

**RECTO
-VRSO**



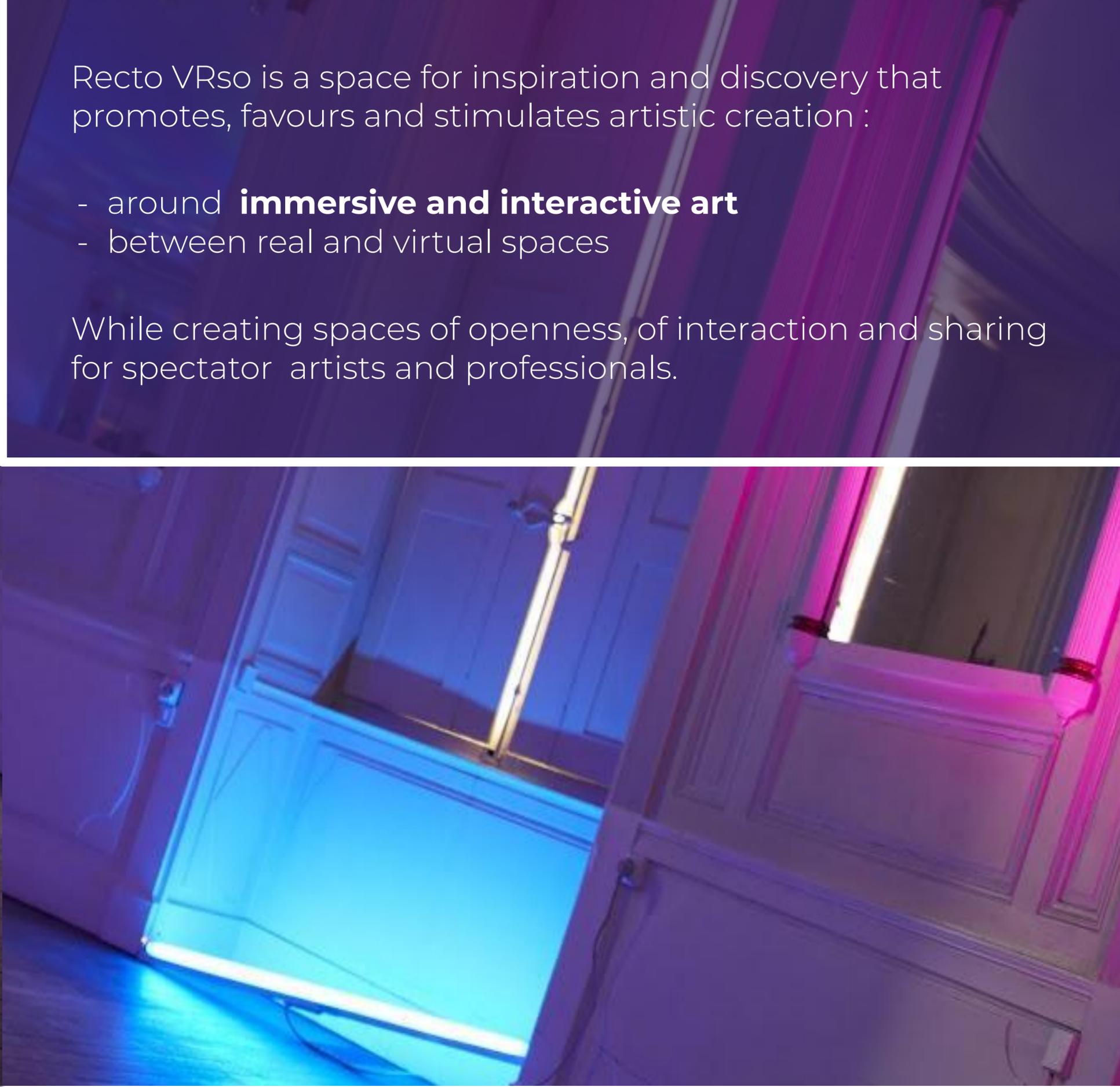
**AN INTERNATIONAL DIGITAL ART FESTIVAL
BETWEEN REAL AND VIRTUAL**



Recto VRso is a space for inspiration and discovery that promotes, favours and stimulates artistic creation :

- around **immersive and interactive art**
- between real and virtual spaces

While creating spaces of openness, of interaction and sharing for spectator artists and professionals.

