



ANIMO#3 - MOTU

Artistic & Interactive experience VR
by Gwendaline Bachini



mail : gb@locri.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



ANIMO#3-MOTU (VR)

A#3 MOTU belong to the cycle of art work ANIMO. It is set up as an artistic experience in virtual reality for multi users connected (location based).

The VR experience A#3 relies on the “thread of life” by the scientist Pierre Henry Gouillon. It proposes to meet live size volumetric dancers who react to the presence and the touch. The mission is to create with them a magic choreography able to balance the vital force at work in a plant environment.

Category: Artistic experience VR

Software: CREAMOVE TECNHO / UNITY

Date: 2017

Web link :

<https://gwendalinebachini.com/portfolio/a3-motu-p-rototype-2018/>



ANIMO#3-MOTU Teams, Partners, Funds

Artistic team

Concept/Réalisation : Gwendaline Bachini

Performers : Gilles Polet, Amélie Torres, Christophe Delachaux

Musique : Michele Tadini

Design Logiciel : Remi Quittard (Unity); Willy Barroy (Unity)

Réalisation sonore : Luccio Stiz

Production & Coproduction

LA CRI & CROSSLAB

Artistic Partners :

CND (Lyon), SCENE 44, CDA Enghien les bains, Art Center Hôtel of Arts (Toulon) ,

Artistic Fundings :

SCAN : Région AU-RA, DRAC AU-RA ; General Council of VAR ; Art Center Hotel des Arts, Laboratory IMSIC, TELOMEDIA (TOULON)

Volumetric Techno Partners : R&D Creamove (FUI14)





ANIMO#3 MOTU - Ref exhibitions

- ZED FESTIVAL (Bologne Italie)
- STEREOPSIA, World Immersion Forum (Brussel Belgium)
- FOCUS on Immersive realities, Forum des Halles (Paris)
- LAVAL VIRTUAL Expo RECTO-VRSO

DOCUMENTARY "DIGITAL REVOLUTION" ON MUSEUM TV ABOUT THE PROCESS OF CREATION OF ANIMO#3(fr)

<https://vimeo.com/287980901>



PRESS

LE MONDE

Projet MOTU, Danses interactives et virtuelles

Bernard Monasterolo, 7 avril 2018

“...It is in the VRin part of the show that we find this interactive virtual dance experience by Gwendaline Bachini. On an arabesque platform planted above the water on which you can move forward, two dancers are waiting for you to give them life, by interacting with them with your controllers. A strange intimacy links you to these dancers that you direct in this virtual environment, and that move according to your position. The touch is not yet ideal, the resolution is that of the headsets on the market, that is to say a little weak, but the application is very convincing and touching...”

ARTJAWS

Exposition « Recto VRso : Matière Réelle / Matière Virtuelle » au Laval Virtual Center

“On this occasion Laval Virtual offers a real spotlight on recognized or emerging artists whose artistic work in virtual reality opens new perspectives.

Gwendaline Bachini will notably present an immersive and choreographic interactive installation in virtual reality. The installation “A#3 MOTU” combines dance, digital art and computer research and is inspired by the living world.” ...

LE PETIT BULLETIN

Mirage Festival : à l'heure de l'innovation féminine

Sarah Fouassier, 3 avril 2018

“Thus are born projects at the crossroads of digital and traditional artistic disciplines, like those of Gwendaline Bachini who initiated interactive choreographic works that combine computer research, dance and digital art.”

USBEK & RICA

Mirage Festival : Lyon à l'heure de l'alter-réalité

Maxence Grugier, 13 mars 2018

EXPERIENTIAL ART AND INTERPRETATION OF THE WORLD

...“This is the case, notably, of “Animo #2 - FLUX”, by Gwendaline Bachini, which invites the public to interact with the hologram of a dancer enclosed in a virtual environment. A disturbing ballet, in which the spectator becomes a demiurge and observes gestures and movements that blur the limits between humanity and animality...”

AS | ACTUALITE DE LA SCENOGRAPHIE

Réalité virtuelle et spectacle vivant : la danse

Maxence Grugier, décembre 2016

...“The question of the immersion and the participation of the public immersed in a scenography made entirely for the spectator is at the core of the work of the choreographer and dancer Gwendaline Bachini...”

EXPONAUTE

Une installation de danse interactive à la Maison des Arts de Créteils

Agathe Lautréamont, 15 avril 2016

“...”The installation poses many fascinating questions, on the execution of our orders by an image, of the limit between the real and the virtual, while establishing an exchange between the one who directs and the directed body.” ...”

DIGITAL ARTI

Gwendaline Bachini, la pensée en mouvement

Sarah Taurinva, 20 avril 2016

“... In the work of Gwendaline Bachini, each step is thought through the body, that of the spectator, the performer, the biological body, its representation via technologies and the myriad of interactions that result from it. And all these processes come back to nourish the thought, in an infinite movement...”

LIBERATION

Art / Exit. Claustro folie

Clémentine Mercier, 8 avril 2016

“... The pretty dancer, shirtless, shakes in front of you. He teases you with a mischievous look. You can touch him and put your hand on the screen where he materializes in video. With the palm, you guide his movements and the man, docile, moves to the four corners of the monitor where he is locked. We would like to make him leave this box but Tactim, interactive choreographic installation of the artist Gwendaline Bachini, did not foresee any escape to his puppet. ...”

GWENDALINE BACHINI, New Media Artist / Director

Gwendaline Bachini is a New Media Artist, Director XR. She creates interactive video art works. She deals with topics 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 starts a new approach of the moving bodies 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).