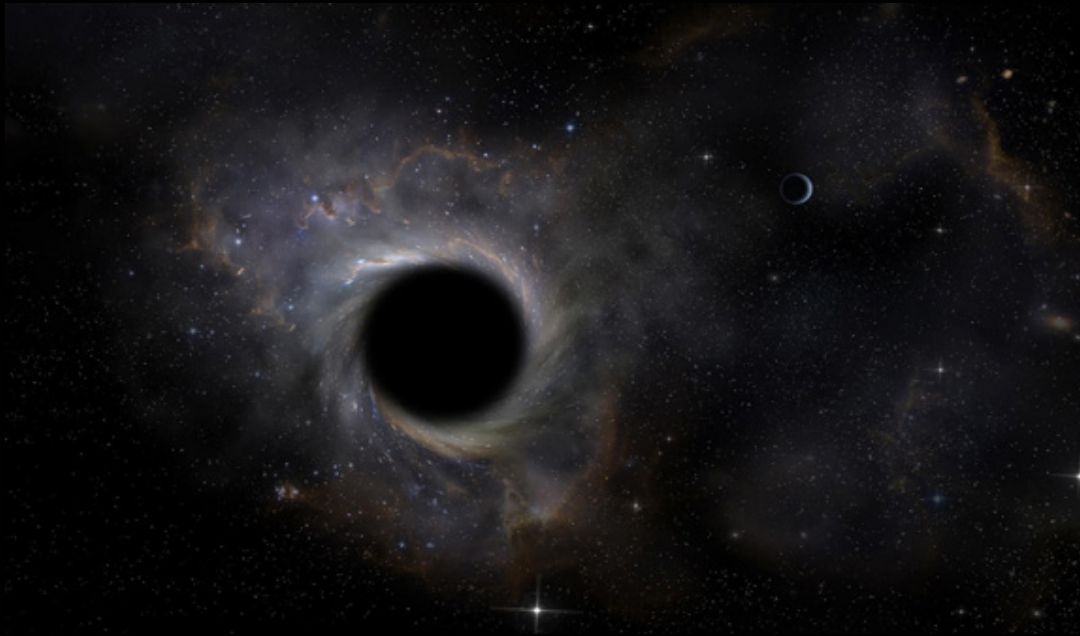


La Voie Lactée

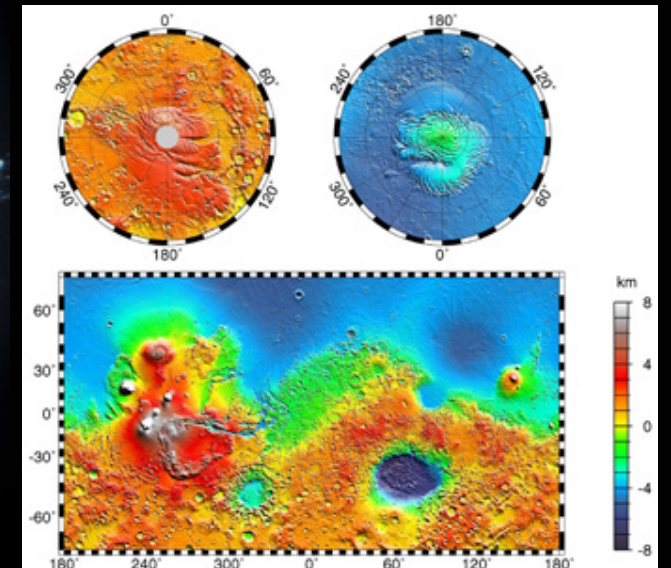
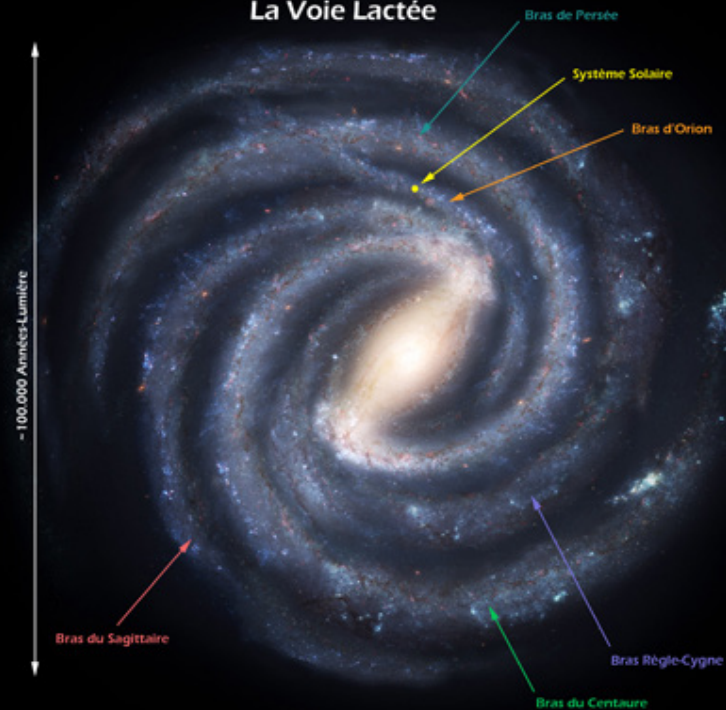