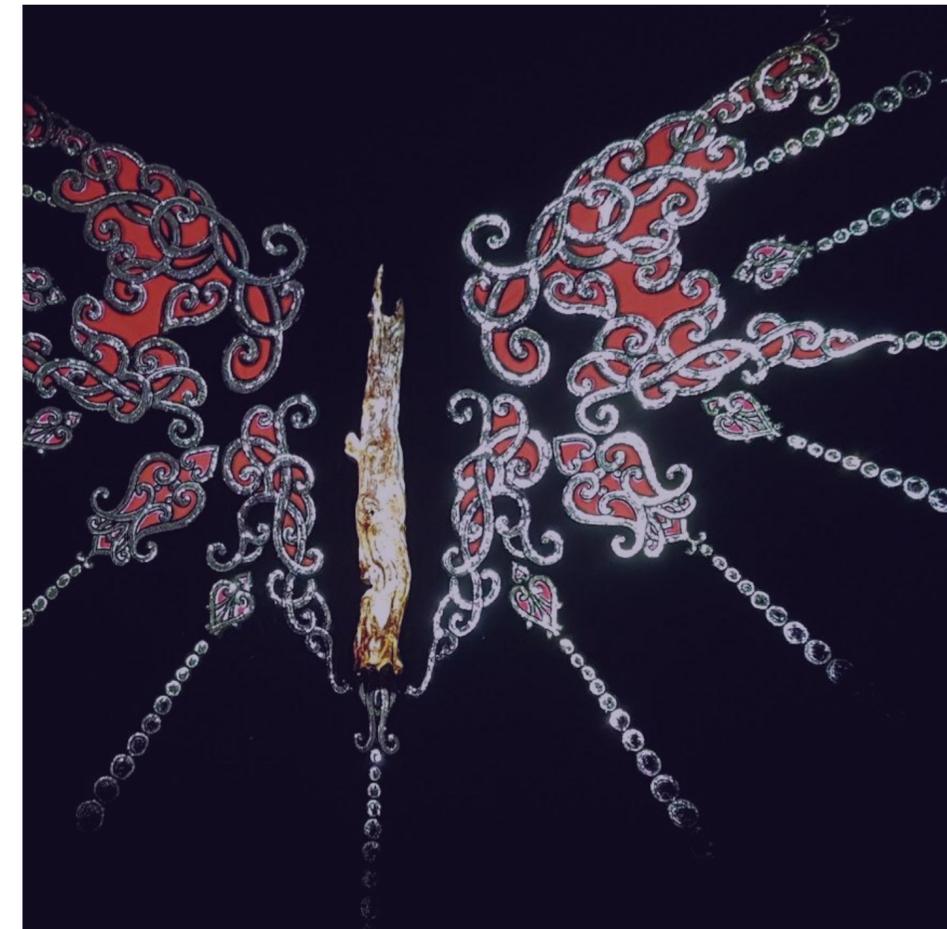
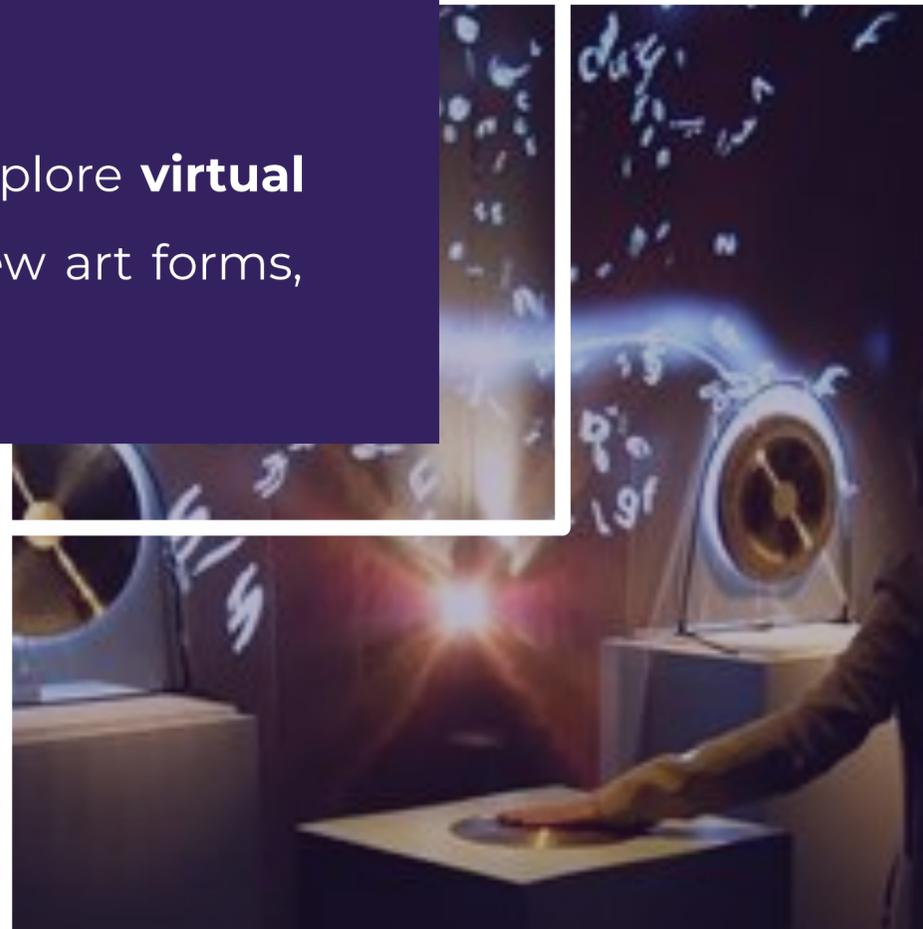
