

Auteurs et Cies, Les Films du Tambour de Soie  
& Small Creative present



# LUMIERES !



ATELIER GRANDNORD

An interactive virtual reality experience  
by Agnes Bovet-Pavy, Jean Baptiste Marot & Fabien Bourdier



# TRAVEL THROUGH TIME TO DISCOVER LIGHT

*Lumières !* is an interactive and immersive virtual reality tour offering an exploration of light from the candle lantern to the 21st-century LED. A rich sound environment constitutes as an eloquent non-verbal guide for the visitor, as he or she embarks on a nocturnal journey through time, from the late medieval era to the connected city of tomorrow.

# CONCEPT

- 7 scenes, each of them dedicated to a specific light and time period ;
  - Savvy staging emphasizing the sensory and spectacular effect of lights ;
  - Giving an understanding of its historical context through visual narration.
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- The settings are created in an expressionist style (rather than a realistic one) ;
  - While each source of artificial light is treated with the greatest accuracy in terms of their brightness, temperature, and color.

A glowing lantern sits on a stone path in a dark, leafy setting. The lantern is illuminated from within, casting a warm glow. The surrounding environment is dark, with some leaves and branches visible in the foreground and background.

# CROSSMEDIA DEVELOPMENTS

For several reasons, this project is particularly suited to a cross-media strategy. First of all, light is a universal subject par excellence, it is the fundamental basis of our perception. Like a ray of light that scatters through a prism, this phenomenon can be experienced in many different ways. With her knowledge and research, Agnès Bovet-Pavy has already accomplished a considerable theoretical work, with a book dedicated to urban lighting throughout history, «Lumières sur la ville», and a film of the same name that we were lucky enough to produce.

Today, Agnès is focusing on the sensitive experience of light. It is no longer a question of learning - in the academic sense of the term - but of feeling and seeing.

In this sense, virtual reality is an ideal medium for directly observing the evolution of light - and darkness! - through the ages.

While the tour has been designed to take place in museums and at digital events, a variation of this experience is planned on the platforms, which would only require a computer, and no VR headset: the user would follow a path chosen by the director to experience a journey through time and lighting techniques.

To extend the museum experience, Agnès has already thought of an exhibition that would complement the VR tour, with archives and authentic devices.

Finally, an educational game is planned for the youngest visitors, an exclusive journey with several playful activities to show them how their perception of the same environment is affected by light, the miracles of electricity, and what the lamps of the future might look like!

## Scene 1



First, visitors will have to find their way through a dark forest to reach the town with a single candle light

## Scene 2



Then cross an alley lit by an oil lamp while melody and laughter rise from a townhouse, before the crackle and pop of a fireworks overwhelms the space.

## Scene 3



They enter a boulevard enlightened by gas flame lamp posts before the foreground of the city fades, allowing to discover the network connecting the streetlamps to a factory located behind.

## Scene 4



Visitors will be surrounded by gigantic incandescent carbon wires before discovering the light bulb as it shrinks until it glows from the ceiling of a room.



