

# Eric Raynaud

Biography



# Eric Raynaud



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Eric Raynaud, known by his artist name Fraction, is a sound and new media artist based in Paris, France. His practice has evolved from a background in spatial audio which has led him to develop an interest for multidisciplinary creation in the field of digital arts creating now for various mediums through the use of computer code.

Raynaud often engages in experimental phases and partners with internationally recognized research institutions to further his work. His pieces are known for combining complex scenography and hybrid digital writing with visual, sound, and physical media. He aims to create abstract and radical experiences that link immersion, mixed realities, contemporary art, and architecture.

Raynaud's fascination with sound intensity and energy is evident in his work, and he has found that immersion provides the ideal platform for conceiving atypical and often striking pieces. His immersive audiovisual performance, DROMOS, which he created with the support of the CNC in 2011, was featured at the Mutek festival in Montreal and caught the attention of Apple, who used it in their 30th-anniversary video in 2014.

He has received numerous awards and residencies in recognition of his innovative work. In 2014, he was awarded by the Institut Français in Digital Arts, and in 2017, he was nominated for the SHAPE 2017 European network of festivals and arts centers, which supports multidisciplinary artists with innovative approaches. Entropia, the immersive experience, which he created during his research residency at the Society for Arts and Technology in Montreal, became emblematic in the field of audiovisual performance and toured the world from 2016-2018. In 2018, he was a laureate of the 4DSound residency program in Budapest, allowing him to deepen his understanding of spatial sound and its potential in immersive sound writing. That same year, he was also a laureate of the IRCAM artistic research residency program, investigating the possibility of a cross-language platform for immersive audio and generative art.

Raynaud's multidisciplinary approach allows him to take an artistic direction on the projects he creates or collaborates on, enabling him to work with various digital media in coherence with the writing that remains at the heart of his approach. His creations cover a wide spectrum of aesthetic language, with a focus on sound as a crucial element.

Whether collaborating with others or working on solo projects, Raynaud's skills and creations are regularly featured in major new media and sound art-related events around the world.

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<http://www.fractionisnoise.art>

# Main achievements in digital & audiovisual field

- 2023**  
Current  
Designing new immersive dance piece with Anikaya, supported by NEA (USA)  
Designing new sound experience for James Turell Sky space (Uruguay)  
Designing new Sound experience on Iko, large array loudspeaker (Berlin)
- 2022**  
Major XP for Live update release (worldwide)  
Guest artist/composer at Berkeley University (San Francisco, USA)  
Immersive audiovisual installation with SOSTR at Vega Club (Copenhagen, Denmark)  
Live presentations of 'Ritual for a dying planet' (US, Europe)
- 2021**  
'XP for live', a spatial audio system design for Live Ableton, software design and coding (Worldwide)  
'Ritual for a dying planet', audiovisual performance (30mn), premiered at LunchMeat Festival, Prague (Czech Republic)  
'Spat For Sat', IX Symposium, virtual 3D space exhibition: Satellite Hub, powered by Mozilla, Montreal (Canada)  
'Drops', generative installation, commissioned by ArtAntartica, Manege Hall Exhibition, St-Petersburg (Russia)
- 2020**  
'Ritual for a dying planet', audiovisual work, released by Volumens festival (Spain)  
'Vector Field', immersive format, commissioned by Ircam for Centre Pompidou, Paris (France)  
'Ethereal', immersive art installation, commissioned by SAT Montreal (Canada)  
'Node in C', 3d generative system for Raphael Olivier phd research, Université Paris Dauphine (France)  
'Voices of resonant space', documentary on legor Reznikoff commissioned by 4DSound/Spatial sound institute, Budapest (Hungary & worldwide)
- 2019**  
'Perspective', immersive installation (full dome), Festival Constellation de Metz (France)  
'Bardo', immersive sound experience at Spatial Sound Institute, Budapest (Hungary)  
'Glitch is God', generative art serie (through Redbubble)  
'Buzludzha', sound design for documentary, commissioned by Mota museum (Slovenia)
- 2018**  
'Conference of the Birds', sound art and music composition for contemporary dance piece, Boston (USA)  
'Entropia', immersive performance for full dome experience, tour (Kazakhstan, Dubai, Netherlands, France)
- 2017**  
Vector Field, generative audiovisual performance commissioned by Athens Digital Art Festival (Greece) + German tour (Germany)  
'Moonolith', installation, commissioned by Ljubljana Castle (Slovenia)  
'Isometric Full Dome 360°', commissioned par SAT for SAT Fest 2017 (Canada)  
'Entropia', one month Performance and installation Shanghai, commissioned par Ruihong Tindi (China)
- 2016**  
'Isometric' Music video with Julius Horsthuis, featured by Creators Project and Deezen (Worldwide)  
'Entropia', immersive performance, French tour (France)  
Persepolis, rework of Xenakis piece commissioned by Izlog Festival with 4Dsound, Zagreb (Croatia)
- 2015**  
'Entropia', installation version with binaural sound at Geode for COP21, Paris (France)  
'Moonolith' , commissioned par Mota, Ljubljana and cultural Ministere of Slovenia (Slovenia)  
'Entropia', immersive audiovisual performance commissioned and produced with SAT Montreal (Canada)
- 2014**  
'Entropia V1', immersive sound performance with Institut Français and CALQ at SAT Montreal (Canada)  
'Obe', Immersive installation commissioned by SAT Montreal (Canada)
- 2013**  
'Dromos', immersive audiovisual performance commissioned by Mutek Festival and SAT Montreal (Canada)