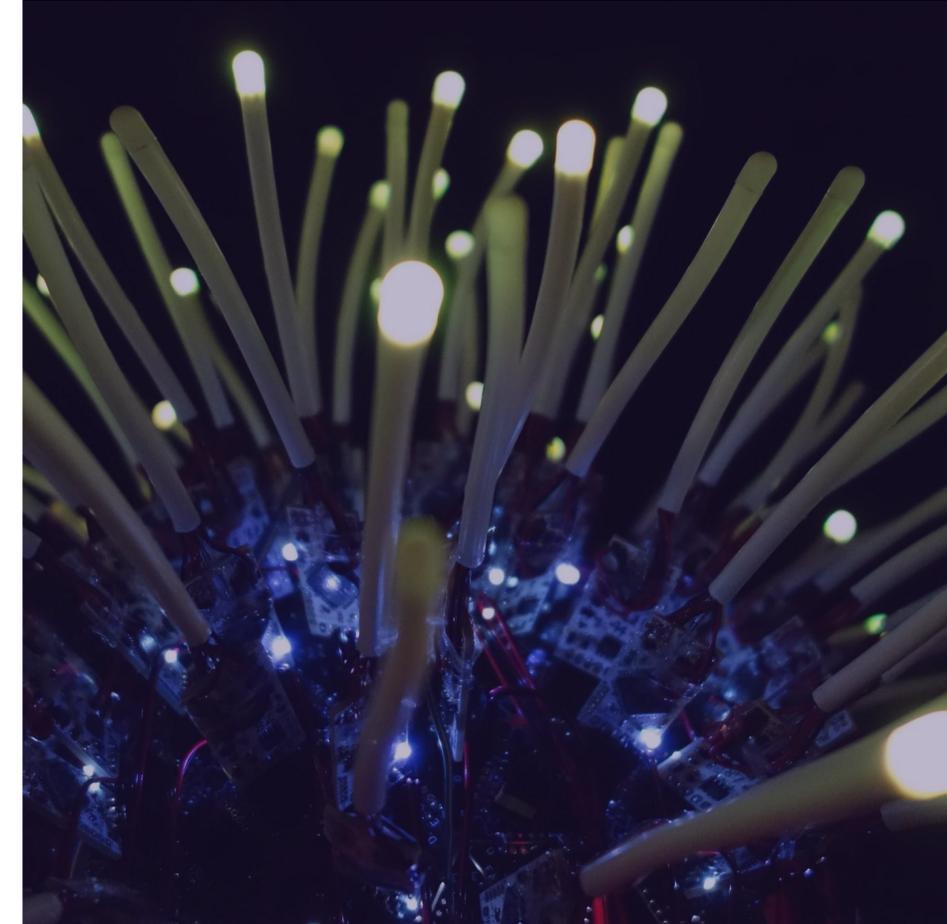