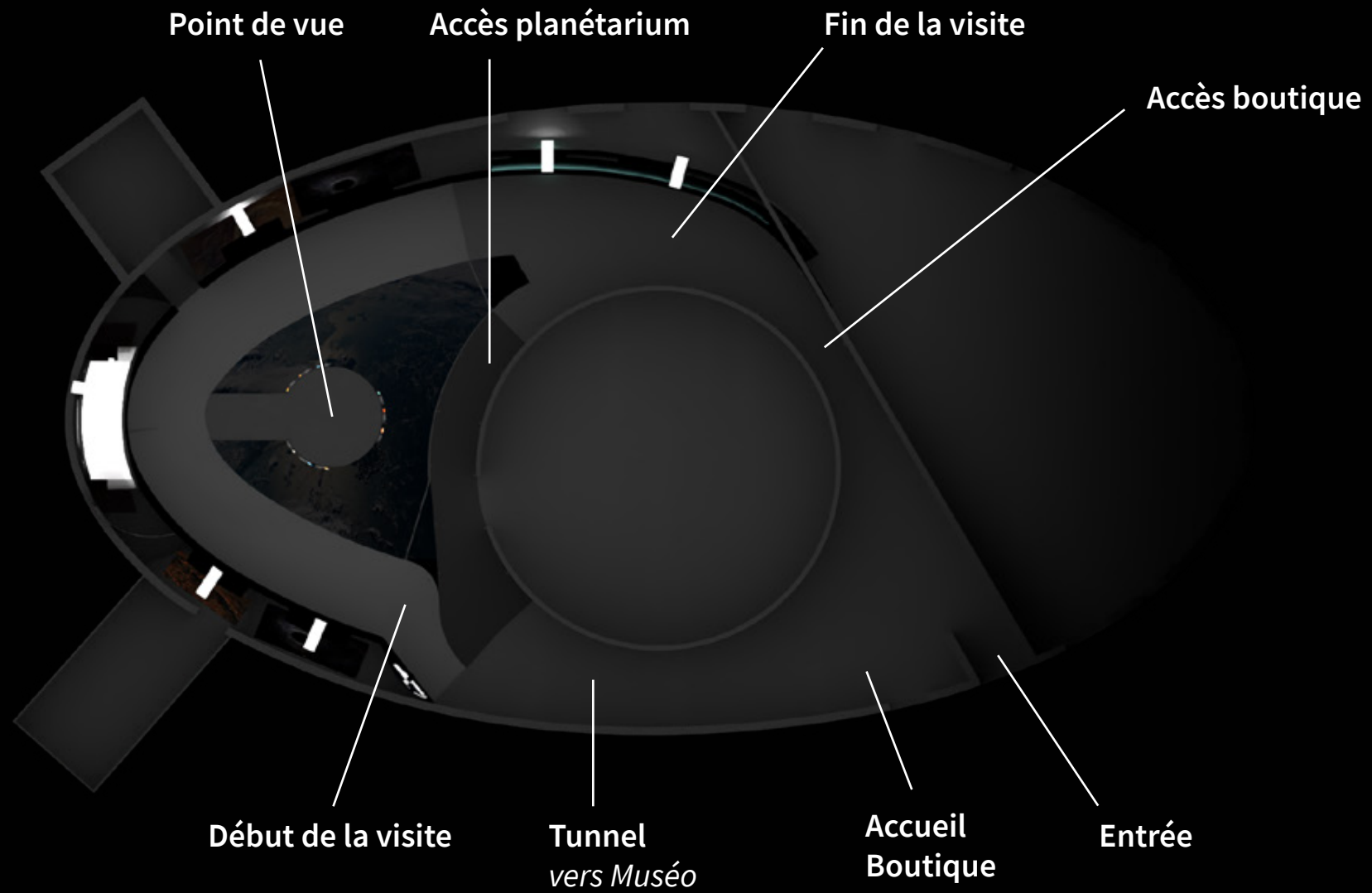






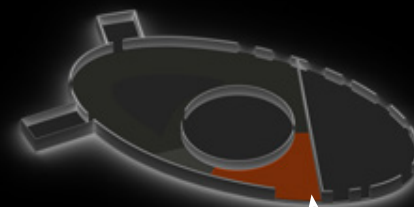
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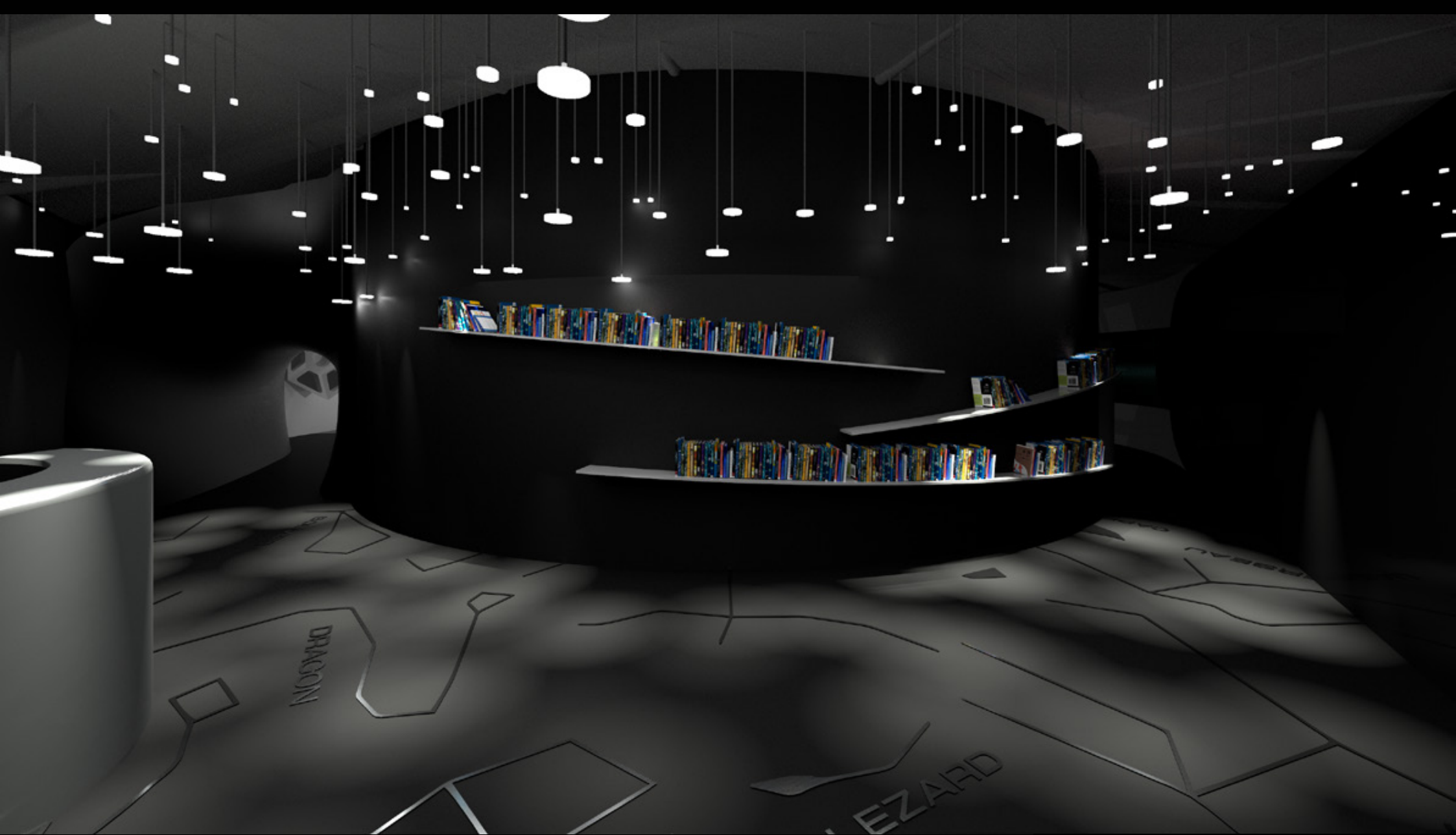






