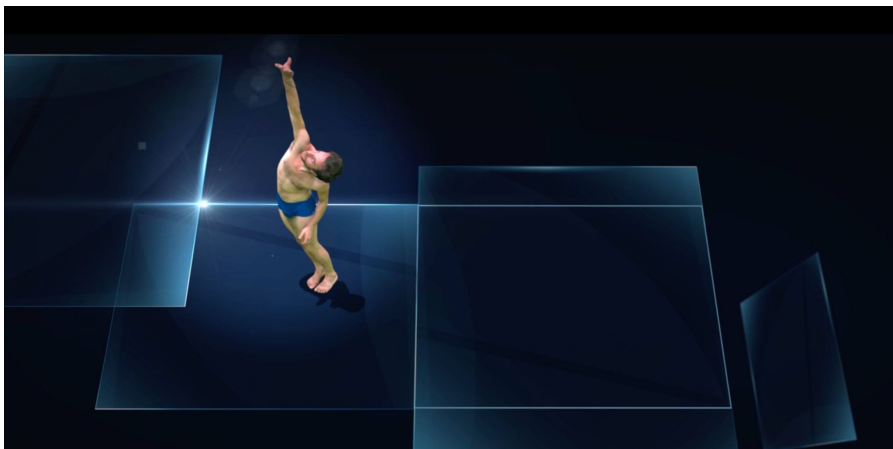




**Eclectic
Experience**

Donner du sens
à la participation



ANIMO#2 - flux

Art Interactive & 3D stereo
Installation
by Gwendaline Bachini

mail : gb@lacri.net
phone : +33 (0)769 547 19

ANIMO cycle

ANIMO is a cycle of artworks mixing dance, digital art and technological research. It focuses on the mechanisms of species evolution. The new media artist is inspired by the neo Darwinian theory and develops the idea that nature tends to always replicate the same things but fails. It makes «mistakes» and generates differences which are essential to the resistance of species .