RECTO VRSO EXHIBITS

ARTWORKS OF :

- Artists
- Researchers
- Students
- Explorers

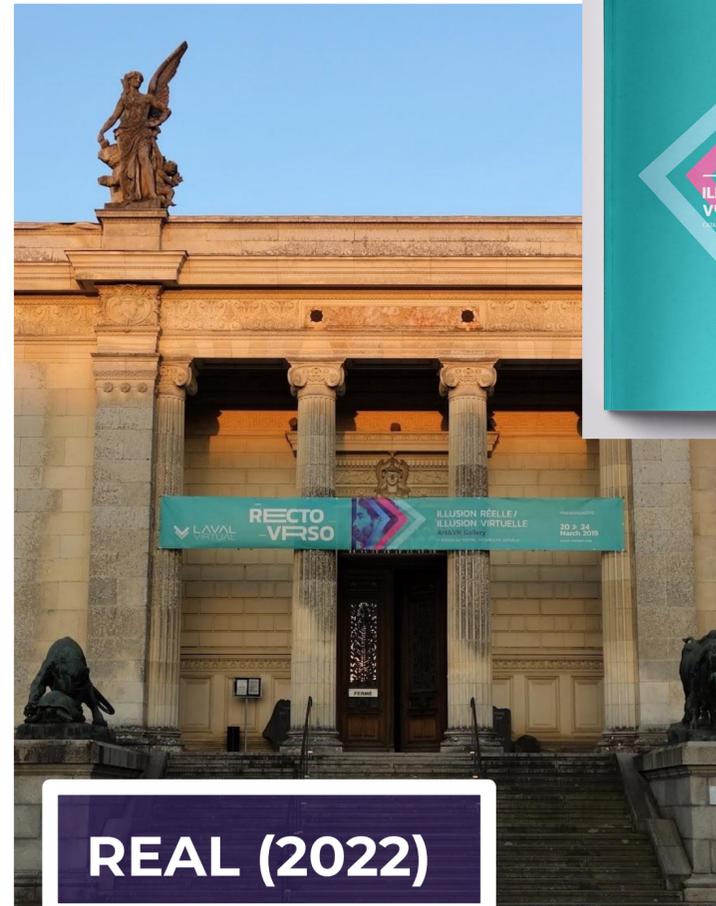
The artists, through their artwork, explore **virtual & mixed reality as a medium** for new art forms, and **reveal another side** of this field.