Entrée





Entrée





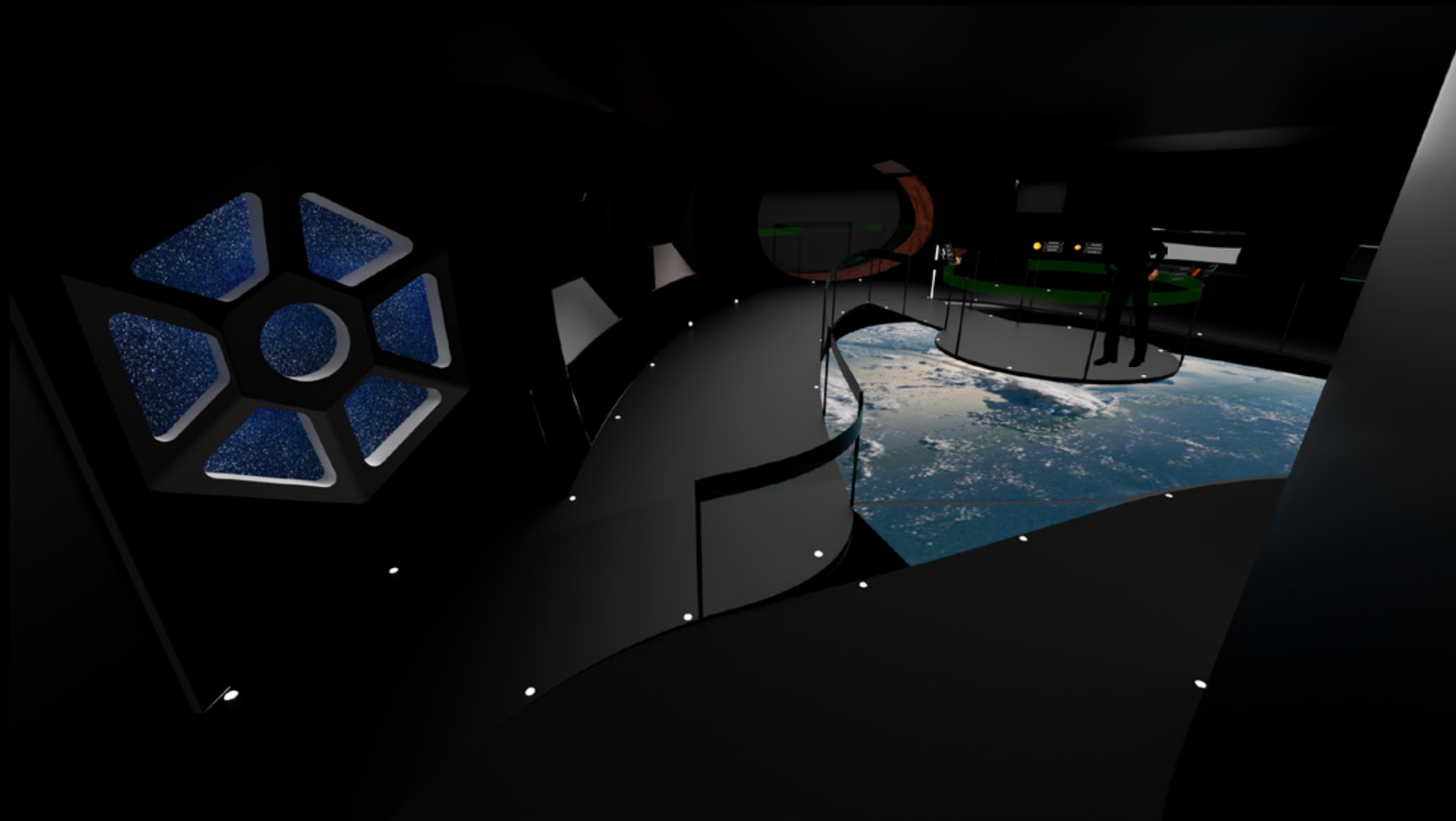
Tunnel





*Stanley Kubrick, 2001 L'odyssée
de l'espace, 1968*