# Awards, supports and featured distinctions

<b>2022</b>	Institut Français support for XP for live in USA (Relance Export)
<b>2021</b>	US visa O1 individual with Extraordinary Ability or Achievement
<b>2020</b>	Travel grant, French Institute, for Conference of the birds at the Bharat Rang Mahotsav Festival (India)
<b>2018</b>	Laureate of the IRCAM artistic residence program (France)
<b>2017</b>	Laureate of the 4D Sound artistic residency program (Hungary)
<b>2016</b>	Laureate of SHAPE 2017 (Platform for innovative music and audiovisual creation in Europe) Numix Price, Entropia nominated in the "Best experiential creation" category (Canada)
<b>2015</b>	Laureate of the New Digital Writing Grant Chateau Ephémère (France)
<b>2014</b>	Laureate of the French Institute France/Quebec digital arts grant (France/Canada) Laureate of the AAdn videophonic creation grant, Lyon (France)
<b>2011</b>	CNC Dcream art grant for 'Dromos'

# Commitments in the field of knowledge sharing

<b>2022</b>	Xp talk at Full dome Uk festival (UK) Xp workshop at New York University (USA) XP workshop at University of Illinois (USA) Guest artist Talk at Berkeley University (USA) Artist Talk at Vega (Denmark) Pro meeting "Immersive audiovisual experiences of tomorrow (organized by Aadn, France) XP talk at Imersa Summit (Canada) XP talk at Jena Full dome Festival (Germany) XP remote workshop at CU of Boulder / Atlas /B2 (USA) Artist Talk at CU of Boulder / Atlas /B2 (USA)
<b>2021</b>	XP workshop at Les ateliers Eclairés, Strasbourg, (France) XP talk at Full dome UK festival Workshop on digital art at Connexion Festival (Benin) Artist Talk at Institut Français (Benin) XP talk at Spatial audio meet up organized by Notam (Online) XP Talk at Maxmsp meet up organized by Notam (Online) XP talk at IX Symposium organized by SAT Montreal (Virtual, online)
<b>2020</b>	Artist in residency talk at Ircam, Paris (France)
<b>2019</b>	2019 Immersive audio workshop at SAT Montreal
<b>2018</b>	2018 Artist talk 'Music + Tech' organized by Kikk Festival, Namur (Belgium)
<b>2015</b>	2015 Workshop on immersive audio at Resonate Festival, Belgrade (Serbia) 2015 Artist talk at Resonate Festival, Belgrade (Serbia)
<b>2011</b>	2011 Lecturer in sound art at the University of Amiens, cinema department (France)

