



# ANIMO#4 - BIFACE

Artistic experience in Augmented Reality by Gwendaline Bachini



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# 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#4 BIFACE

BIFACE, the last artwork of the cycle ANIMO is an artistic mobile ap in augmented reality.

It uses both sides of a mobile, to propose an innovative perception of body, movement and dance. User equipped with tablets, sees the digital doubles of dancers on human scale. They perform in the real world one of the choreography made in the virtual environment of A#3 MOTU.'

**Category: Artistic experience AR**

**Software: CREAMOVE TECNHO / UNITY**

**Date: 2019**

**Web link :**

<https://gwendalinebachini.com/portfolio/biface-danse-media-immersif-2018-2019/>

Production : La C.R.I | Co-production : VROOM |  
PartNERS :: NATIONAL CENTER OF DANSE (LYON),  
SCENE 44 Marseille; CDA ENGHEN LES BAINS, HOTEL  
DES ART (TOULON)

4D WIEWS ; llaboratory MSIC , TELOMEDIA (TOULON)  
ARTISTIC FUNDINGS : SCAN Fundings, AURA Council ;  
DRAC AURA



# ANIMO#3-MOTU Teams, Partners, Funds

## Artistic team

Concept/Réalisation : Gwendaline Bachini

Performers : Gilles Polet, Amélie Torres,

Musique : Michele Tadini

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

## Production & Coproduction

LA CRI

## 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)
- FESTIVAL ON (Arles)



## 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).