COSA MENTALE

PORTFOLIO _ 2023

NEW MEDIA ART COLLECTIVE

WWW.   COSAMENTALE.FR
CONTACT @COSAMENTALE.FR
IG & T   @COSAMENTALE
VIMEO   COSAMENTALE

SLEEP DANCING II: *The* Open Pal*m*

N*ew m*e*d*ia art *&* Perfor*m*ance

In The Open Palm, the concept is brought into a public frame, where sleep becomes a collective act, and the performance facilitates sharing of space and time through rest. In the unique installation space of saasfee*pavillon, The Open Palm not only builds on the unique aesthetics of the original, but expands the concept into an atmospheric experience where performers, motion capture and music create a unique environment of relaxation over hours, culminating in the audience spending the night in the pavillon.

This project was developped during a residency at *Zzentrum* and performed at Saasfee Pavillon.

VIMEO Trailer :   *https://vimeo.com/802087227*

VIEW MORE   *https://www.cosamentale.fr/sleepdancingii*

CONCEPTION/DIRECTION/CHOREGRAPHY: Max Levy
DANCERS: Stella Covi, Noemi De Rosa, Jerneja Fekonja
DIGITAL ARTWORK: Cosa Mentale
COMPOSITION: Max Levy

SLEEP DANCING II: *The* Open Pal*m*

N*ew m*edia art *&* perfor*m*ance - 2023

https://www.cosamentale.fr/sleepdancingii

SLEEP DANCING

DIGITAL ART VIDEO - 2021

Ar e Luar is the first edition of Sleepdancing, a fusion of choreography and digital art made for introspective relaxation. Follow the digital dream of lunar goddesses as they echo one another in an oneiric mixture of intimacy and abstraction, guiding a delicate balance of dance and design. A sound, a spell, an incantation, Ar e Luar suspends us between concentration and serenity to shepherd the last thoughts of our day to the stars.
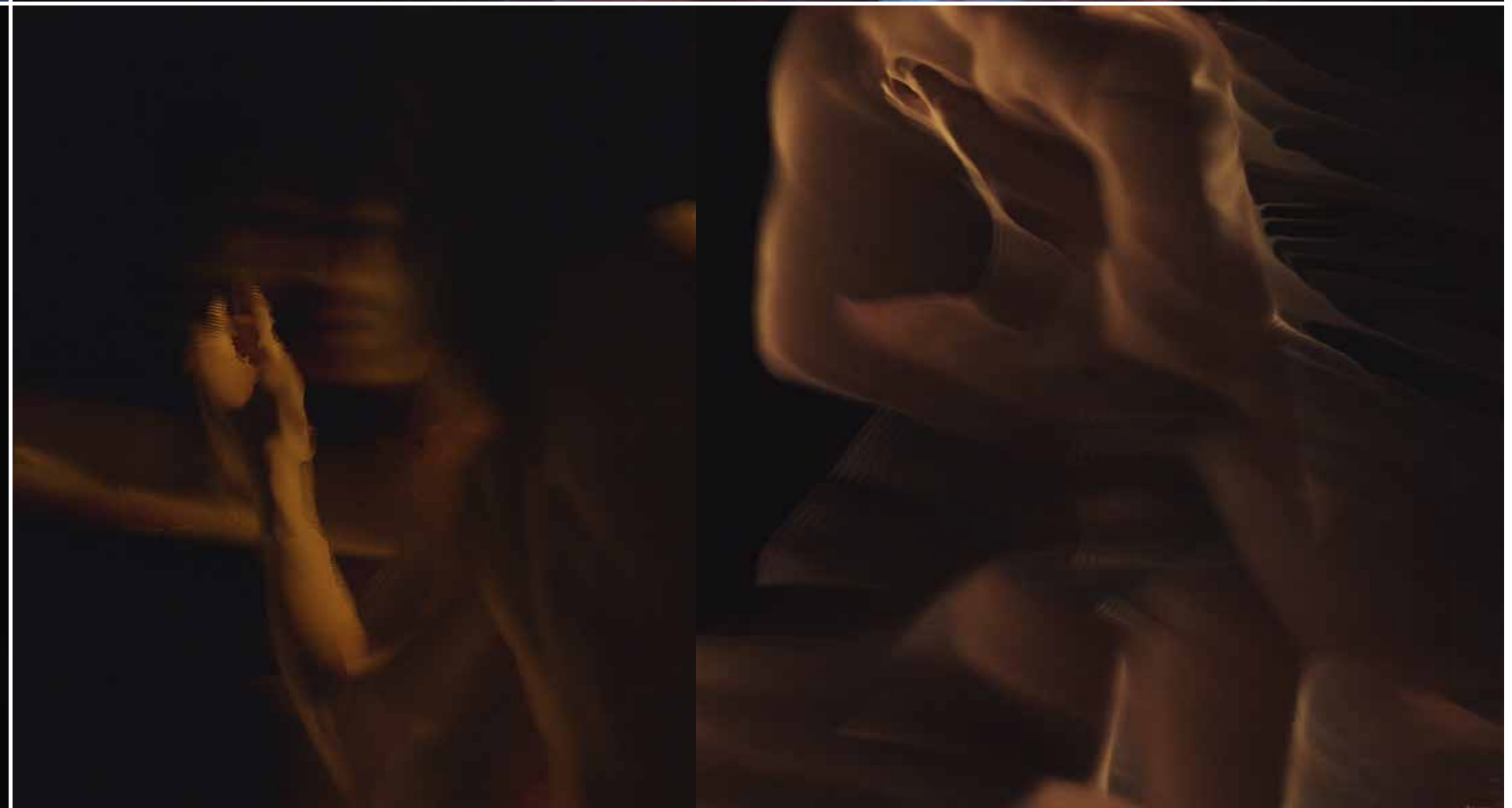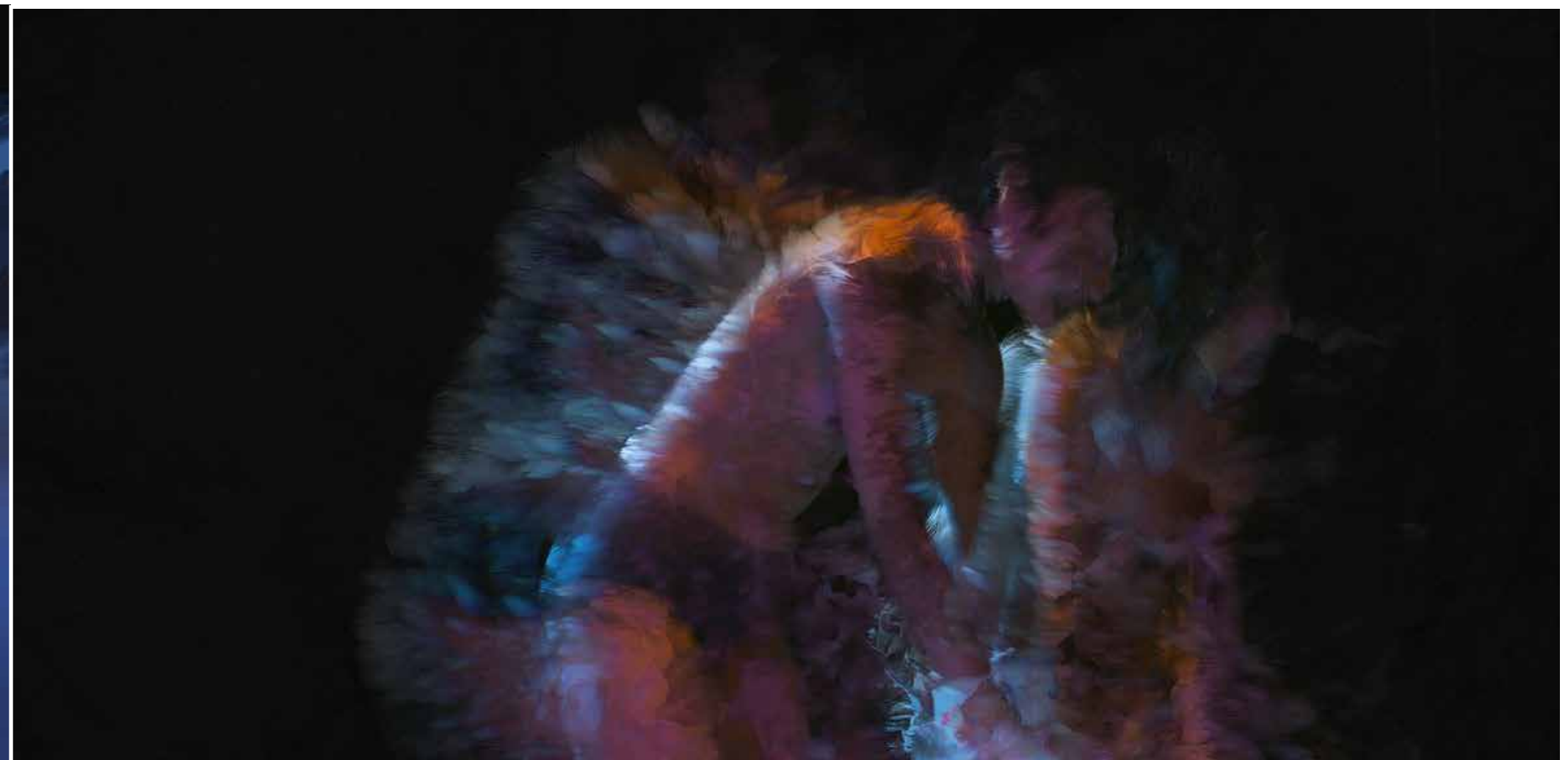
This project was developped during a residency at *Künstlerhaus Mousonturm*