# Artistic residency

<b>2023</b>	Artist in residency with Gerriet Sharma at Callies, Berlin (Germany)
<b>2022</b>	designing immersive installation with SOSTR at Vega , (Copenhagen, Denmark) Artist in residency at Spaes Lab Studio (Berlin, Germany)
<b>2021</b>	Workshop and artist residency with dancers, festival Connect (Cotonou, Benin)
<b>2019</b>	Artistic research residency, Symbiosis, IRCAM (Paris) Creative residency, Perspective, SAT Montreal (Montreal)
<b>2018</b>	Artistic research residency, Bardo, Spatial sound Institute pour Bardo (Budapest) Creative residency, BCA, (Boston, USA)
<b>2016</b>	Creative residency, Persepolis, Spatial Sound Institute (4DSound), (Budapest, Hongrie) Creative residency, new digital writings at Chateau éphémère (Poissy)
<b>2015</b>	Creative residency at Mota, Moonolith (Ljubljana, Slovenie) Creative residency, Entropia V2 at SAT (Montreal)
<b>2014</b>	Artistic research residency with Institut Français/Calq (Montreal) Creative residency, vidéophonique AADN (Lyon, France) Creative residency ObE at SAT (Montreal)
<b>2013</b>	Creative residency at Festival MUTEK (Montreal, Canada)
<b>2011</b>	Creative residency à Festival ElectroniK/Maintenant (Rennes, France) Creative residency, Workshop Infine (Normandoux)

# Online publication selection 2012-2020

<b>2021</b>	<a href="#">Baltic immersive network : interview about xp</a> <a href="#">XP on Ircam Forum</a>
<b>2020</b>	<a href="#">Artist Talk at Ircam (in french)</a>
<b>2019</b>	<a href="#">In the movie, « on spatial sound »</a> <a href="#">Bardo on 4Dsound website</a>
<b>2018</b>	<a href="#">Fraction, interview at Izlog festival</a>
<b>2017</b>	<a href="#">Fraction mix for the Astral Plane</a> <a href="#">Technology is not a style : interview with fraction</a>
<b>2016</b>	<a href="#">Fraction, Persepolis au 4Dsound</a> <a href="#">Fraction dans Sub Culture, sur France Culture (rediffusion de 2007)</a>
<b>2015</b>	<a href="#">Eric Raynaud aka Fraction sur madmapper.com</a> <a href="#">Entropia at Mira par XLR8</a> <a href="#">Sound Artist presents Entropia, sur Designboom.com</a> <a href="#">Electronic music sounds better inside geodesic dome, The Creators Project</a>
<b>2014</b>	<a href="#">Interview with Eric Raynaud, on site SAT (in French)</a> <a href="#">Dromos Review par the Headphone Commute</a> <a href="#">The Rise (Dromos Ep), sur A closer Listen</a> <a href="#">In the official clip celebrating the 30th anniversary of Apple</a>
<b>2013</b>	<a href="#">Get Lost In An Immersive Symphony Celebrating The Science Of Speed, The Creators Project</a>

# Entropia at Today's Art (Den Haag, 2018)

Immersive Performance



# Xp for live

## Spatial audio tools for Ableton Live (2021 - now)

Software development



Xp for Iko  
Spatial audio  
tools for the Iko  
(2023 - now)