Références : entrée du planétarium



Espace museo, vue d'ensemble

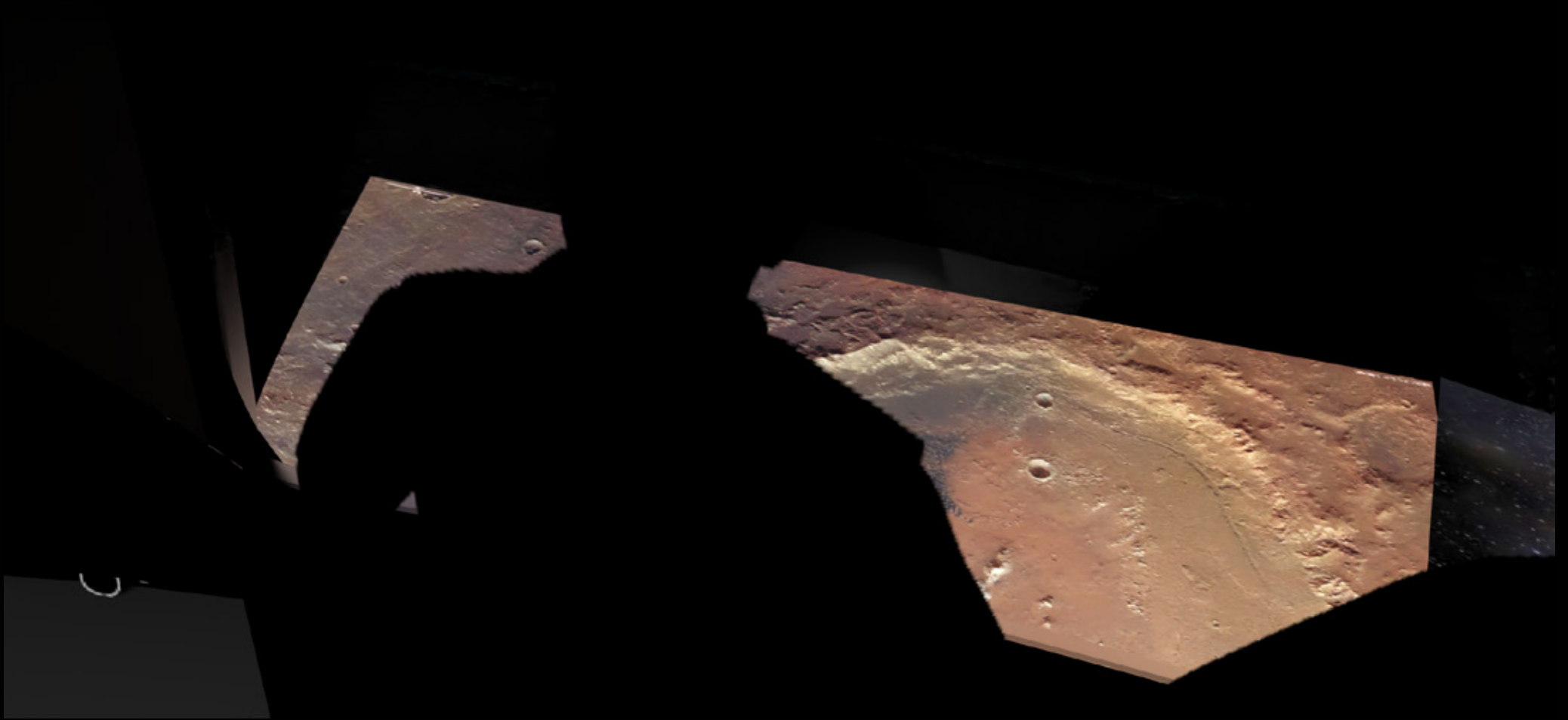






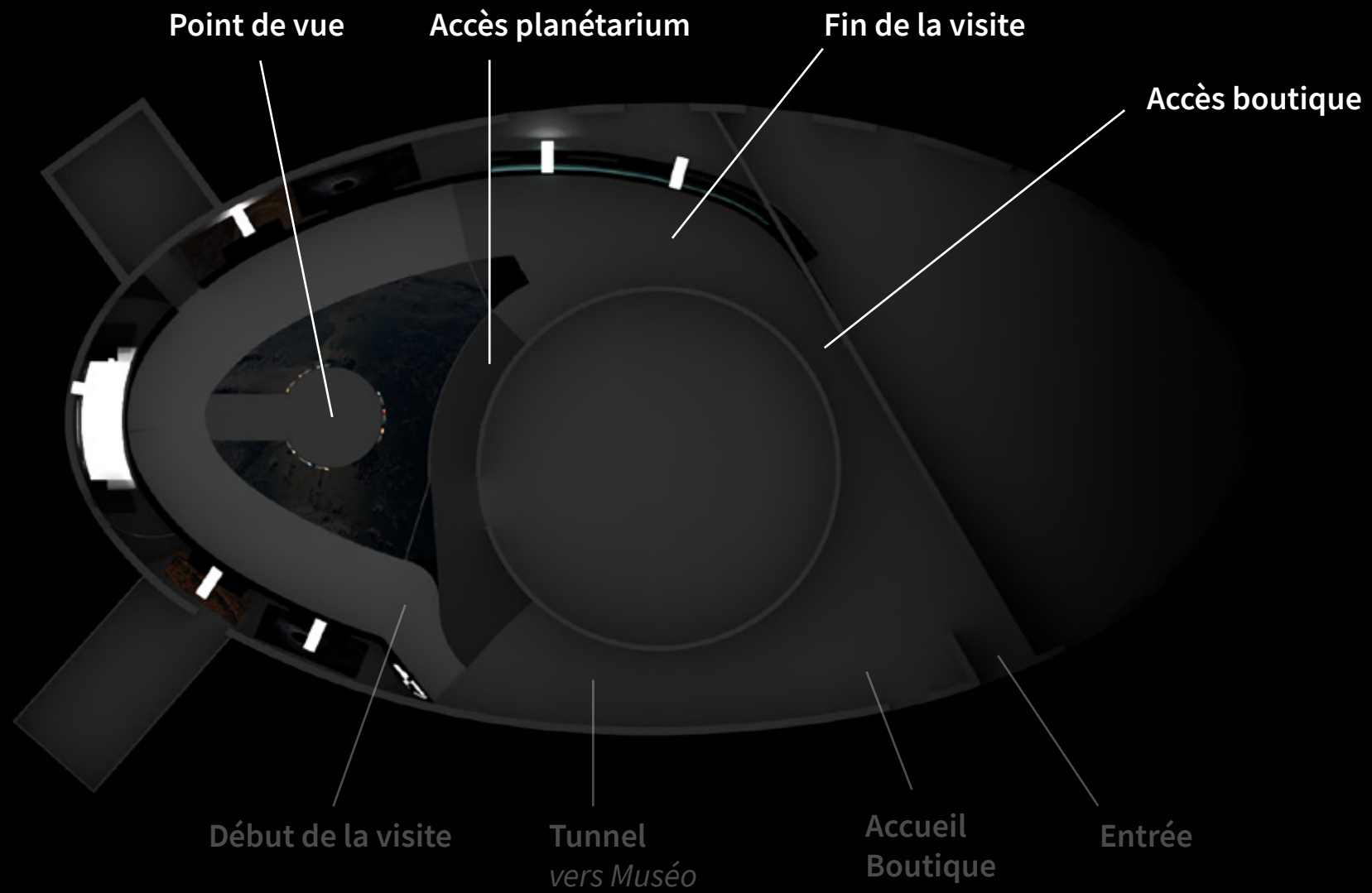