VIEW MORE   *https://www.cosamentale.fr/sleepdancing/*

CONCEPTION/DIRECTION/CHOREGRAPHY: Max Levy
DANCERS: Patscharaporn Distakul, Josianne Valbuena
DIGITAL ARTWORK: Cosa Mentale
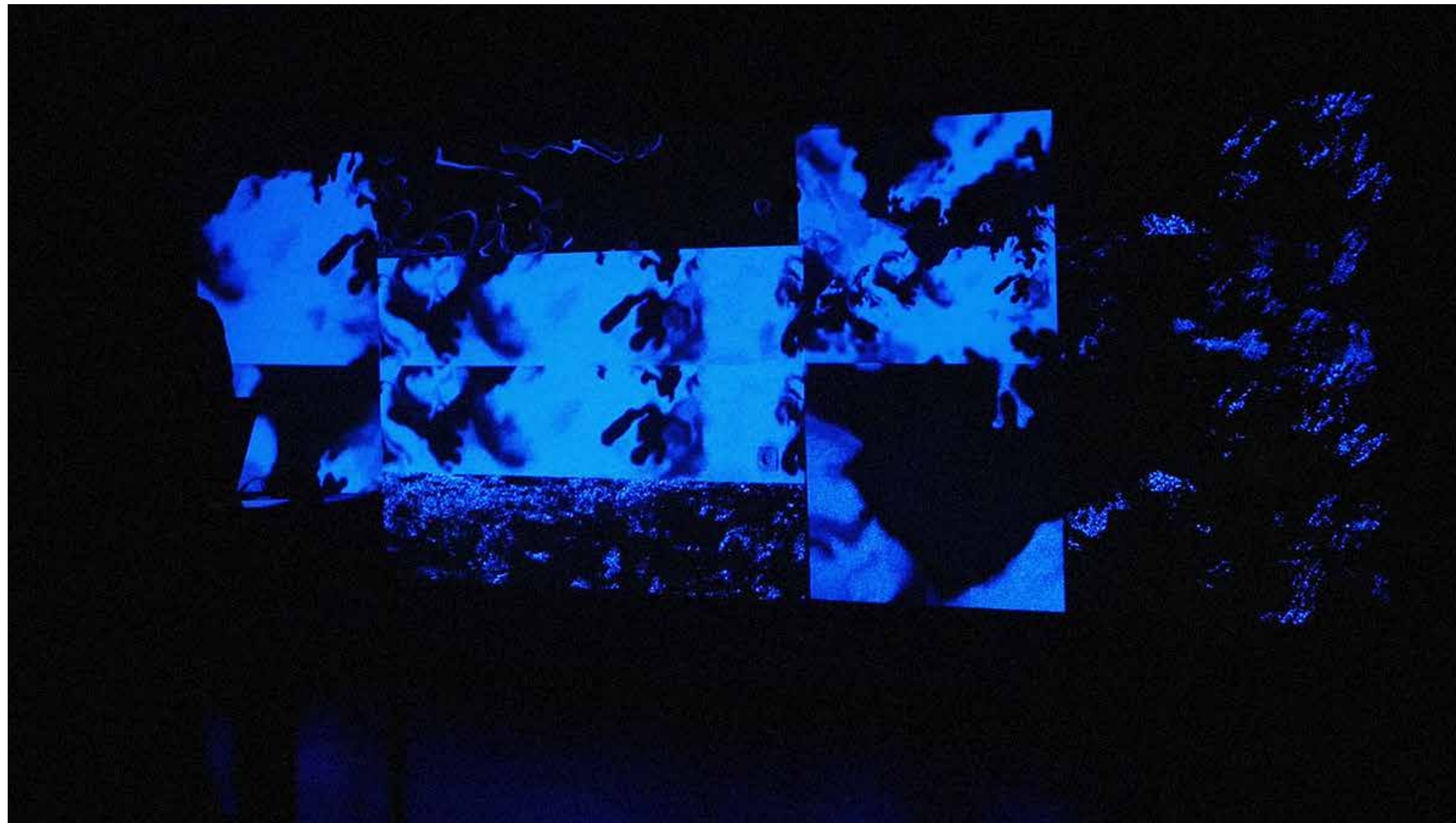CAMERA: Jubal Battisti

SLEEP DANCING

DIGITAL ART VIDEO - 2021

PAEAN
AV PERFORMANCE - 2021

AS BEEN PLAYED AT: Halles saint Gery - Bruxelles
VISUAL: Cosa Mentale
SOUND: Sophie Valera-Garcia & Adrien Mazzolini

Paen is an audiovisual performance which leads the spectators to be part of an immersive experience which aims to invoke the Brussels Senne. Dived inside the hall's underground, Paean intends to bring out this buried river during major constructions 150 years ago by appealing to his substance through the re-emergence of continuous sonic flux.

In echo of this musical improvisation with modular synthesizer, an audio reactive projection has awaken the memory of his presence in these places.