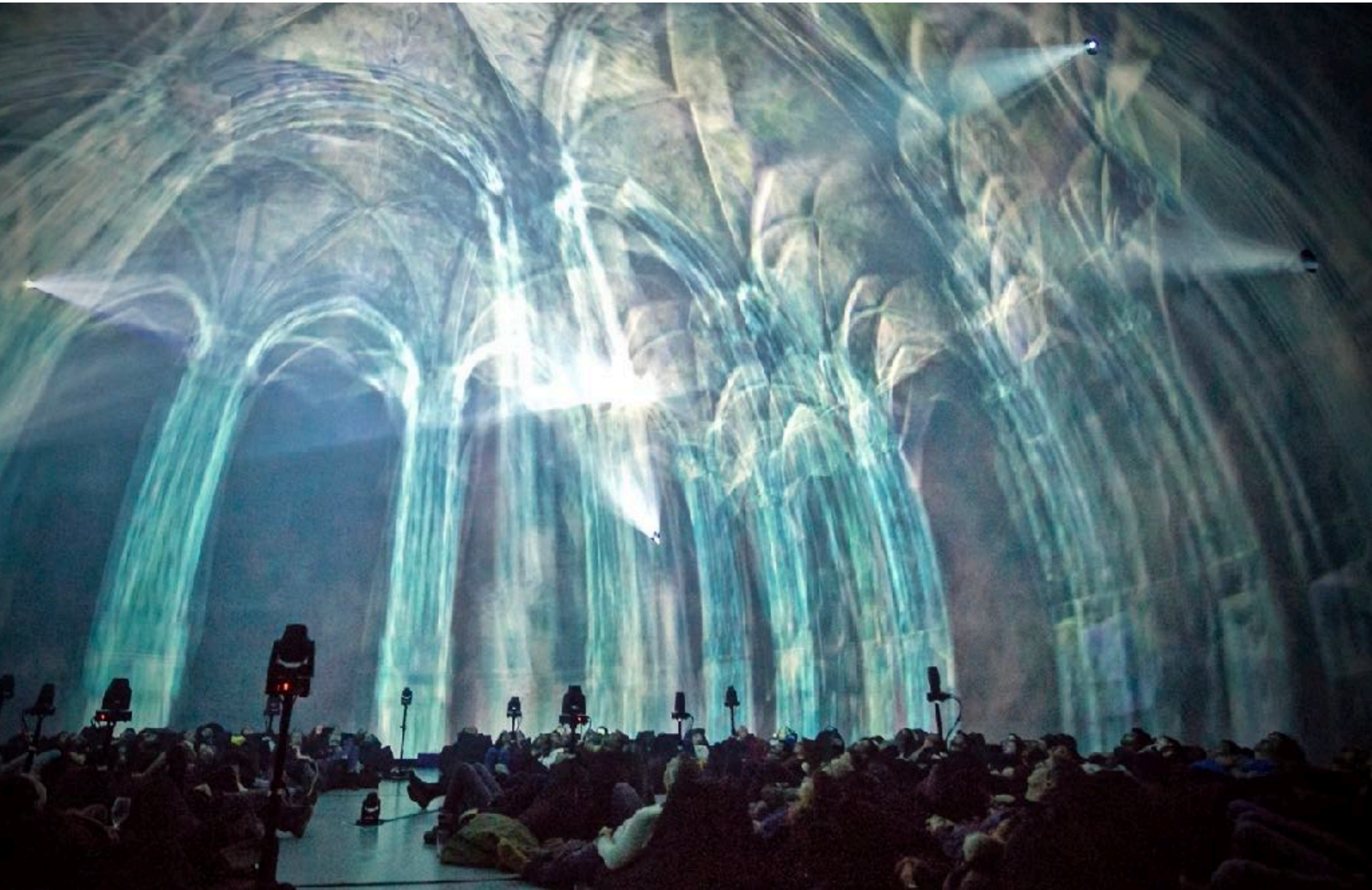
**Software development**