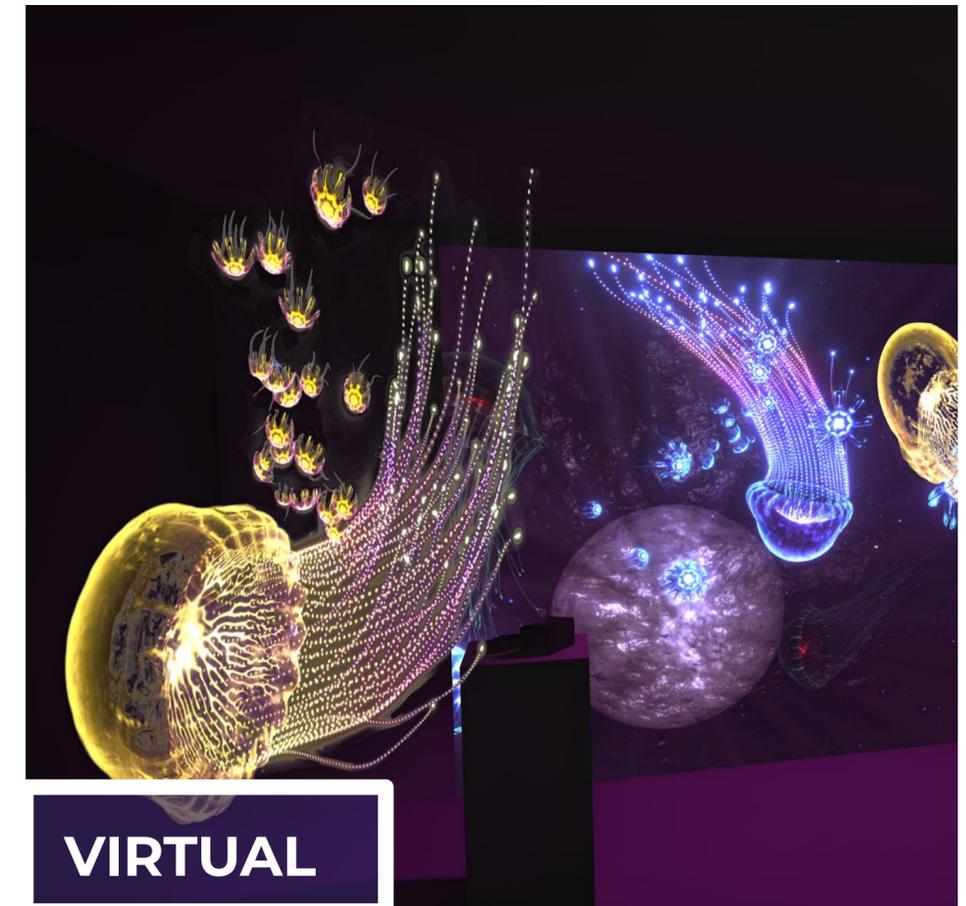
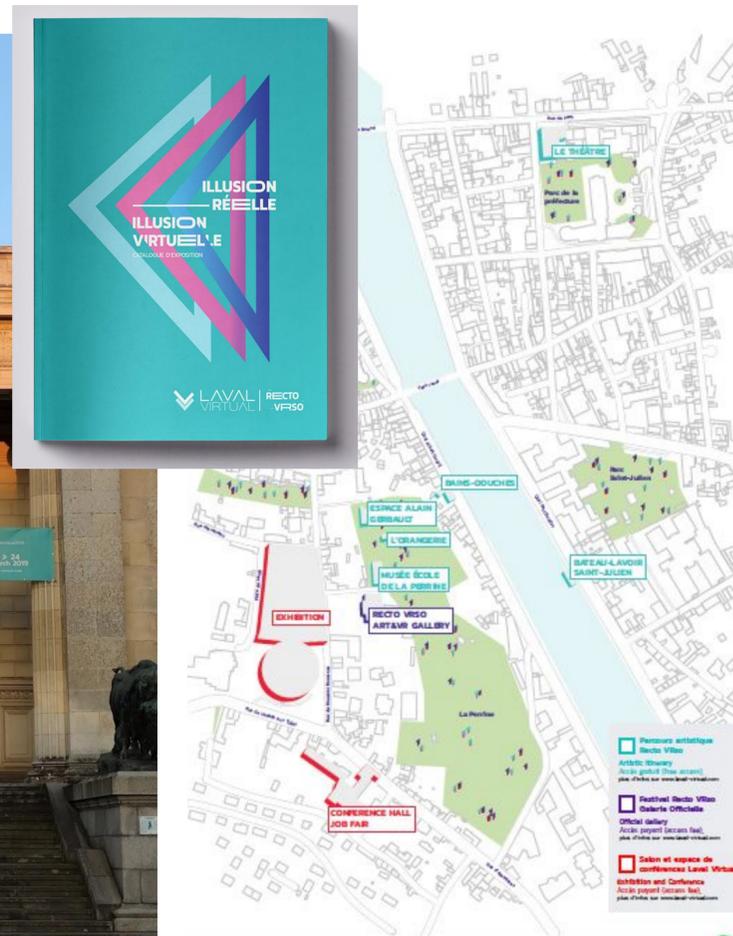
RECTO-VRSO: THE FORMAT



A festival that is both presential and online.