Brèches

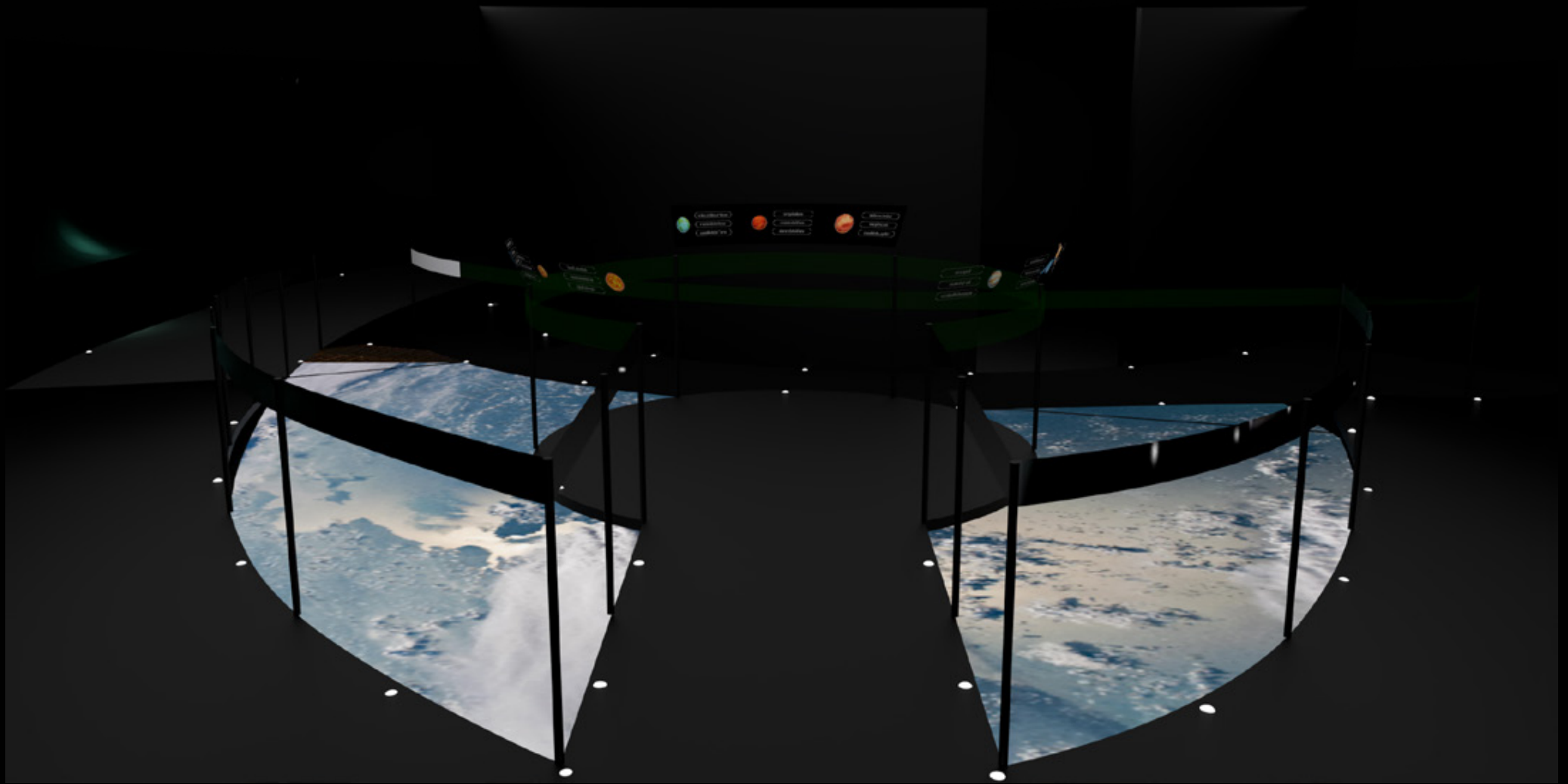




Brèches

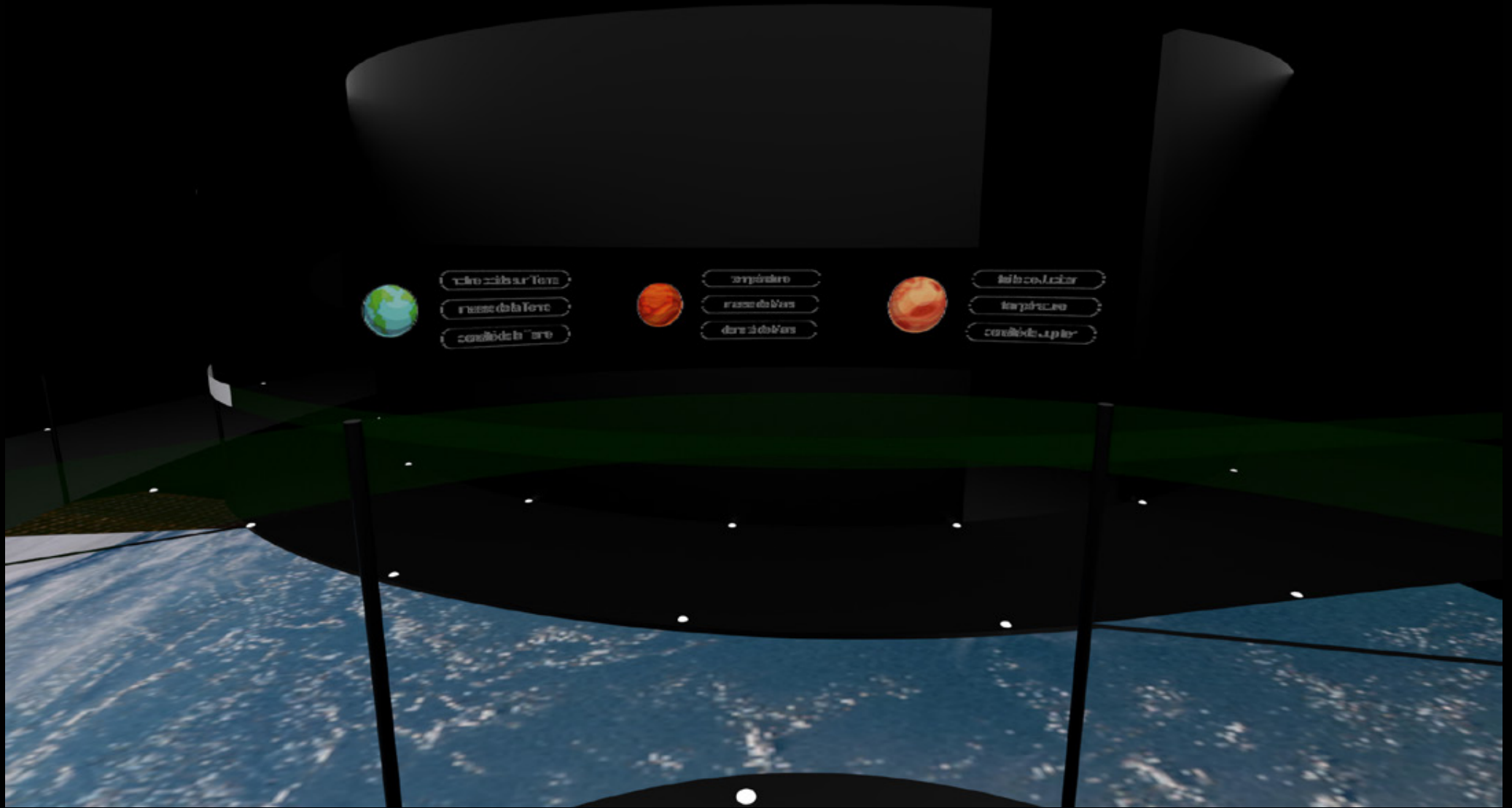