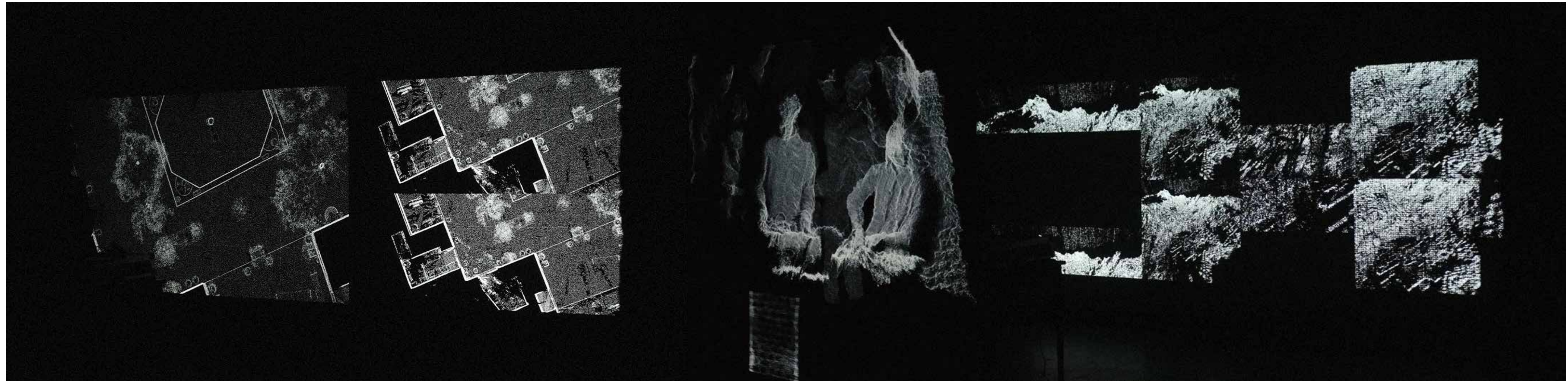VIEW MORE   *https://vimeo.com/696453626*
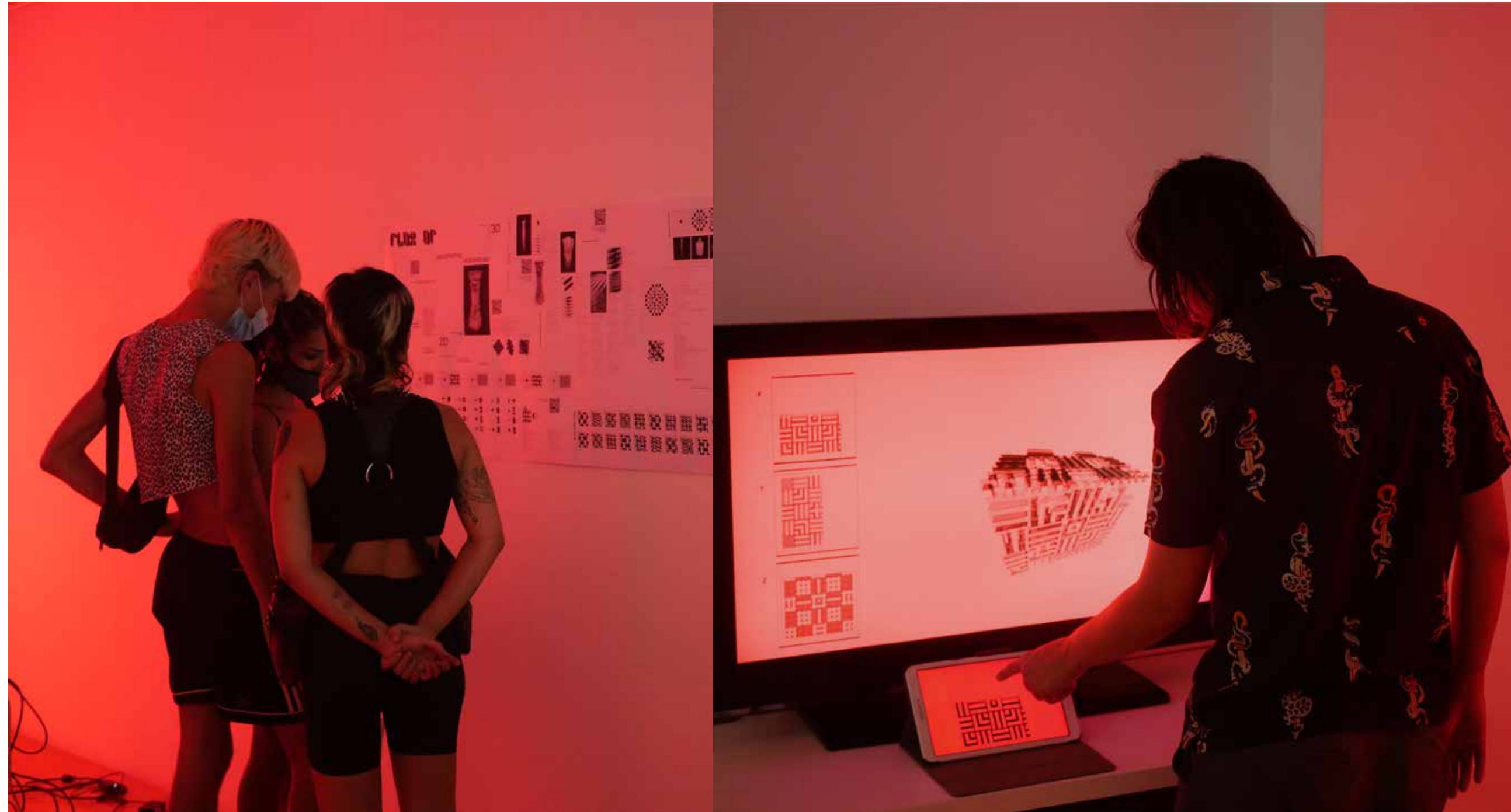
PAEAN

AUDIO VISUAL PERFORMANCE

FRAGES - FLUX OF GENERATIVE RESEARCHES
EXHIBITION - INTERACTIVE INSTALLATION - PRINT - 2021

EXHIBITED: Espacio Lavadero - Granada -Spain
DIRECTION & ART: Cosa Mentale

With this research residency session we wanted to explore within Granada the generation of patterns. Inspired by the city with its islamic arts influences, we worked on the deconstruction of the logic present within the ornaments to create systems based on it.

 When the systems are done, we can experience a huge amount of patterns, to see new forms emerging and apprehending their limits. Careful of our working process, the exhibition transcribes through the form of graphical objects as much the research process as the synthesis of the paths explored.