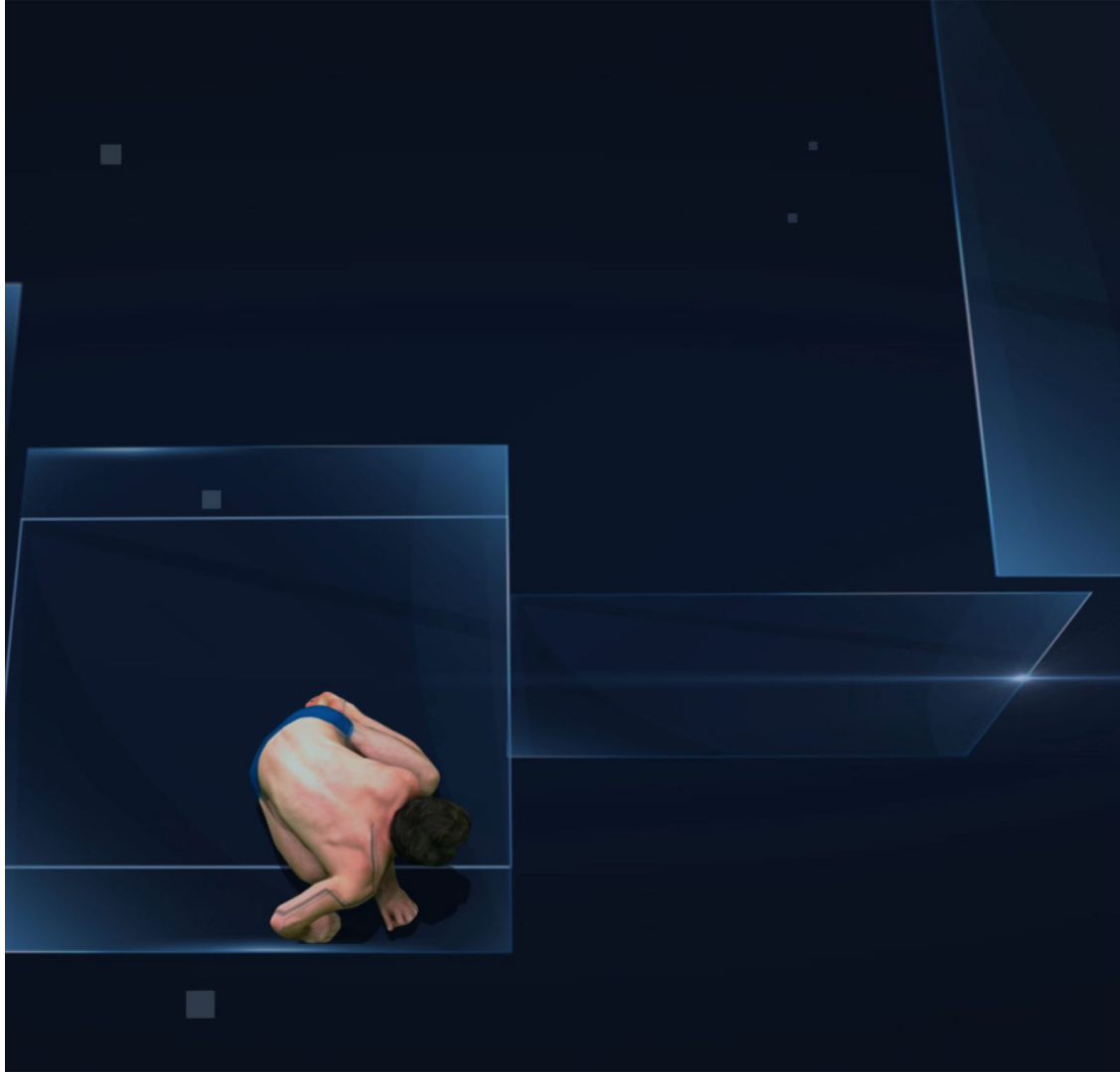
Category: ART INTERACTIVE INSTALLATIONS

IMMERSIVE XR EXPERIENCES

Software: CREAMOVE, MAX MSP, UNITY

Date: 2012 -2019





A#2 FLUX

A#2 FLUX is the second interactive installation of the ANIMO cycle. It is set up as a holographic light cage. It relies on the neo Darwinian theory of Richard Dawkins, who raised the issue of the body as a “survival machina” that is elaborated and blindly programmed to preserve identically “selfish gene” from generation to generation.

Visitors are invited to manipulate flash light and by doing so, they discover a volumetric live size body which reacts to the light as guided by the observation of animal's species. Sometime the reaction seems to belong to human reaction...but what's make typical human being behavior ?

PRODUCTION : LA C.R.I | CO-PRODUCTION : ECLECTIC EXPERIENCE | PARTNERS : WORK SPACE BRUSSEL ; NATIONAL CENTER OF DANSE (LYON); NATIONAL INSTITUTE FOR RESEARCH IN DIGITAL SCIENCE & TECH; 4D WIEWS CIE; SIP CONSEIL CIE
ARTISTIC FUNDINGS : DICREAM (CNC) ; SCAN FUNDINGS, AURA COUNCIL ;
SUBSIDIES FOR COMPUTER RESEARCH : FUI 14 ; MINISTRY OF INDUSTRY, AURA CONCIL, ISERE DEPARTMENT, CITY OF GRENOBLE

Category: **INTERACTIVE VOLUMETRIC INSTALLATION**
Software: **CREAMOVE SOFTWARE, UNITY, MAX MSP**
Date: **2015**

Web link : <https://gwendalinebachini.com/portfolio/a2-flux-2014-2015/>

ANIMO#2 -flux Teams, Partners, Funds

Artistic team

Concept/Réalisation : Gwendaline Bachini

Performers : Gilles Polet, Amélie Torres, Christophe Delachaux

Musique : Michele Tadini

Design Logiciel : Sylvain Delbart (Max Msp); Remi Quittard (Unity);

Réalisation sonore : Luccio Stiz

Atelier de construction : Alix Blaby

Production & Coproduction

LA CRI & ECLECTIC EXPERIENCE

Artistic Partners :