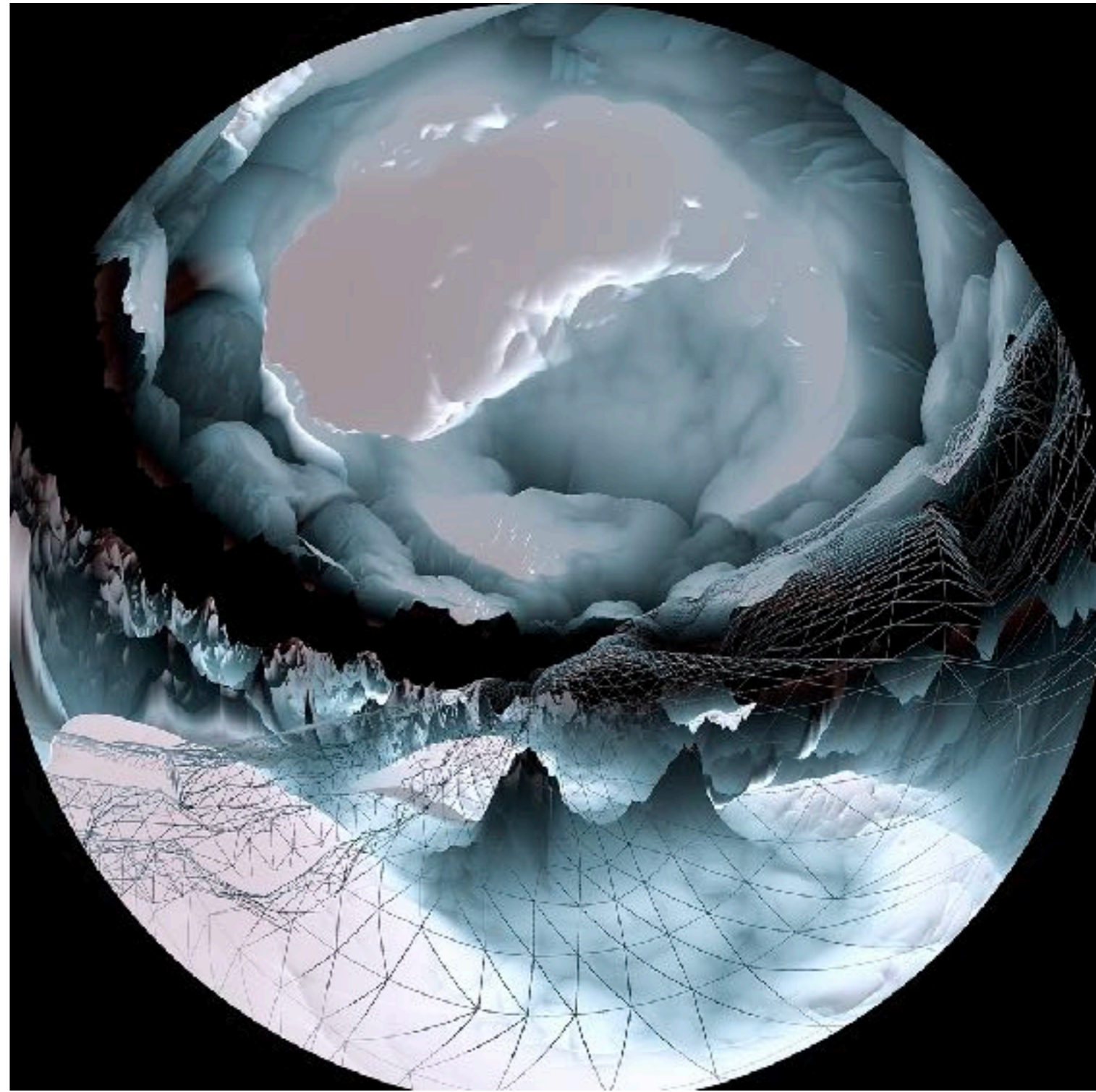