- **An official Art&VR gallery with 16 international artworks**
- *An Art&VR award during the Laval Virtual awards ceremony*
- An artistic itinerary of **7 exhibitions** throughout **Laval's** historical sites.
- **Educational** projects, guest curators, **artistic residencies**, collectives, pioneering and emerging artists.
- An exhibition catalogue



- **A Virtual Art&VR Gallery.**
- A website: portal towards the various **artistic initiatives** to be explored **remotely**.
- **Networking opportunities** inside the Laval Virtual World.
- Conferences.
- An online catalogue

THEMES

2018

2019

2020

REAL MATTER / VIRTUAL MATTER

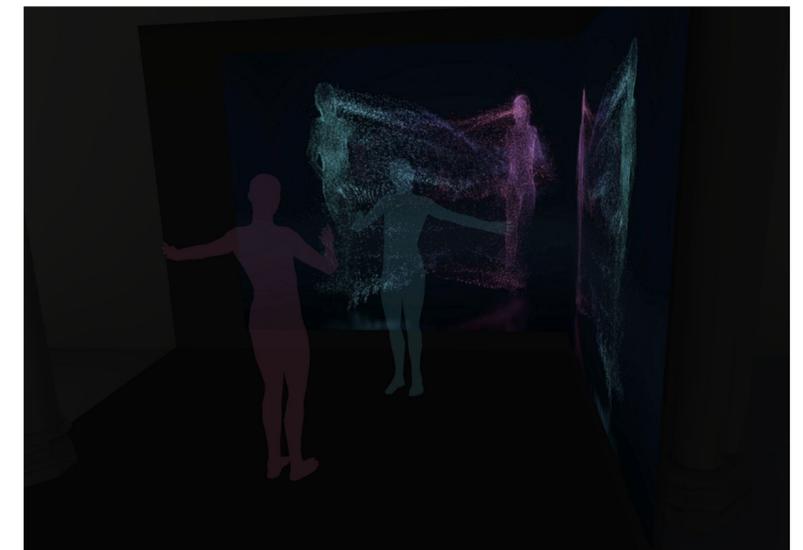
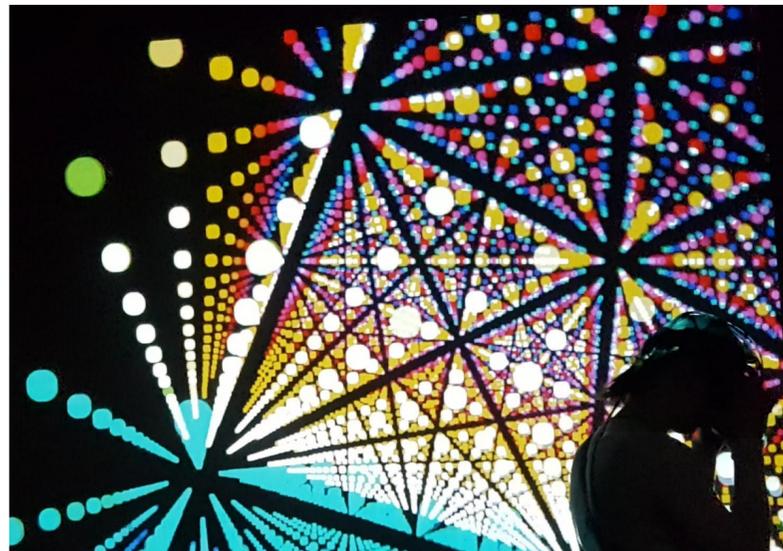
“We want to interest the spectator, to get him out of inhibitions, to loosen him up. We want to involve him.» Assez de mystifications, Manifeste du G.R.A.V., 1963.

REAL ILLUSION / VIRTUAL ILLUSION

Illusions, between surprise and wonder destabilize and amuse. They question perceptions of our daily reality.

REAL BODY / VIRTUAL BODY

In the virtual world, our body can become something else. It can be transformed, augmented or even diminished. How then does the notion of virtual body arise?