This open-source exhibition gives freely the results of this research and the creation code at the same time. It also underlines in its anarchic character, the ramblings linked to an experimental production.
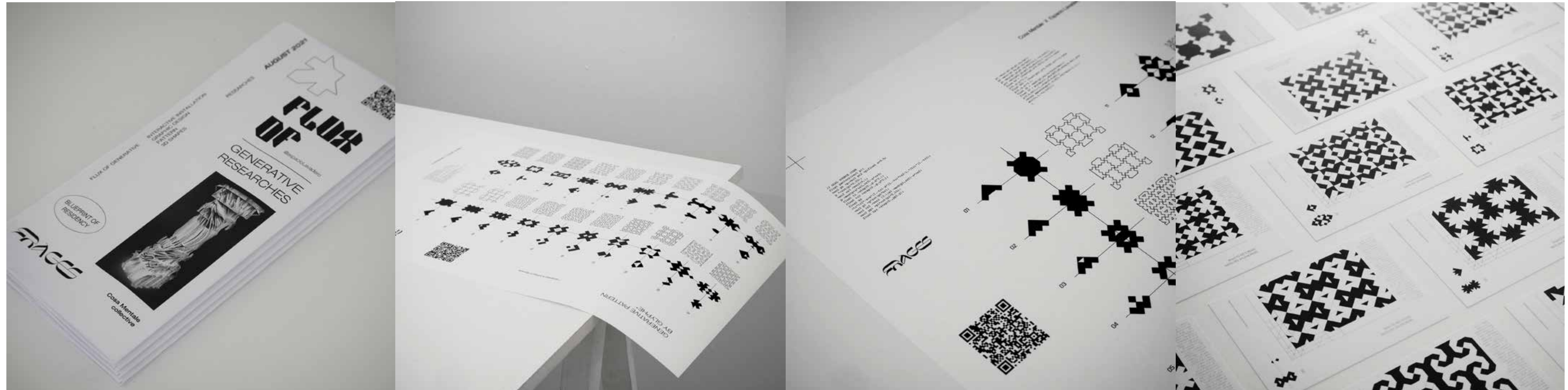
VIEW MORE: *https://www.cosamentale.fr/frages-session-2*

INSTALLATION: *https://vimeo.com/645772840*

FRAGES - FLUX OF GENERATIVE RESEARCHES

EXHIBITION - INTERACTIVE INSTALLATION - PRINT

FRAGES - GENERATIVE FRAGMENTS

EXHIBITION - INTERACTIVE INSTALLATION - PRINT - 2021

EXHIBITED: Two third Space - Athens - Greece
DIRECTION & ART: Cosa Mentale

In this first residency's of Frages session residency each visual we encounter is a "fragment" of the source code that generated it: if we were to execute the code again, countless new visuals would be created. This is why, in this project it felt essential to us to display the code in its raw form (computer language) along with the "visual fragment" it originated. This felt natural to achieve complete transparency of the creative process.

The open display of the code, consequently, allows a direct access to the entire system from which the fragment was collected, and to its infinity of siblings.

With the physical prints of one of these variations, we are making a finite decision, a statement. It is a total contrast in form with the perpetually shifting original object with which you can interact and observe the never-ending generation of itself (changing up to 60 times per second!).
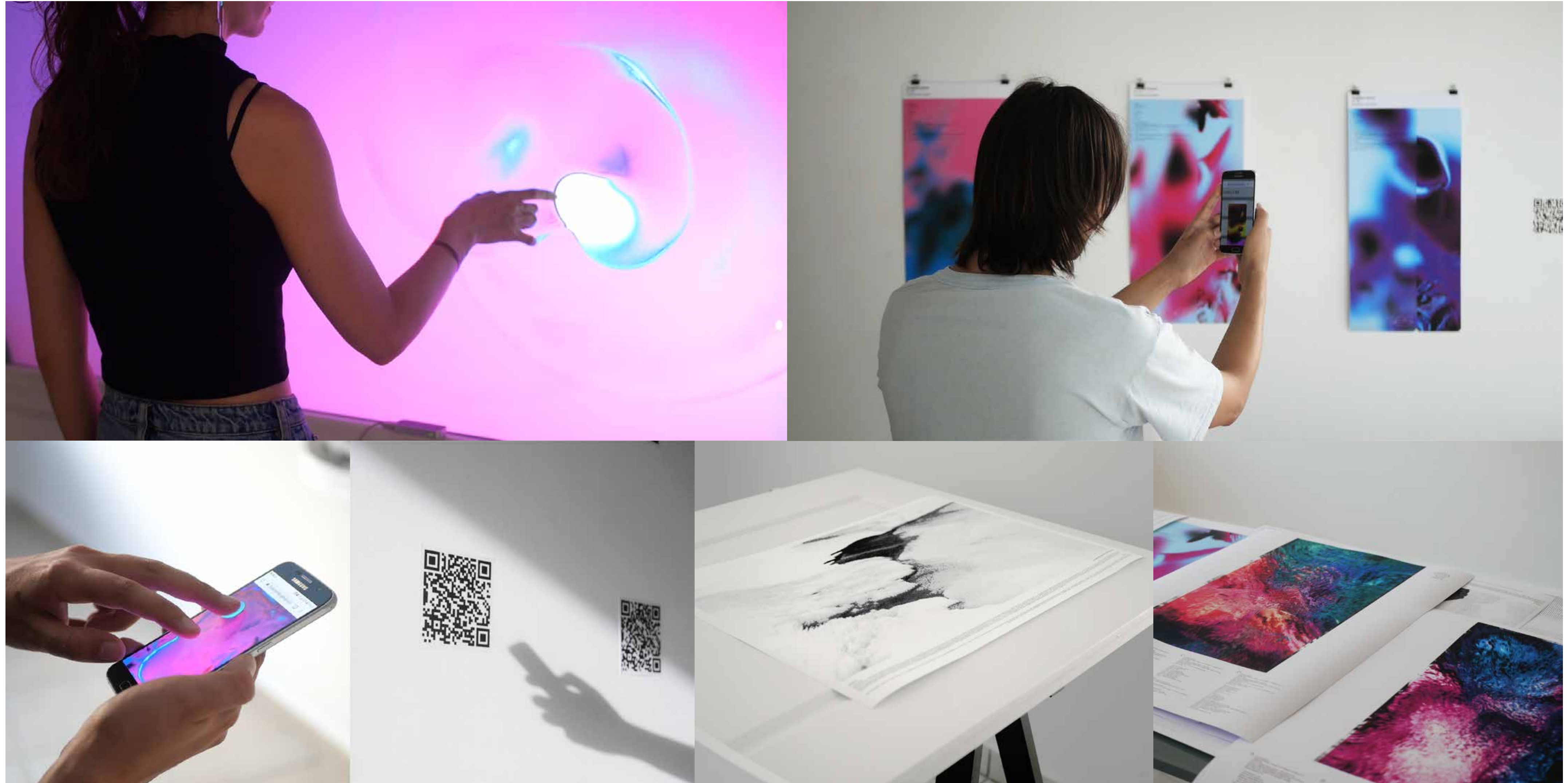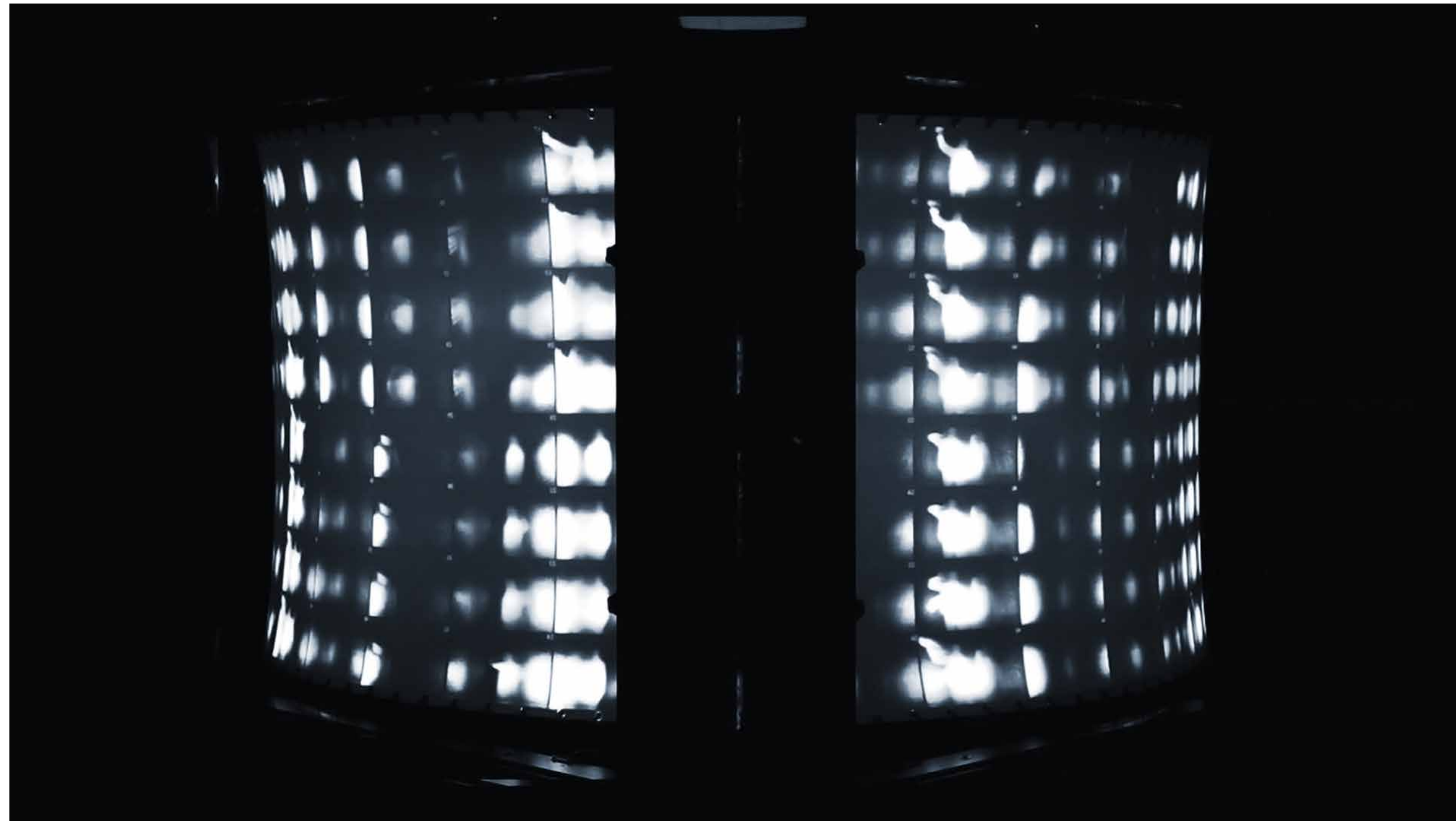
VIEW MORE   *https://vimeo.com/557478568*