## Scene 5



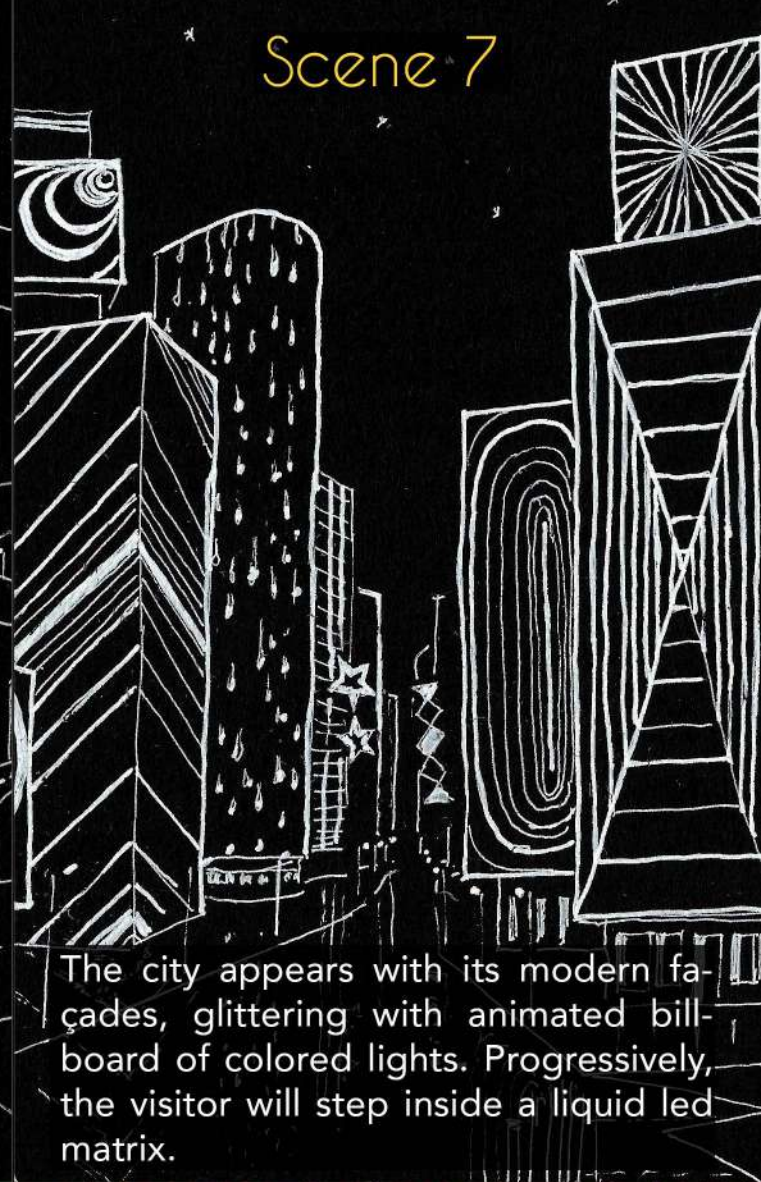
The night sky fills with glowing outlines, colorful figures, messages written in light. By staring into the signs, we step into the heart of the scientific magic powering them.

## Scene 6

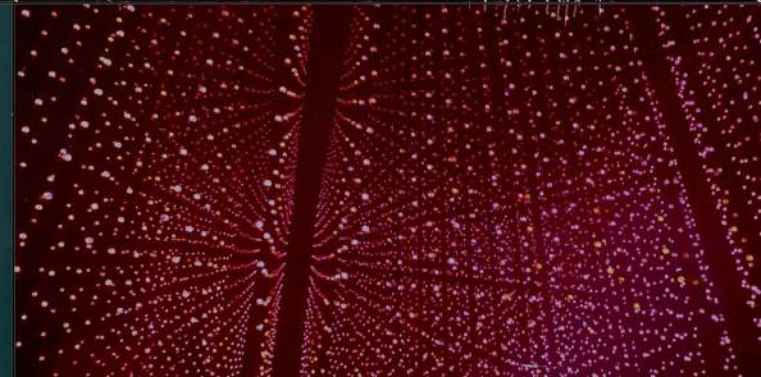
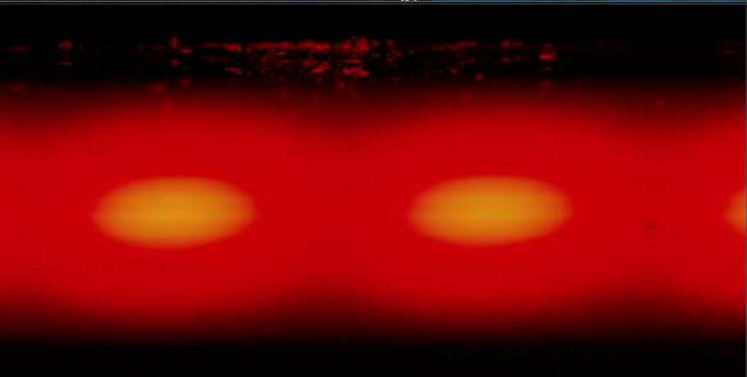


Visitors are invited to grasp a bus handrail to move toward the city. They will be floating above the asphalt of the road illuminated by fluorescent mercury vapor tubes.

