(UN)RELATED TO GOD (ENG)
APOLLO NOIR & THOMAS PONS

PRESENTATION
AND TECHNICAL RIDER OF THE EXHIBITION

GWENDAL *LE FLEM*

(Un)related to God is an original creation by **Apollo Noir & Thomas Pons**, accompanied and produced by **Super!** in collaboration with **Electroni[k]**, in co-production with **Stereolux** & **Station Mir**, with the support of the **Région Bretagne** as part of the mutualized production aid.

(Un)related to God is a winner of the **Talents Adami art et technologie** 2020.

THE ARTISTIC PROJECT

(Un)related to God is a protean and declinable project : live stage, augmented reality exhibition, physical and numerical publishing object. *(Un)related to God* is a creative "ping pong" whose universe evolves through the representations. It is the result of the collaboration between the musician and producer **Apollo Noir** and the director and designer **Thomas Pons**. *(Un)related to God* relates the relation to God through the repetitive movements of small figures drawn in black silhouettes. These beings are a metaphor of the Humans as the creators of their own faith.
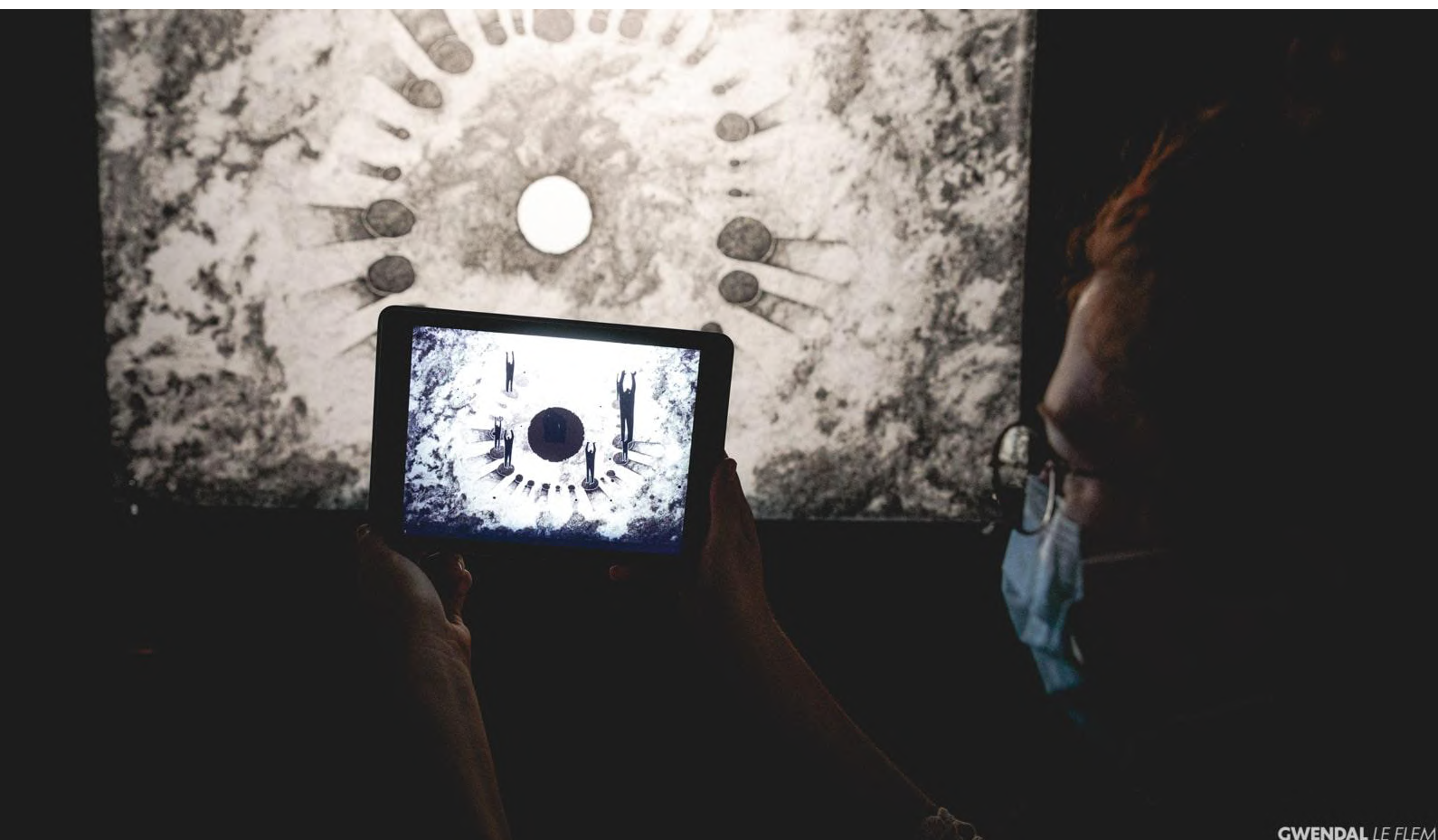
THE EXHIBITION

The exhibition part of the protean project *(Un)related to God* is composed of a **series of illustrations and original black and white audiovisual animations to be discovered in augmented reality**. The latter is available in two formats: a physical version already existing and a "dematerialized" version in the form of digital files to be printed directly by the venues (See "technical characteristics'').