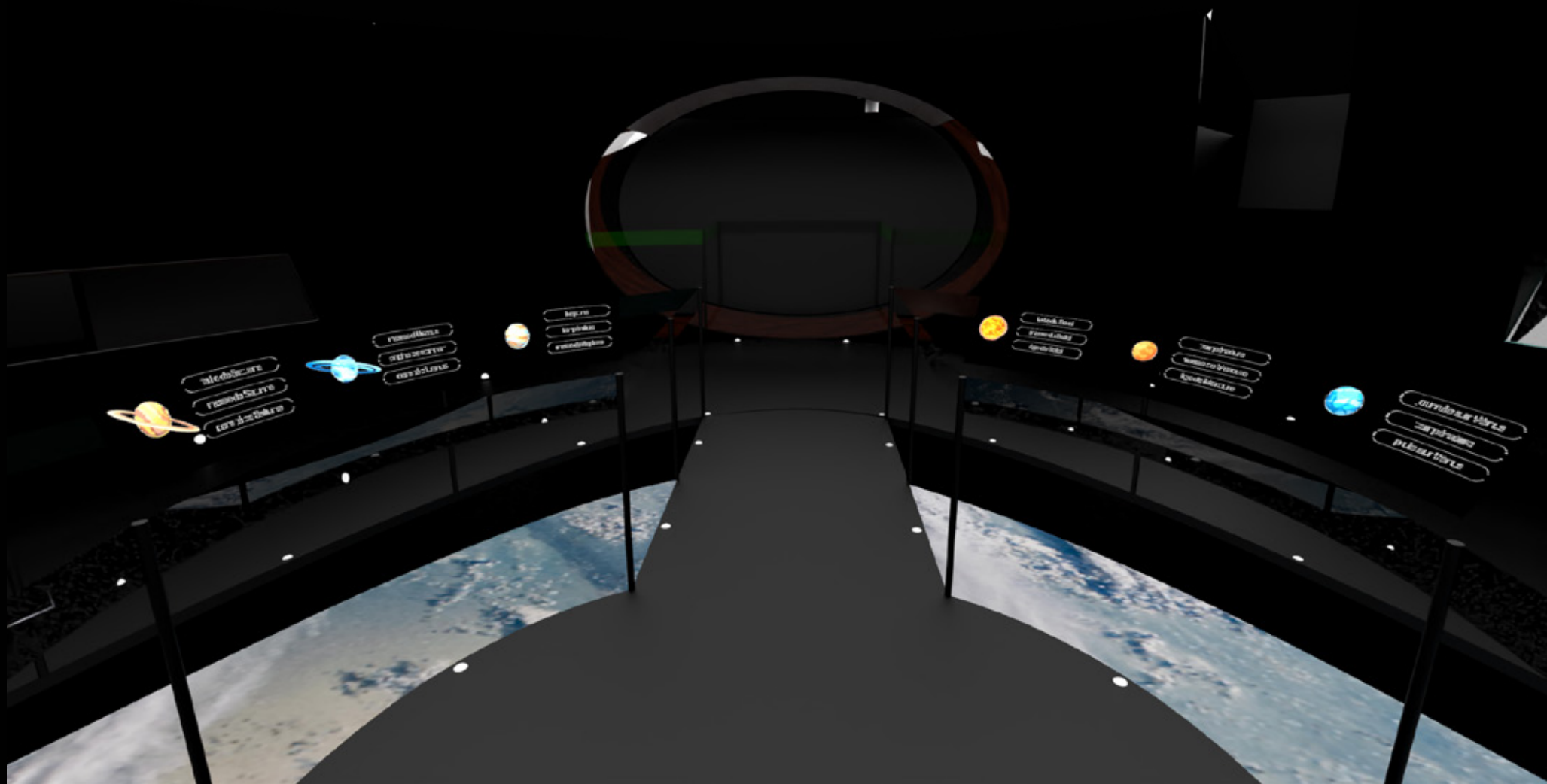
Passerelle





L'îlot





L'îlot



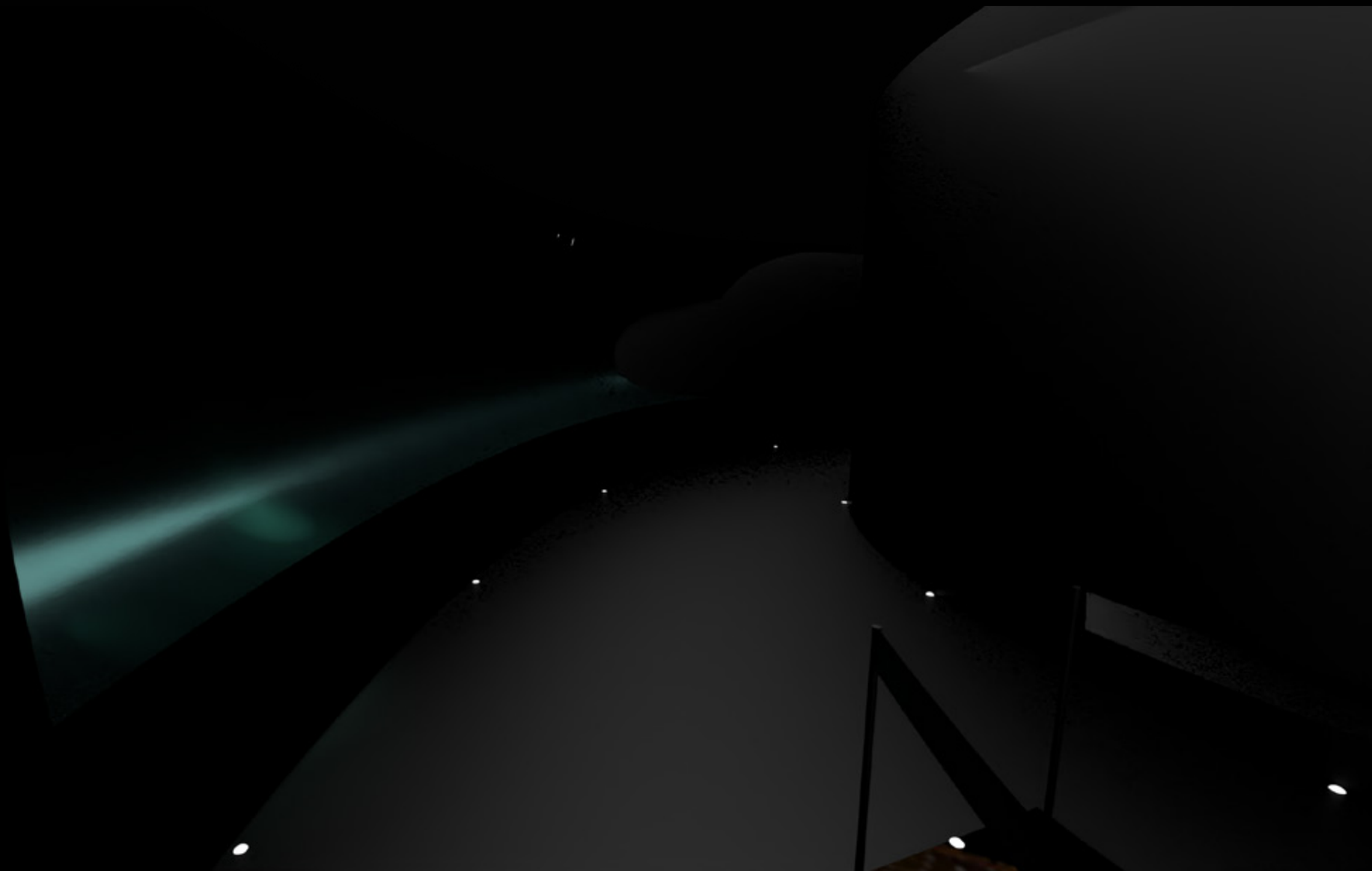