FRAGES - GENERATIVE FRAGMENTS

EXHIBITION - INTERACTIVE INSTALLATION - PRINT - 2021

http://www.cosamentale.fr/frages-creativecoding/

SEEN

INTERACTIVE & IMMERSIVE INSTALLATION - 2019

Seen is an interactive audiovisual installation produced in collaboration with immersivelab during a residency at the Hek.

Seen offers a space within which the user will generate data through his displacement and his movements. The data collected by the installation will be visually transmitted around him. He will then be able to observe itself through what the system that surrounds him perceives of his presence.

The idea at the center of this project is to get the public to reect on their relationship to their own data when he is left to an opaque system that observes it and analyse it.
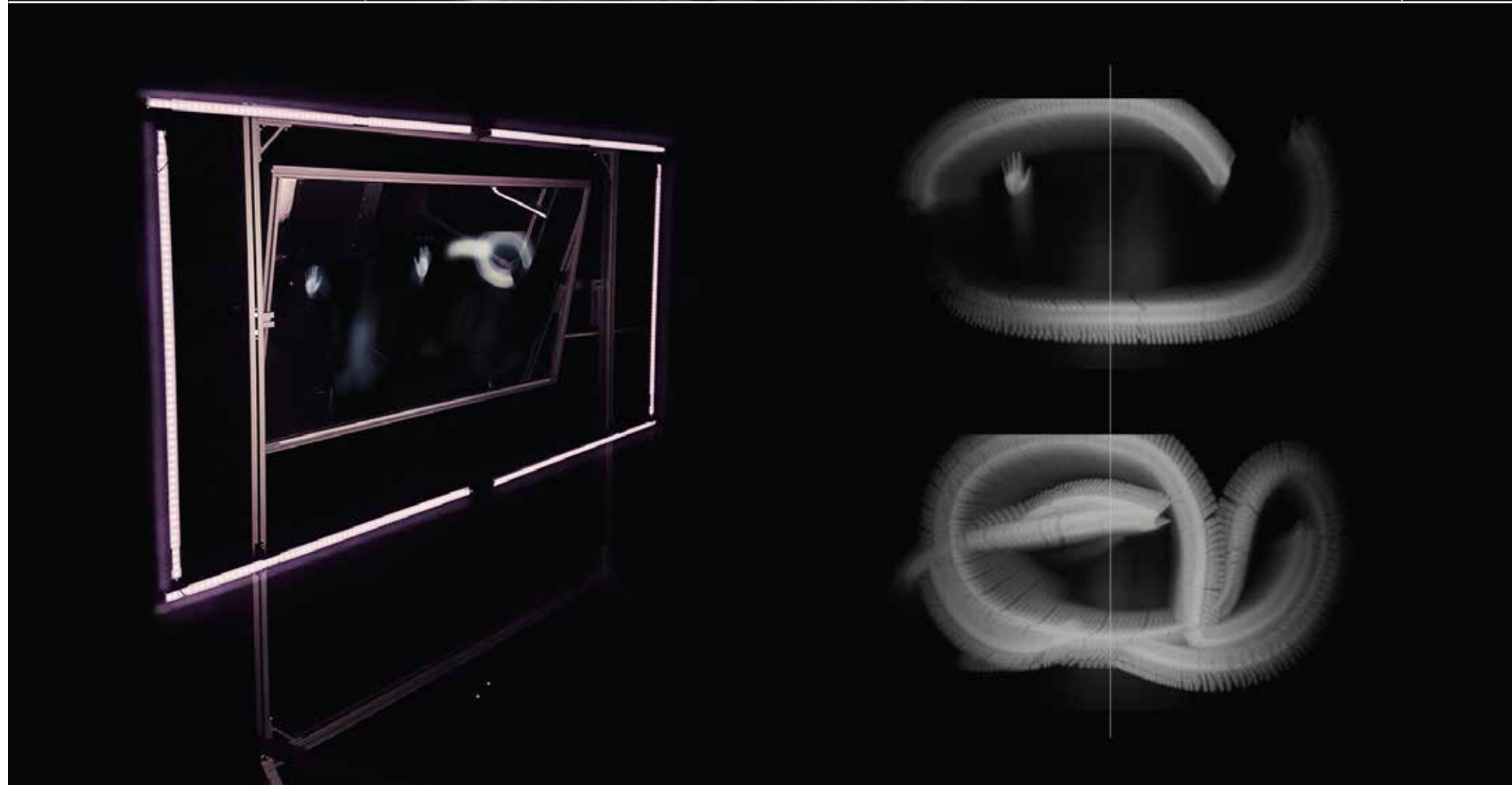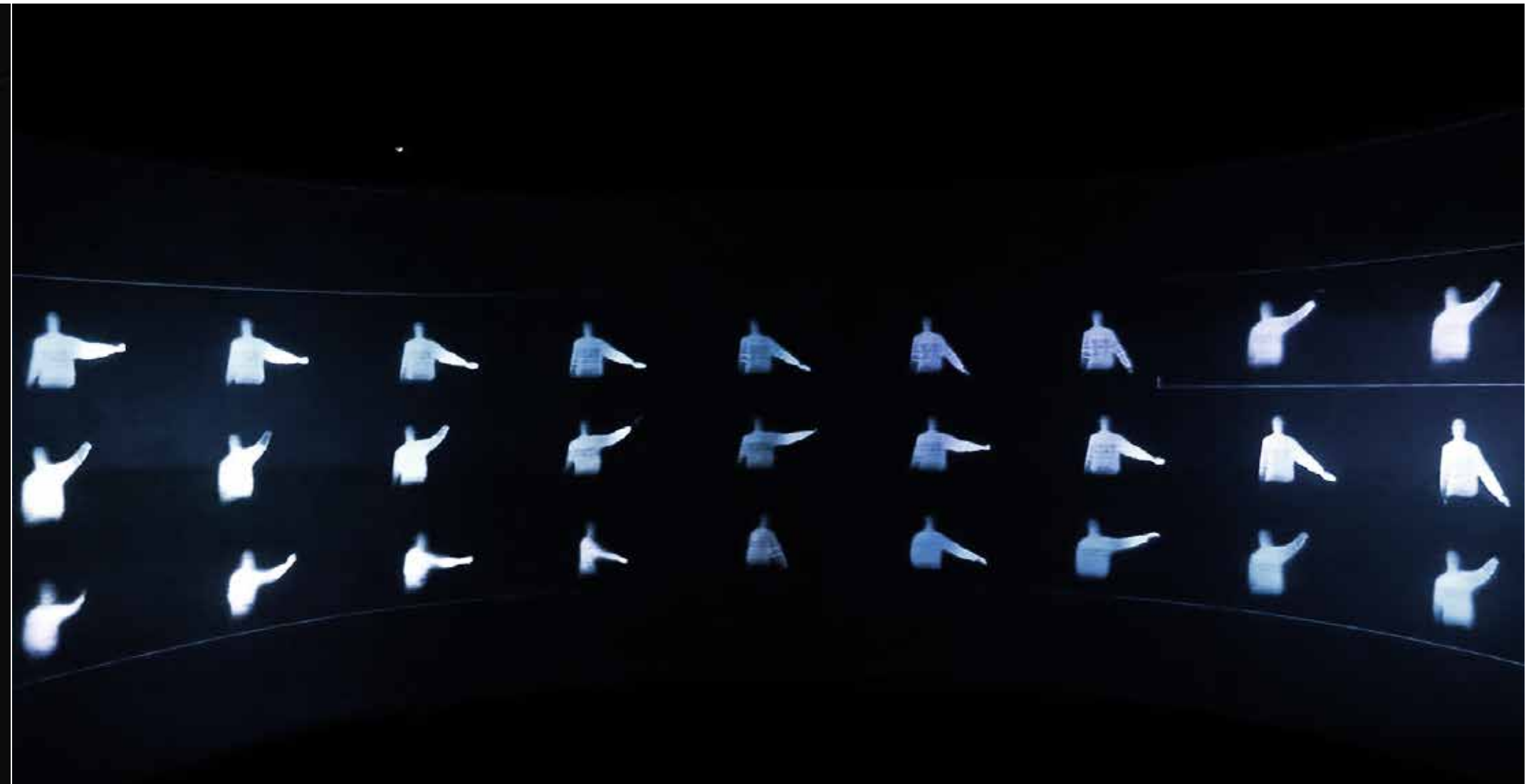
VIEW MORE   https://vimeo.com/385012575