KEY FIGURES OF PAST EDITIONS

2018

2019

2020

REAL MATTER / VIRTUAL MATTER

- 1 Official exhibition - **5000** visitors
- 1 exhibition catalogue
- 6 off exhibitions
- 38** artworks
- 67** international artists
- Organised visits for cultural delegations and schools



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REAL BODY / VIRTUAL BODY

- 1 Virtual Exhibition - **2000** visitors
- 29** artists
- 7000** visitors on the web portal
- 3** cycles of conferences in the Laval Virtual World
- 1** performance in the Laval Virtual World



JUDITH GUEZ

Artist – Curator - Founder of Recto VRso

Recto VRso is the culmination of **over a decade of research and creations** by artist Judith Guez, in the field of virtual and mixed reality.

Judith Guez devoted her doctorate to the **exploration of virtual and mixed reality as an artistic medium**, around the concepts of **illusion, hybridisation, wonder** and **presence**.

She has exhibited in many venues (Ars Electronica, Google Institute, Gaîté Lyrique, 104, CDA Enghien Les Bains, Laval Virtual, Theatres, Villa Médicis, etc.). Her **artistic installations** interrogates the boundary between the **real** and the **virtual** (La Chambre de Kristoffer, Lab'Surd, Survirtuality, etc.).



FOCUS 2020 : 16 SELECTED ARTWORKS



RCO Remixed
K.Danse - France



Serial Portraits VR
Sigrid Coggins - France



Les invisibles
Georgik and the Magic team - FR



Keep in touch
Martina Menegon - Italy



Sharky ShARky
Coco Team - France



Exister
Scenocosme : Grégory Lasserre & Anaïs met den Ancxt - France



Heterotopia
Neon Minuit - France



Jellyfish always cared