LINKS :

Video presentation : https://vimeo.com/673634320
Meet the artists : https://vimeo.com/649683582
More info : https://www.electroni-k.org/installations-performances/unrelated-to-god/

GWENDAL *LE FLEM*

ARTISTIC TEAM

APOLLO NOIR (FR)

Since his beginnings under the alias Apollo Noir, Rémi Sauzedde has never denied his musical and geographical roots. The producer and musician grew up between the black woods of his Auvergne region and the rehearsal room of his hardcore punk band. As an adult, with a refined transversal musical culture and a collection of analog synthesizers that match his ambitions, he now practices a hybrid and singular electronic music.

THOMAS PONS (FR)

Director and designer, graduated from the Arts Décoratifs de Paris in 2012, Thomas Pons is a protean artist exploring the medium of the animated image in all its forms: from its original state within graphic exhibitions, moving through the making of clips, short films and series, and interactive within augmented reality, virtual and live VJing experiences. His graphic universe tinged with poetry and darkness, mostly black and white, questions Mankind and its habits through a recurring figure: a black silhouette, symbol of our deep psyches, that he makes travel through his various projects.

jeanadrienmorandeau

TECHNICAL CHARACTERISTICS

In order to reduce the logistical costs and the carbon footprint of its circulation in France, and to facilitate its distribution abroad, the exhibition is available in a dematerialized version. It is thus distributed by sending digital files to be printed and edited on site by the organizer.

MAIN COMPOSITION

- 6 canvases to print:
    - 3 canvases of 1.3 m x 2 m in landscape format
    - 3 canvases of 1.3 m x 2 m in portrait format
- associated with the digital application "Artivive" to discover the animations in augmented reality
- 1 audiovisual file to download and to project with a video projector in the exhibition room

Nota bene : *Depending on the possibilities of presentation in your venue, it is possible to print the canvases on proportionally reduced formats.*

ADDITIONAL ELEMENTS

- 5 illustrations to print: 5 drawings of 70 cm x 50 cm in landscape format
- associated with small figures to print in 3D (at least 1)
- associated with the digital application "Artivive" to discover the animations in augmented reality
- 1 audiovisual file to download (to project with a video projector or a TV screen in a separated room)

NEEDS

The organizer will be responsible for the human, material and financial resources inherent in the installation and dismantling of the exhibition.

This includes :
- The choice of service provider(s) for the printing (professional printer) and delivery of the printed materials to the exhibition venue
- Printing and fixing costs
- The technical team and the material needed for assembling and dismantling
- Consumables necessary for the installation of the work depending on the print support chosen (ie: wallpaper paste or masking kit in case of a collage)

To provide :
- 1 space of minimum 15m x 10m
- 1 clean and smooth surface or possibility to hang up at the ceiling
- Printing of the files **by a professional printer**
    - Recommended print for the canvases : Canvas, 420g (www.pixartprinting.fr)
    - Recommended print for the illustrations : Foamcore 5mm
- Printing of an exhibition cartel with a presentation of the work and a download tutorial of the application (generic elements provided in the exhibition communication kit)
- 1 technical team for assembling and dismantling
- Provision of smartphones and/or tablets with the app "**Artivive**"
- Wifi access or 4G/5G

Material to provide by the organizer :

- 1 screen 4m x 3m + 1 video projector full HD (1920 x 1080) - between 2000 et 3000 Lumens
- 4 standing speakers (1 speaker at each corner of the room)
- Digital tablets or smartphones with the "Artivive" application and Wifi connexion or 4G/5G

- 4 black plinths (de 60cm x 60cm x 110cm) for the presentation of the additional illustrations
- 1 TV screen for the diffusion of the additional video in a separated room

- **Lighting :**
  - **Option 1** - Black box formula (recommended) : 1 cut-out type "Robert Juliat 613" per canvas (i.e. 6 cuttings), one PAR CP60 or CP61 depending on the height per plinth (i.e. 4 PARs). Gelatins: L502 + #132 for the cut-outs and L502 + #119 for the PARs
  - **Option 2 :** white and uniform lighting in the room. In this configuration, the projection part can be presented on a tv screen (to provide).

REALITY AUGMENTED APPLICATION

DOWNLOADING OF THE "ARTIVIVE" APPLICATION ON :

- **Google play :** https://play.google.com/store/apps/details?id=com.artivive&hl=fr&gl=US
- **Apple store** : https://apps.apple.com/fr/app/artivive/id1188737494

HELP FOR DOWNLOADING :

Step 1: Make sure your device has a good wifi or 4G connection
Step 2: Make sure your device has enough available space
Step 3: Search for the "Artivive" application on the store corresponding to your device (Apple Store / Google Pay)
Step 4: Click on "download" / Once downloaded, click on "Open" and launch the application
Step 5: If a window "Allow the device to access your photos" appears, accept.

We recommend you to download the application and test it before on your devices.

LAUNCHING OF THE AUGMENTED REALITY

To display augmented reality on your smartphone or tablet :

1: Download the free application "Artivive" (Apple store / Google Play)

2: Open the application, and aim at the different pictures with the camera.

INSTALLATION

The settling of the several panels composing the exhibition can adapt to different types of venues, thus allowing to encourage the circulation of *(Un)related to God* as well in places and festivals of the field of the hybrid arts and the digital cultures, as in not dedicated places following the example of the media libraries, libraries, cultural centers and French Institutes (Instituts Français) worldwide.

EXAMPLE OF IMPLEMENTATION

CONTACTS

DISTRIBUTION

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ELECTRONI[K]

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