DIRECTION/ CREATION: Cosa Mentale
EXHIBITED: Hek (House of Electronic Arts) - Basel (CH)

SEEN

THEATRE NUMERIQUE
AUDIOVISUAL INSTALLATION - 2019

Théâtre numérique is a project where the participants create by their touch and their gestures a digital show combining shadow theater and digital creation. The idea is to put at their disposal a visual and sound instrument in the form of an open cabin in which they can experiment and appropriate the generation of sounds and images. The interaction and its result are then lmed and processed to be shown to other viewers through a large video projection.
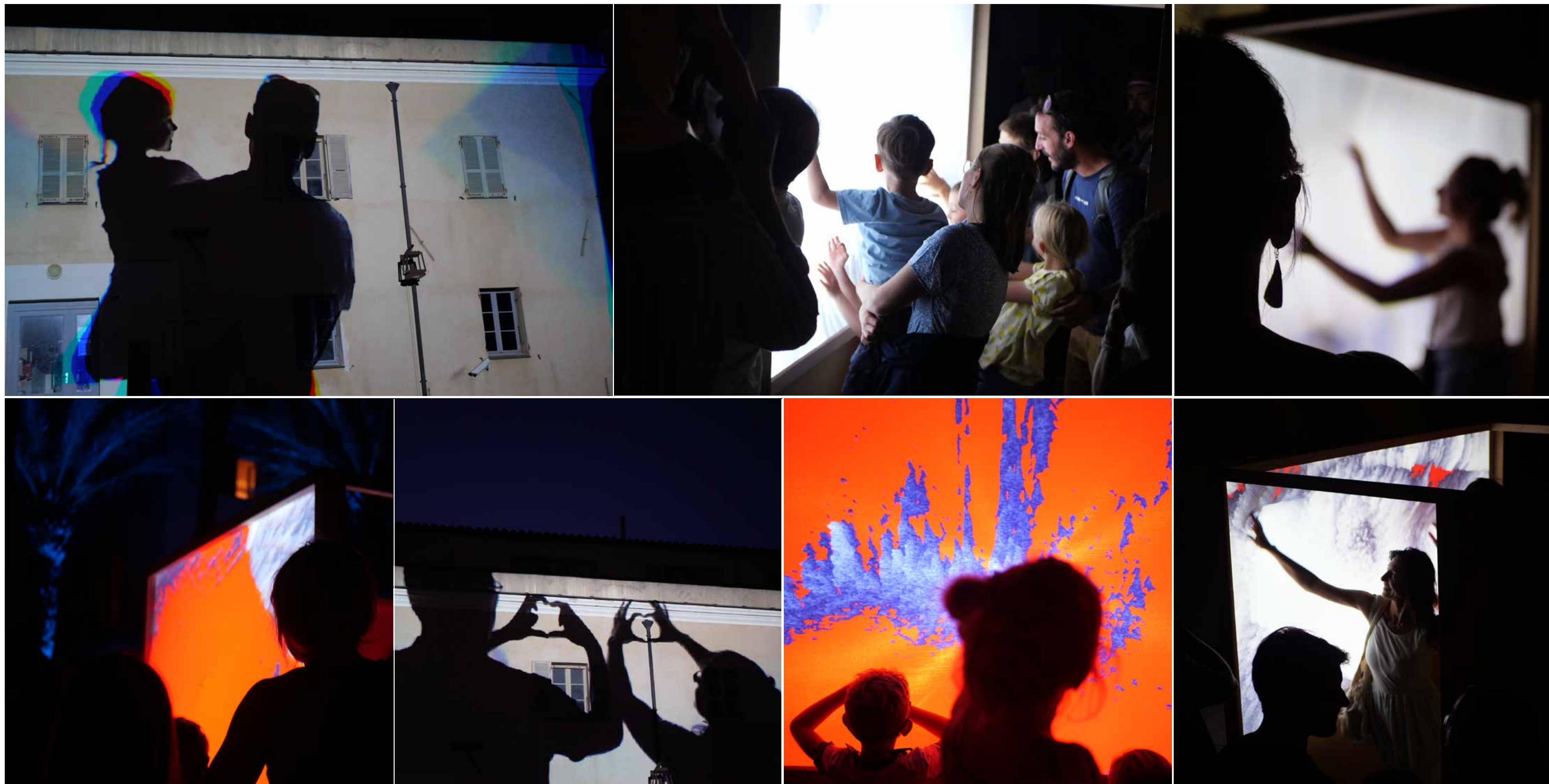
VIEW MORE: *https://vimeo.com/371933282*