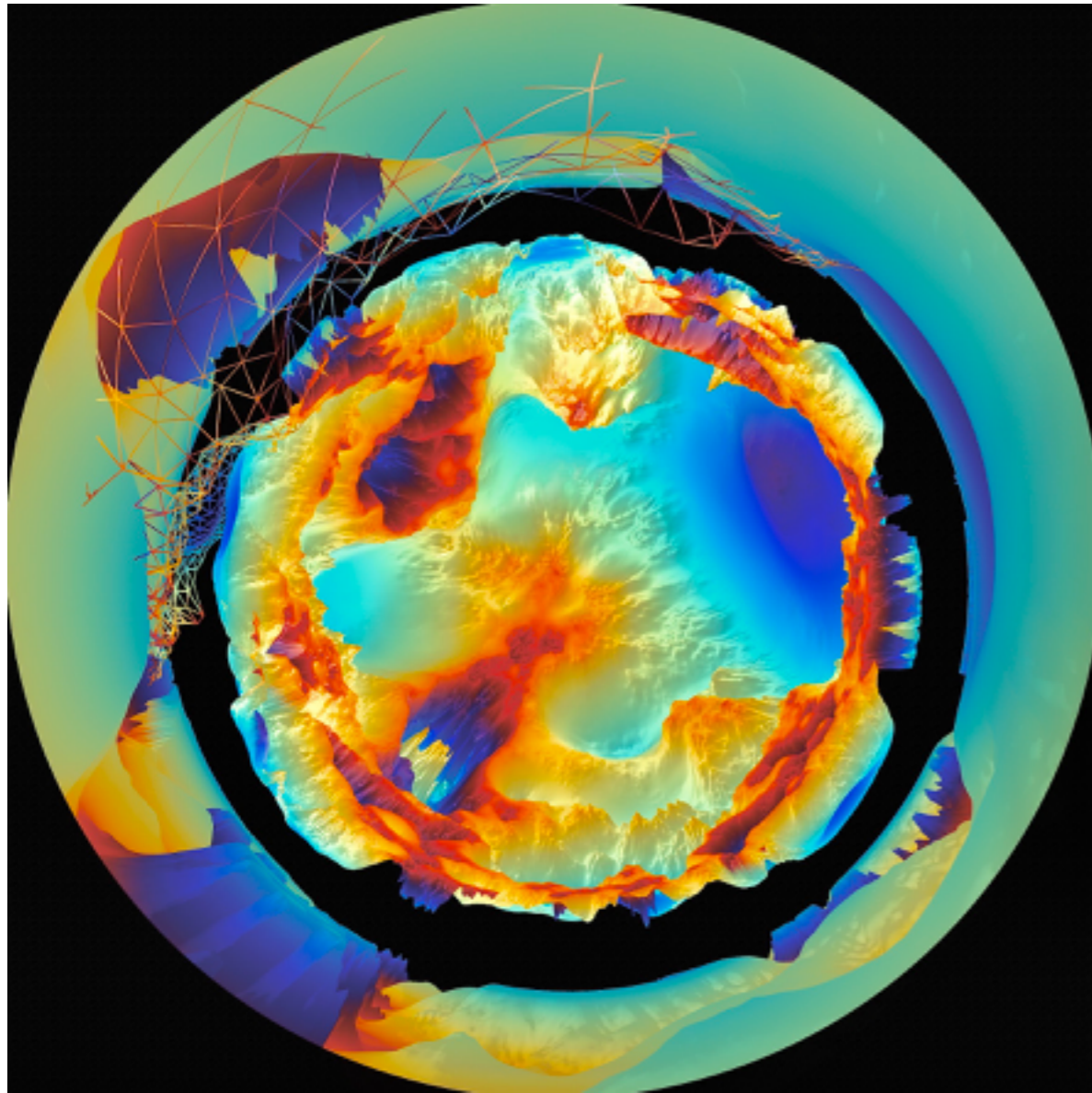
Ethereal at SAT (Montreal, 2020)