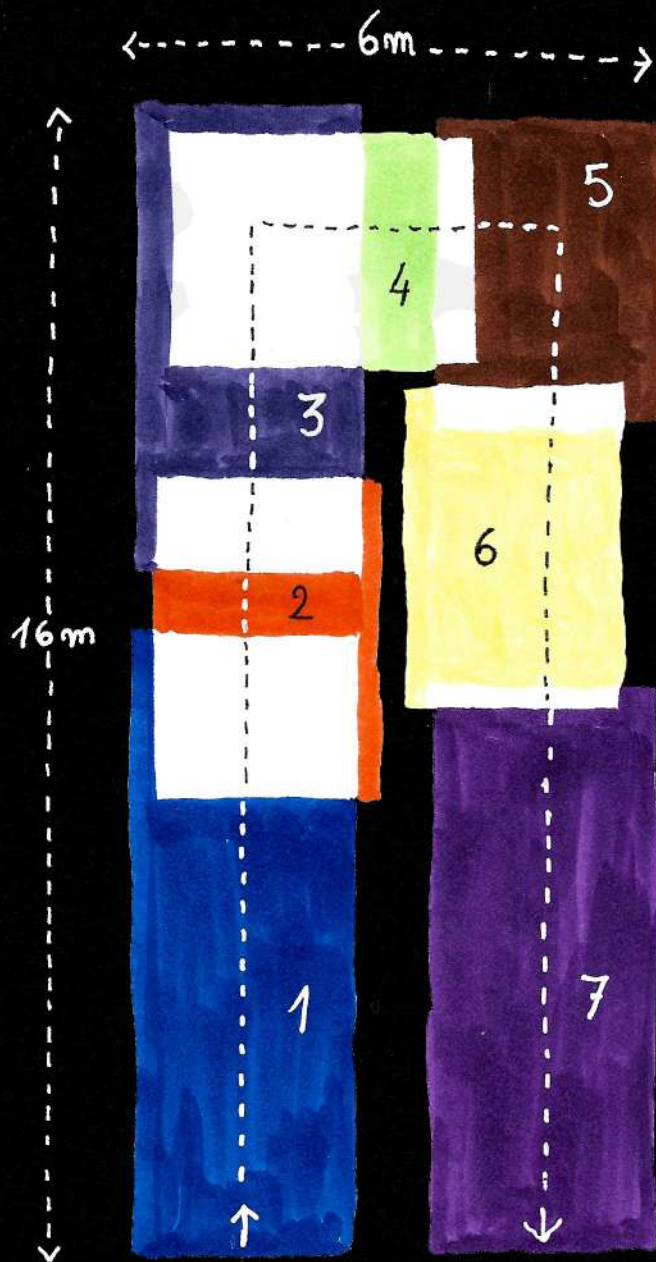
## Scene 7



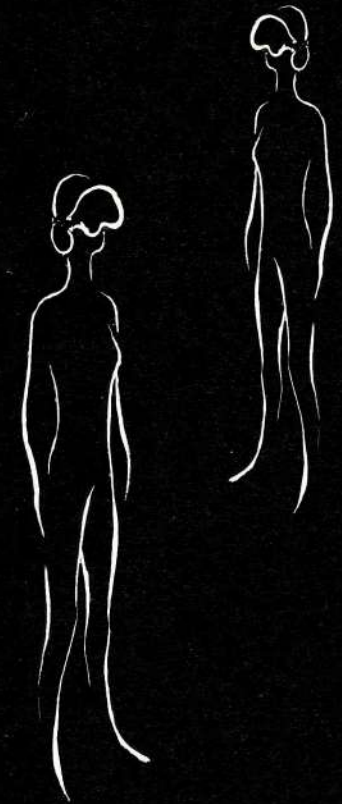
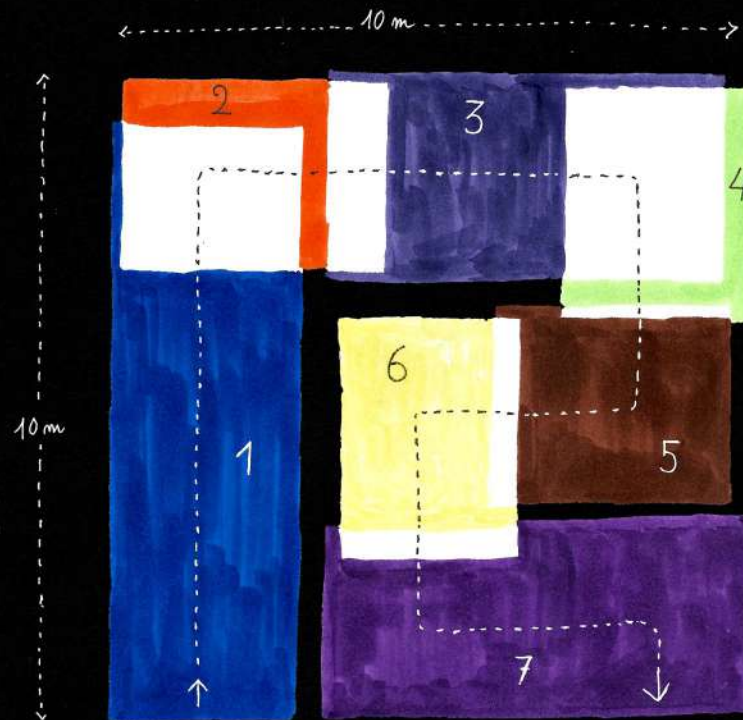
The city appears with its modern facades, glittering with animated billboard of colored lights. Progressively, the visitor will step inside a liquid led matrix.



# INSTALLATION



- A multi users set, each presence signaled by a silhouette to others ;
- A modular installation for spaces of different sizes and shapes : each scene is designed and programmed to allow a rotation path ;





# INSTALLATION

- An onboarding room for visitors to wait in a quiet, starry night ;
- An outboarding exhibition to discover the technical and historical archives that has been used to design each of the seven scenes.

### Oil Lamps

Comment éclairer la nuit les rues d'une grande ville ? En 1765, M. De Sabin, Lieutenant Général de la Police, charge l'Académie Royale des Sciences d'organiser un concours. Il s'agit de combiner clarté, facilité de service et économie. Le gagnant est Monsieur Bourgeois de Châteaublanc qui avait déjà proposé son invention vingt ans plus tôt.

This panel features a central glowing oil lamp. To its left is a historical document with a drawing of a lamp. Below the lamp is a photograph of a street at night, illuminated by several oil lamps. To the right of the lamp is another photograph of a street scene at night, showing a building and a street lamp.

### Gas Lamp

Au XIXe siècle, une révolution majeure se produit: l'éclairage au gaz, d'abord utilisé pour illuminer les usines anglaises, gagne progressivement les villes d'Europe. A Paris, les premiers clients du gaz sont les commerçants et les bals ouverts dans les jardins qui rivalisent d'illuminations.

This panel features a central glowing gas lamp. To its left is a historical painting of a street scene at night, illuminated by gas lamps. Below the lamp is a photograph of a street scene at night, showing a building and a street lamp. To the right of the lamp is another photograph of a street scene at night, showing a building and a street lamp.