DIRECTION / CREATION / SOUND: Cosa Mentale
EXHIBITED: Noctiluca - Lourmarin 2019 | FestiLumi - Bonifacio 2022

THEATRE NUMERIQUE

AUDIOVISUAL INSTALLATION - 2019

REAL *VIRTUALITY*

VIRTUAL REALITY EXPERIENCE - *2019*

Real Virtuality is a virtual reality experience approaching the theme of the representation of the reality through technology.
The rst perception of reality engendered by immersion in a scanned environment is gradually challenged by its own alterations. During its deterioration , the immersion will reveal its arti ces thus causing the viewer to reconsider the nature of what he perceives.
The alteration of the subject and then of the method of display highlights the factitious aspect of what was perceived as real, until the screen itself is underlined as a "mediator" by its own decomposition.

VIEW MORE: *https://vimeo.com/347041243*

VISUAL: Cosa Mentale
SOUND: Anthony Revollat
EXHIBITED: RectoVRso VR gallery Laval Virtual - Laval | Lavallée de l'image 2019 - Brussels | Arenas movedizas 2019 - Gijon | GIFF 2019 - Geneve | ADAF 2021 - Athens

REAL *VIRTUALITY*

VIRTUAL REALITY EXPERIENCE - *2019*

https://www.cosamentale.fr/realvirtuality/

PRIMITIV FORM

INTERACTIVE INSTALLATION -2019

Primitiv form consists of an interactive installation that allows the viewer to physically invest a digital piece. In reaction to the movement of the spectator, the three forms that compose this triptych are stretched, twisted to their