**Immersive installation**



Generative art, serie « a better world » (2023)

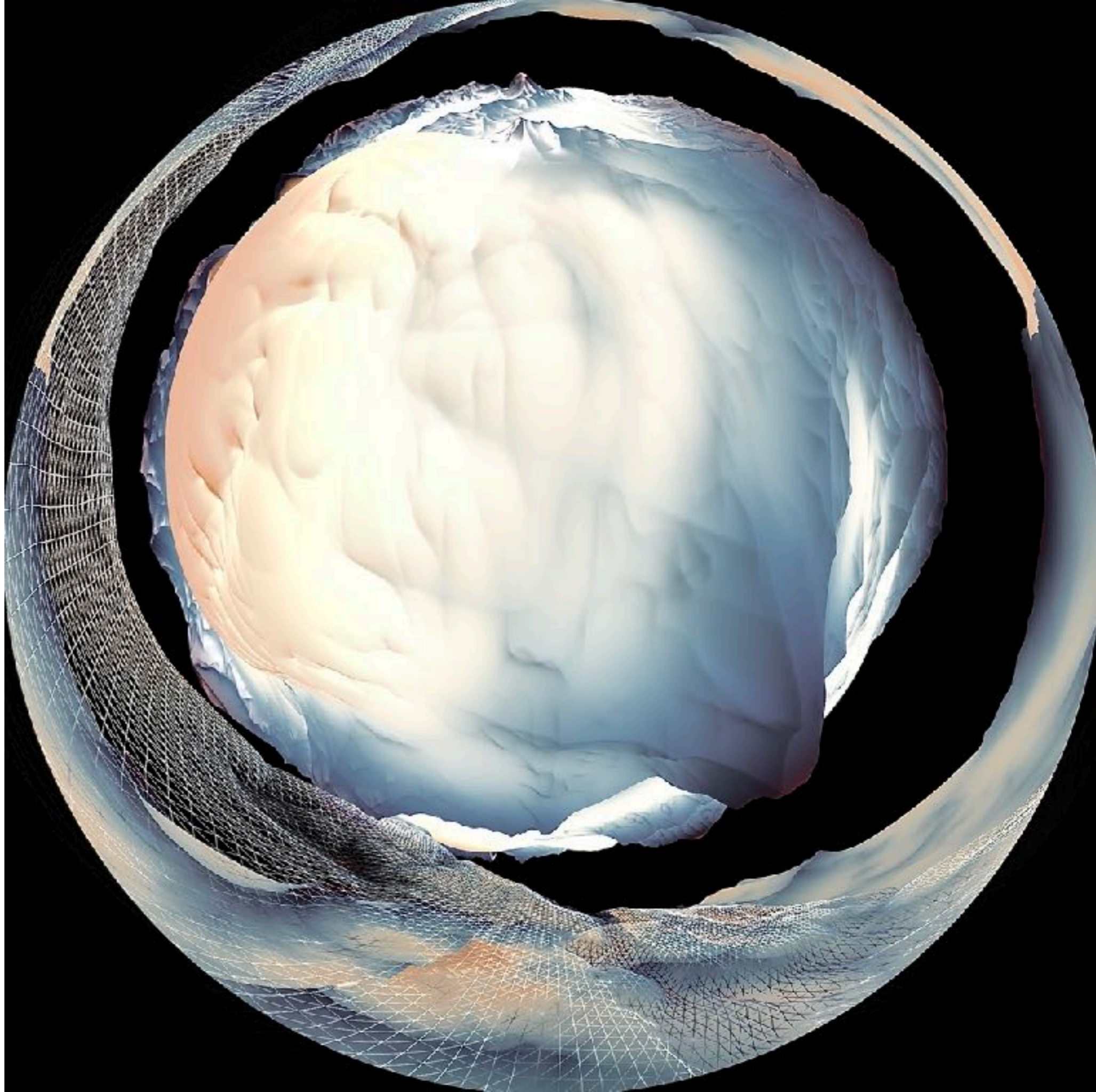
Visual art



Currently exhibited in Suzhou (China)

« a better  
world »  
(2023)