Olafur Eliasson, Contact, 2014



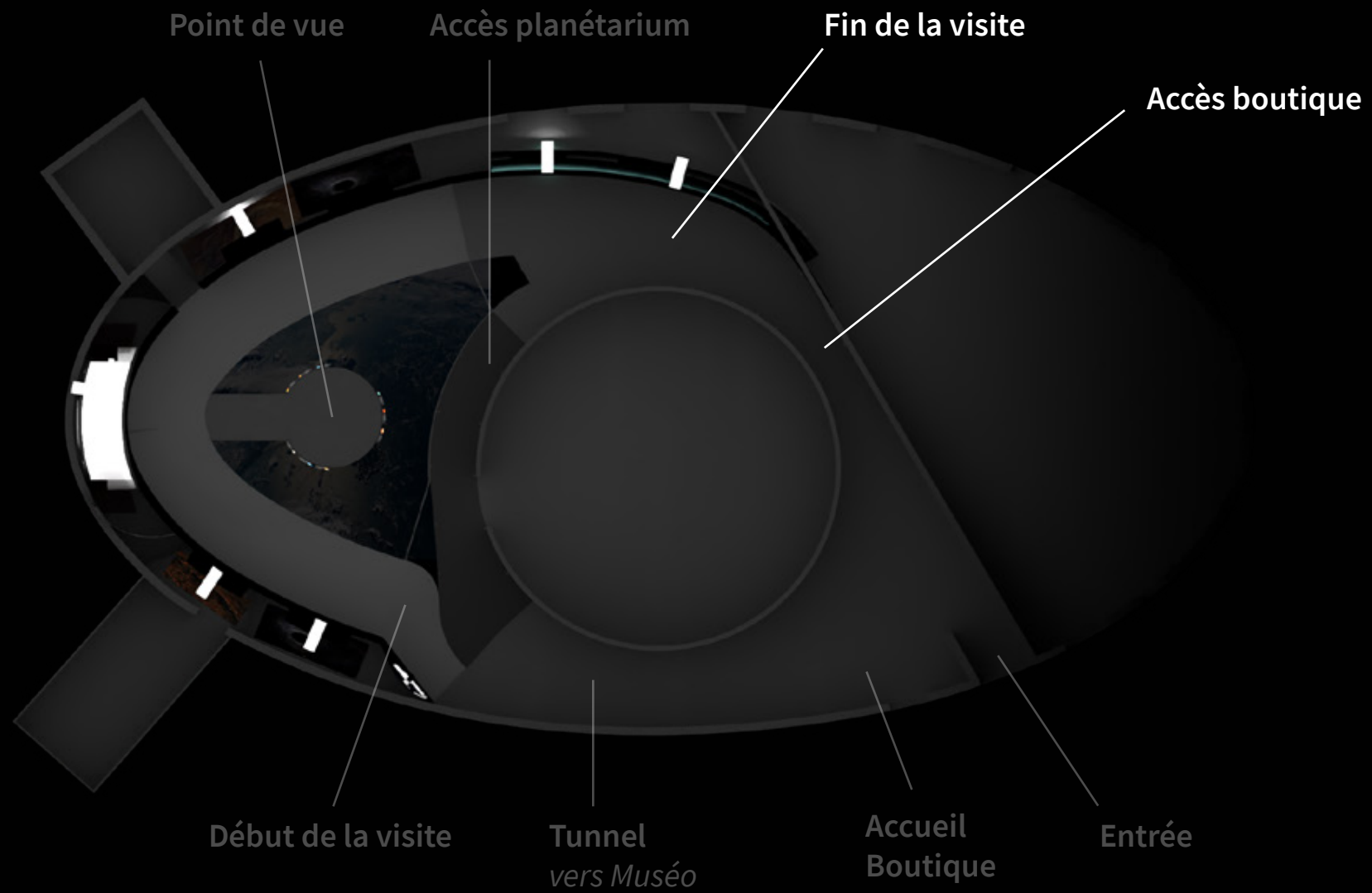
Olafur Eliasson, Riverbed, 2014

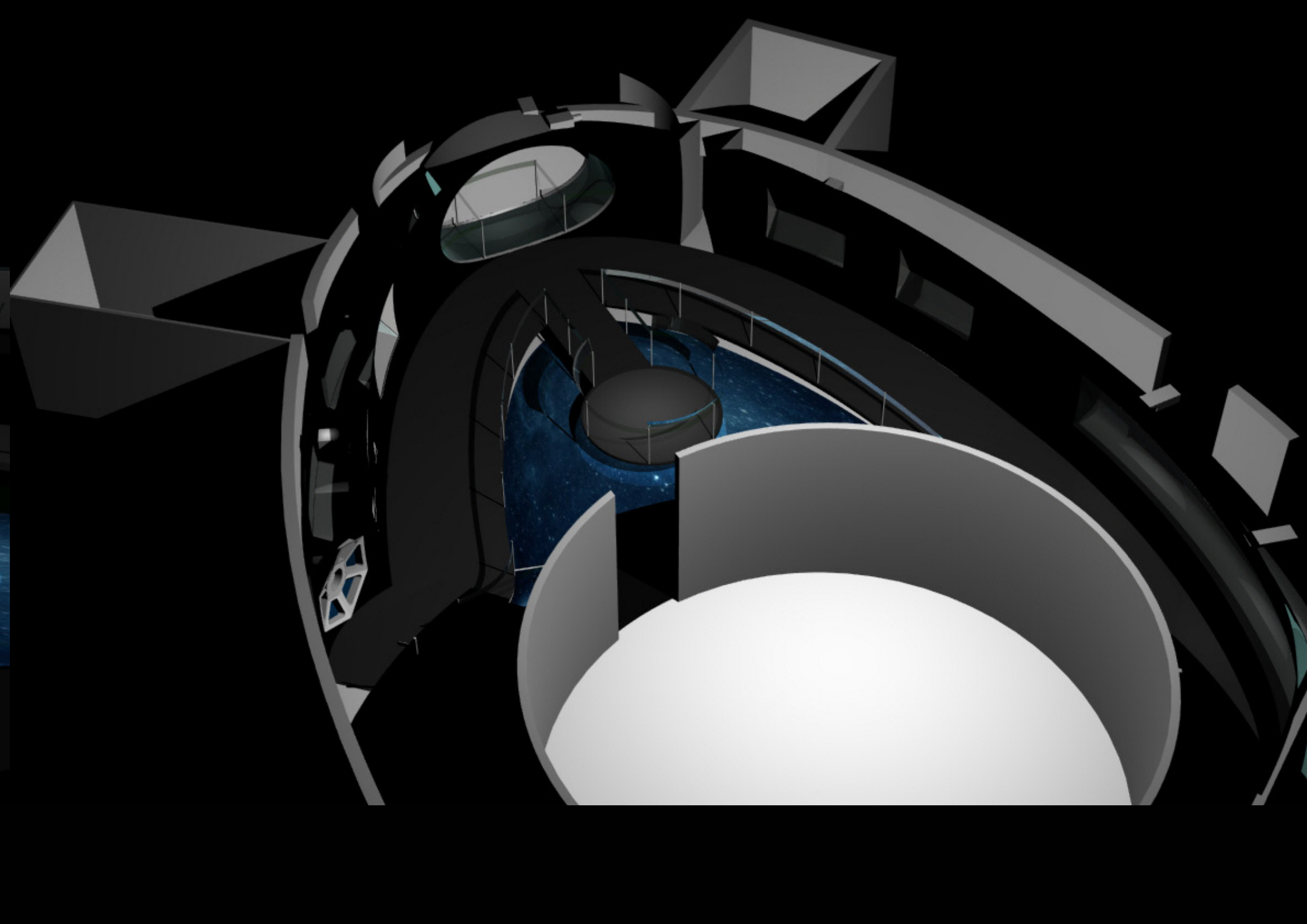
Références: intérieur du planétarium



Fin de l'exposition









Identité graphique



Identité graphique



Identité graphique