Mélodie Mousset & Eduardo Fouilloux - Switzerland

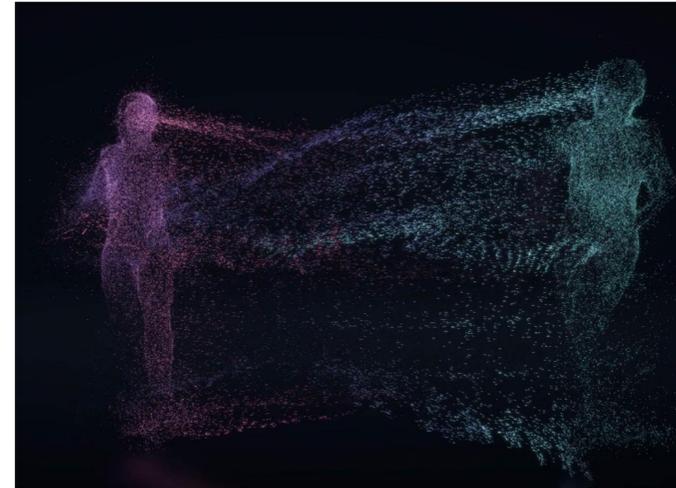
FOCUS 2020 : 16 SELECTED ARTWORKS



OAR -
AΦE - England



David's Gaze
Valerie Wolf Gang et Miha Codec -
Slovenia



Body Remixer
ISpace Lab - Canada



I, Human
Saint-Machine - Romania



Traces
Sonya Khalfallah - France



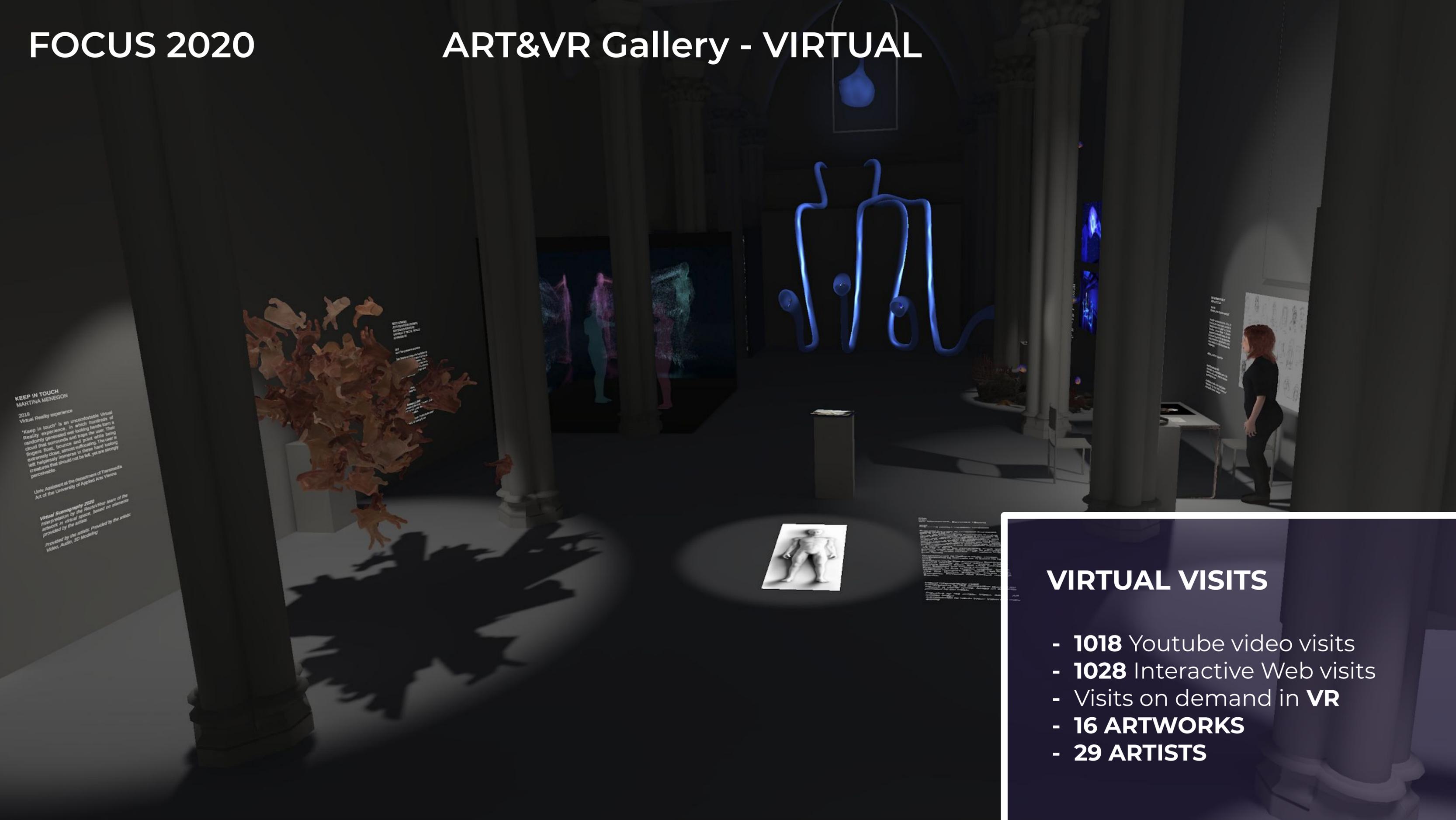
Self Suspense Ion
AKA Collective - Canada



Uncontained
Doug Rosman - USA



Passenger
Isobel Knowles & Van Sowerwine -
Australia



KEEP IN TOUCH
MARTINA MENEGON
2019
Virtual Reality experience
"Keep in touch" is an uncomfortable Virtual Reality experience, in which hundreds of randomly generated two-fingered hands form a cloud that surrounds and points while being fingers float, bounce and point while being extremely close, almost suffocating. The user is left helplessly immersed in these hand looking creatures that should not be felt, yet are strongly perceivable.
Univ. Assistant of the department of Transmedia Art of the University of Applied Arts Vienna

Virtual Scenography 2020
Interpretation by the *Recluse/Rose* team of the artwork in virtual space, based on elements provided by the artists. Provided by the artists.
Video, Audio, 3D Modeling

VIRTUAL VISITS

- **1018** Youtube video visits
- **1028** Interactive Web visits
- Visits on demand in **VR**
- **16 ARTWORKS**
- **29 ARTISTS**



LAVAL
VIRTUAL

RECTO
-VRSO

contact :

Artistic Director:

Judith Guez

Founder | Director Pôle Art&VR - Recto VRso

jguez@laval-virtual.org

+33 (0)6 08 58 83 00

Sponsor / Patronage

Questions:

artgallery@laval-virtual.org

Contact Laval Virtual :

contact@laval-virtual.org