Generative  
art, serie



**Visual art**

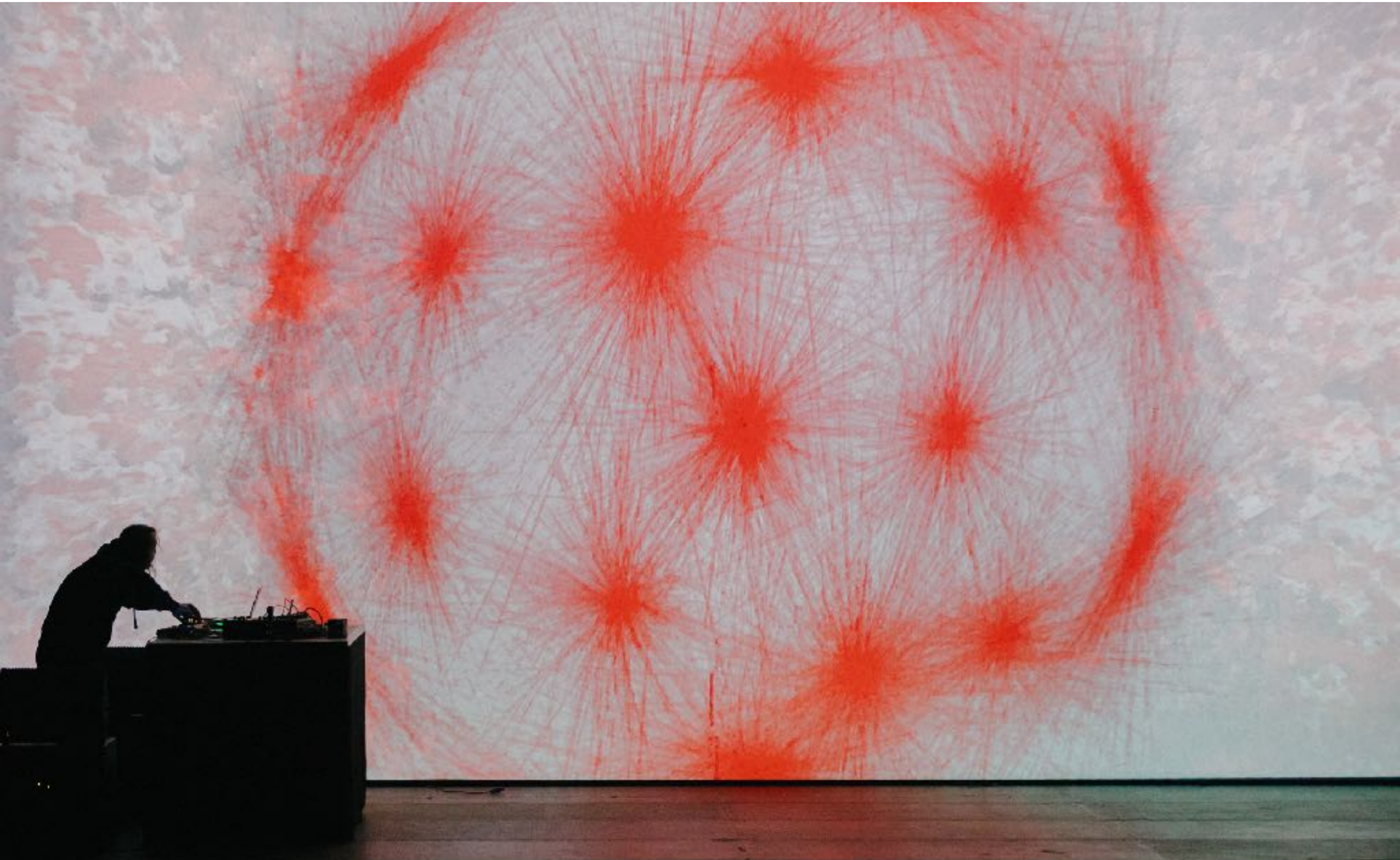
# Drops at Art Antartica (St-Petersburg, 2021)

**Generative installation**



Ritual for a dying Planet at Lunchmeat  
festival (Prague, 2021)

**Audio visual Performance**



Visual taken from Ritual for a dying Planet (2021)