### Écritures électriques

En 1910, le chimiste Georges Claude met au point le tube de néon. Il perçoit rapidement l'application pratique de son tube de néon. Dès sa mise au point, il présente son invention au directeur de la société P&S, qui réalise les premières publicités lumineuses dans Paris.

This panel features a collage of various illuminated signs and structures. It includes a neon sign with a sun-like symbol, a neon sign with the text 'PARIS', a neon sign with a target symbol, and several other illuminated structures and signs.



# DISTRIBUTION

## FACTS SHEET

- *Lumières !* is aimed at a large public over 13, worldwide
- The duration of the tour inside is 15-20 minutes
- With a set of 10 backpacks, it can receive up to 18 persons an hour.


## DISTRIBUTION TARGET

*Lumières !* is designed to be present as a recreational event or a temporary exhibition into Museum and Galleries as in Festivals :

- Science, Art and Technology museums or galleries that have collections related to light to be presented within the exhibition ;
- Lights festivals, Sciences and Technics festivals and of course digital events.



# STATE OF DEVELOPMENT



LUMIERES ! was awarded with the writing and new-media development grants of the CNC (French National Cinema Center), with the support of the region Sud Provence-Alpes-Côte d'Azur. The project was selected by the Atelier Grand Nord for a writing residency in Quebec, and then for presentation at the Pixii Festival in 2020. In June 2021, Lumières ! is the recipient of the latest edition of the NewImages Best Pitch Award.

The development founding had been used to build a prototype of the first scene in order to test the principle of installation.

We are now looking for partners in order to get the project in production !

# CREATORS



Agnes Bovet-Pavy

directed the film *Lumières sur la Ville*, produced by Les Films du Tambour de Soie and Arte France. She is an expert on the subject and is connected to the professional network of lighting designers. The historical and scientific documentation she has collected over the years will be a valuable resource in composing this VR experience. Agnès is the one piloting the project and leading the creative team.



Jean-Baptiste Marot

is a painter. He designs and paints for movies and theater sets. For Rohmer's 2001 period drama *The Lady and the Duke*, he recreated late 18th-century Parisian streets and squares, based on historical research that will be useful as a starting point for certain scenes in the VR experience. Jean-Baptiste is *Lumières !* Art Director



Fabien Bourdier

is *Lumières !* sound designer. He has twenty years of experience in the field of sound design and music for film, television, and museum spaces. Always on the lookout for the latest production and broadcast techniques, he masters 360° and multi-channel sound creation. He designed the soundtrack for the Arte 360 VR sound experience "Les Rêves du Douanier Rousseau".

# PRODUCERS



Alexandre Cornu  
Les Films du Tambour de Soie

Les Films du Tambour de Soie is an award-winning French production company renowned for demanding, well-crafted documentaries. CEO Alexandre Cornu, enthusiastic about new forms of narration, recently produced the digital series *Spleen* for France Télévisions. His associate Muriel Sorbo piloted “*Les Rêves du Douanier Rousseau*” for the Arte Trips VR collection, made with cooperation from Small Creative.



Voyelle Acker  
Small Creative

Small Creative is the production label that designs, develops, and produces Small by MacGuff’s narrative and immersive projects. Truly a laboratory dedicated to new technologies, this team is agile in terms of both philosophy and technology, at ease with AR, VR, MR, immersive installations, interactive video mapping installations, holograms, immersive theater, etc., for all audiences.



Vincent Guttman  
Small by MacGuff

Small by MacGuff has been a reference in the post-production field for 30 years, doing special effects for fiction, documentaries, and animation. Love for beautiful images combined with a mastery of tools and state-of-the-art technologies frees each project to soar to the heights of the director’s inventiveness.



Agnes Bovet-Pavy  
Auteurs & Cies

Auteurs & Cies is a directors’ collective that develops and distributes documentary projects, films, and installations.

# CONTACTS

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