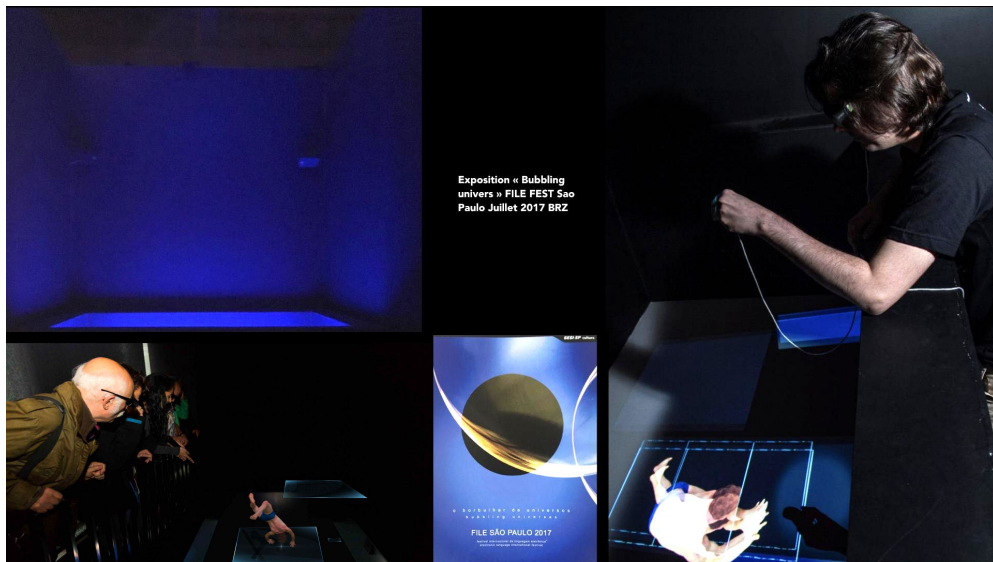
Workspace Brussels, CND (Lyon), La Fabrica 128 (Sofia, Bulgaria)

Artistic Fundings :

CNC (DICREAM) ; SCAN : Région AU-RA, DRAC AU-RA ; General Council of VAR

Techno Partners : R&D Creamove (FUI14)





ANIMO#2 flux - Ref exhibitions

- FILE, Festival of electronic language, Sao Paulo (Brazil)
- MIRAGE festival, at "les subsistances" Lyon (FR)
- EXPERIMENTA "Art science workshop" à l'Hexagone Grenoble
- LA PLATEFORME (solo exhibition by Gwendaline Bachini organized by Rassel Bec)

GWENDALINE BACHINI, New Media Artist / Director

Gwendaline Bachini is a New Media Artist, Director XR. She creates interactive video art works. She deals with topic as human identity / Evolution theory. Its first steps in the field of Digital Art were made in Berlin where she realizes Tactim (live size touch screen 2008) with Humatic GmbH. After a residency in China organized by Culture France for her project BEIJING, FIELD TO DANCE, the partnership with Humatic GmbH continues in Italy with a participation in MIND BOX interactive video installation in collaboration with the Cie Zappala and IRCAM. In 2011, the Artist continues this voice in France and has engaged a partnership with 4D View Solutions and the researchers of INRIA (Grenoble) for the cycle immersive media dance: ANIMO. This cycle focuses on the place of the « error » in the evolution of life and integrates the cutting-edge technologies of the R&D project Créamove (FUI 2012-2015). The works are presented in France and abroad in digital art festivals such as MOOVE in Manchester (UK), VIA (Maubeuge) FILE, (Sao Paulo Brazil), DAf of Taipei (Taiwan) Univ Dance Festival of Beijing (China) ZED Festival (Bologna Italy) ... With the last two creations of the cycle, A#3_MOTU (VR) and BIFACE (AR) the artist start a new approach of the moving bodys with experiences specially done for volumetric dance in virtual and augmented reality. The XR prototype won a LUMIERE AWARD as "Best AR content" at Stereopsia, world immersion forum (Brussels dec 2019).