point of rupture which causes their metamorphosis. On a triptych 5 meters long, three very pure forms, such as modern concrete or steel icons, slowly start to activate according to the arrival of the spectator, then progressively deteriorate according to his movements thus engaging a conversation with this one.
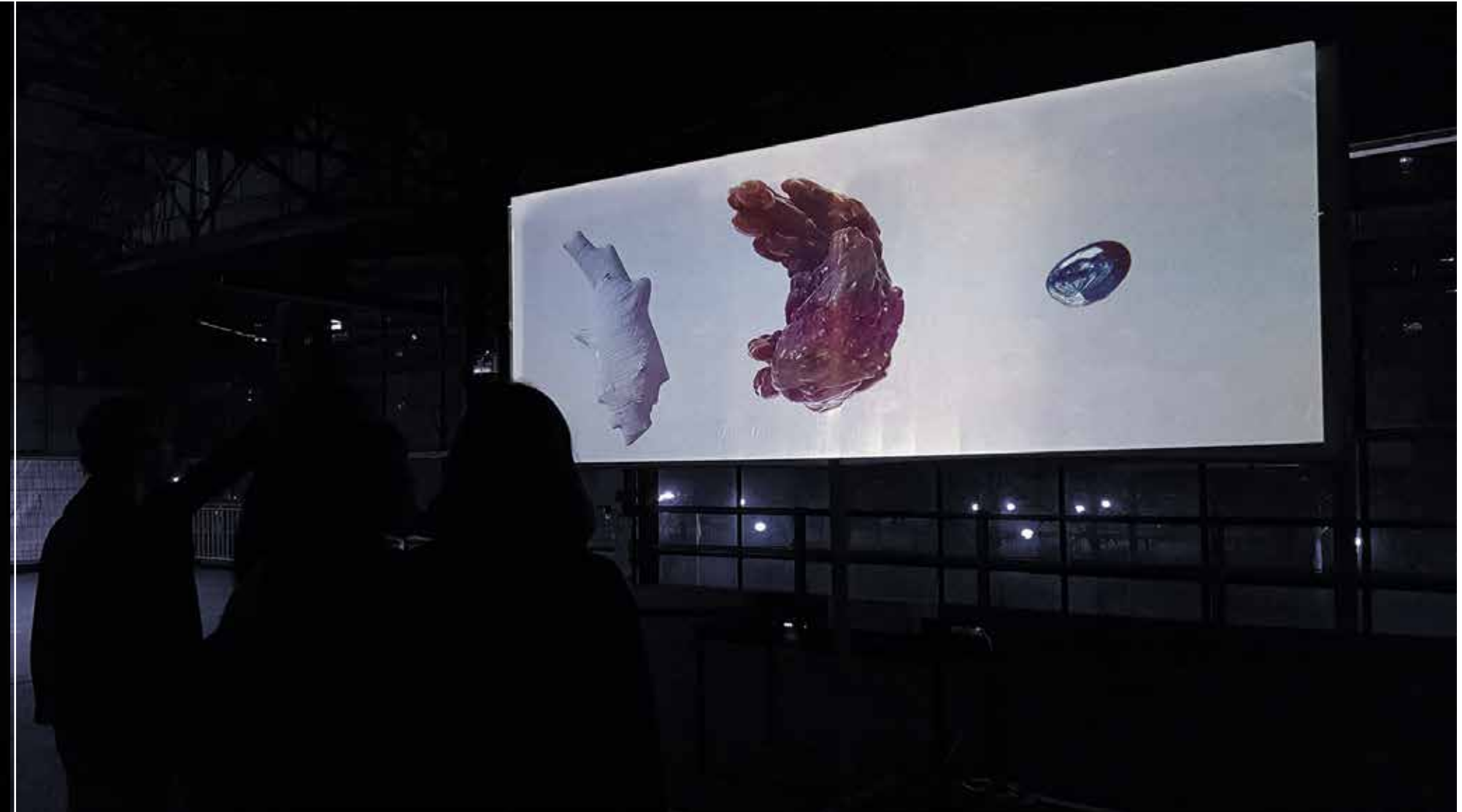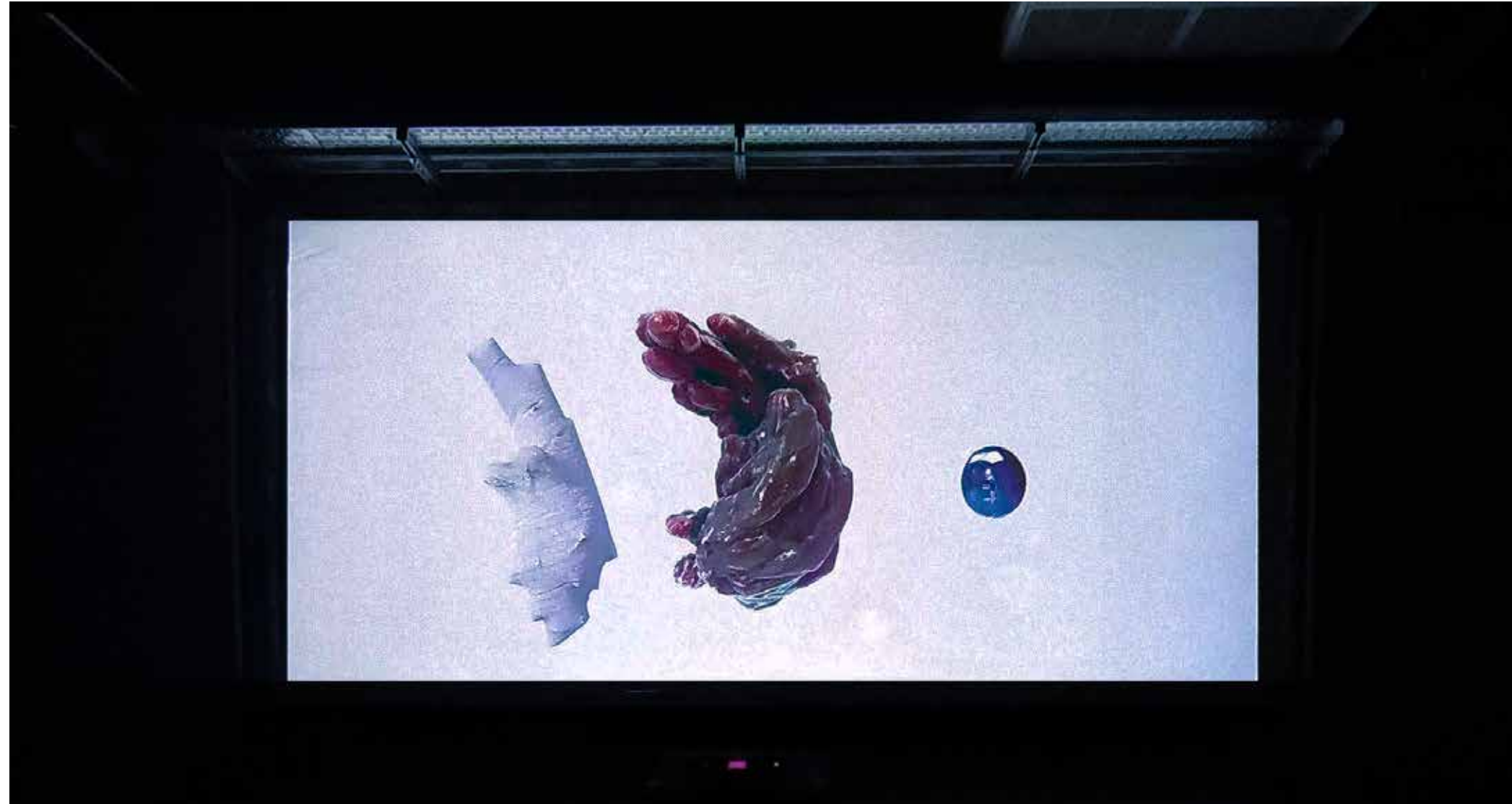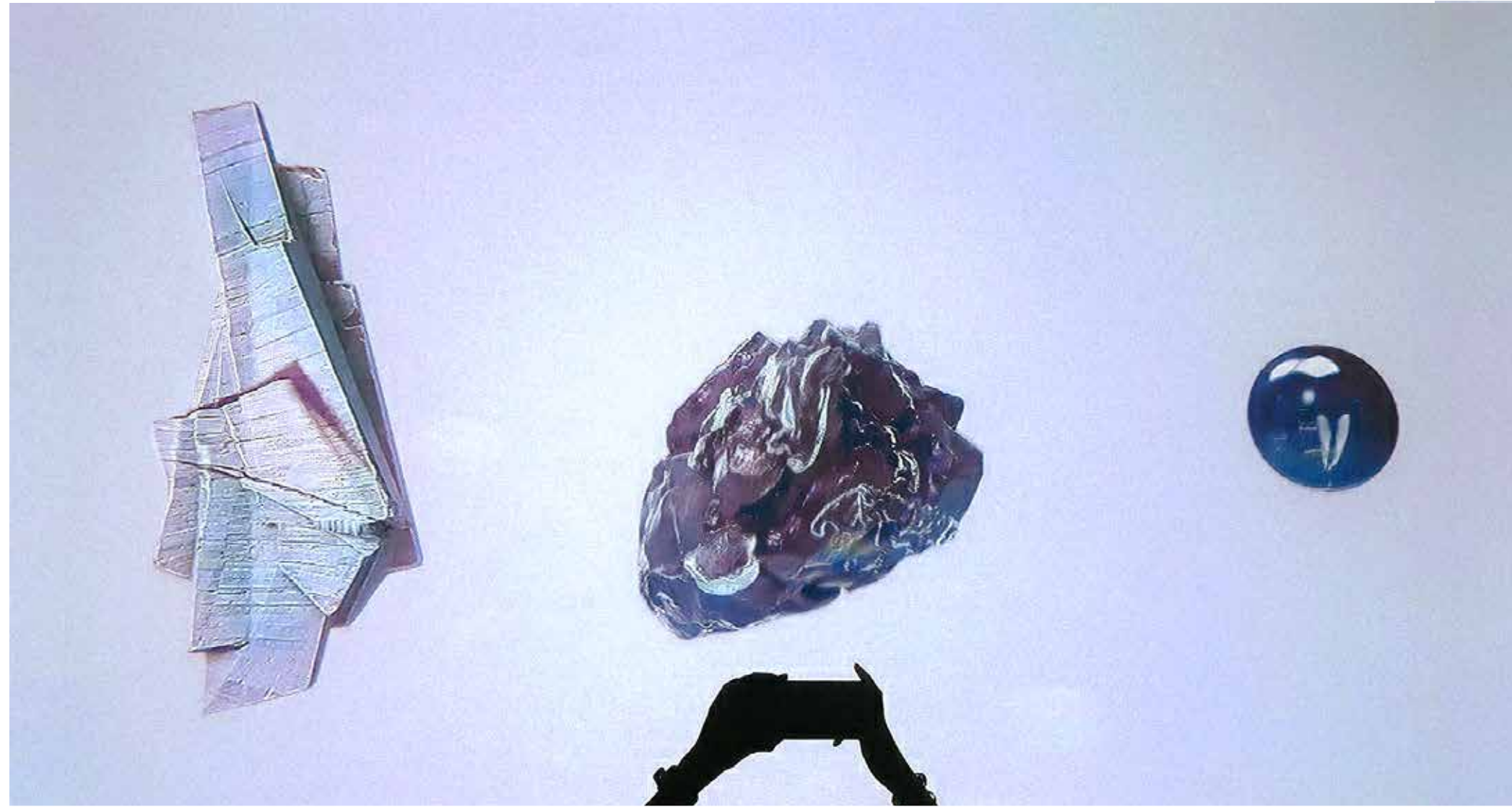
VIEW MORE   *https://vimeo.com/359054458*

CONCEPTION/CREATION: Cosa Mentale
EXHIBITED: Kanal Brut - Centre Pompidou - Brussels | LaVallée - Brussels - Belgium

PRIMITIV FORM

INTERACTIVE INSTALLATION -2019

VIDEO MAPPING.

INTERACTIVE VIDEO MAPPING - 2019

This interactive video mapping has been showed during the oppening of Video Mapping Festival 2019 of Lille. It was at 360 ° in the courtyard of Lille's old Stock Exchange.

During the projection, a white line cyclically traverses the surface of the building and reads these architectural elements of the Flemish renaissance as the notes of a score. In contact with these elements, spatialized sounds and procedural visuals are generated and combined with more diffuse visual and audio layers to immerse the audience in the heart of this space. In the center of the yard, a controller is arranged to allow users to change the way in which visual and sound elements are played allowing them to interact directly with the monument as the performer of that score.
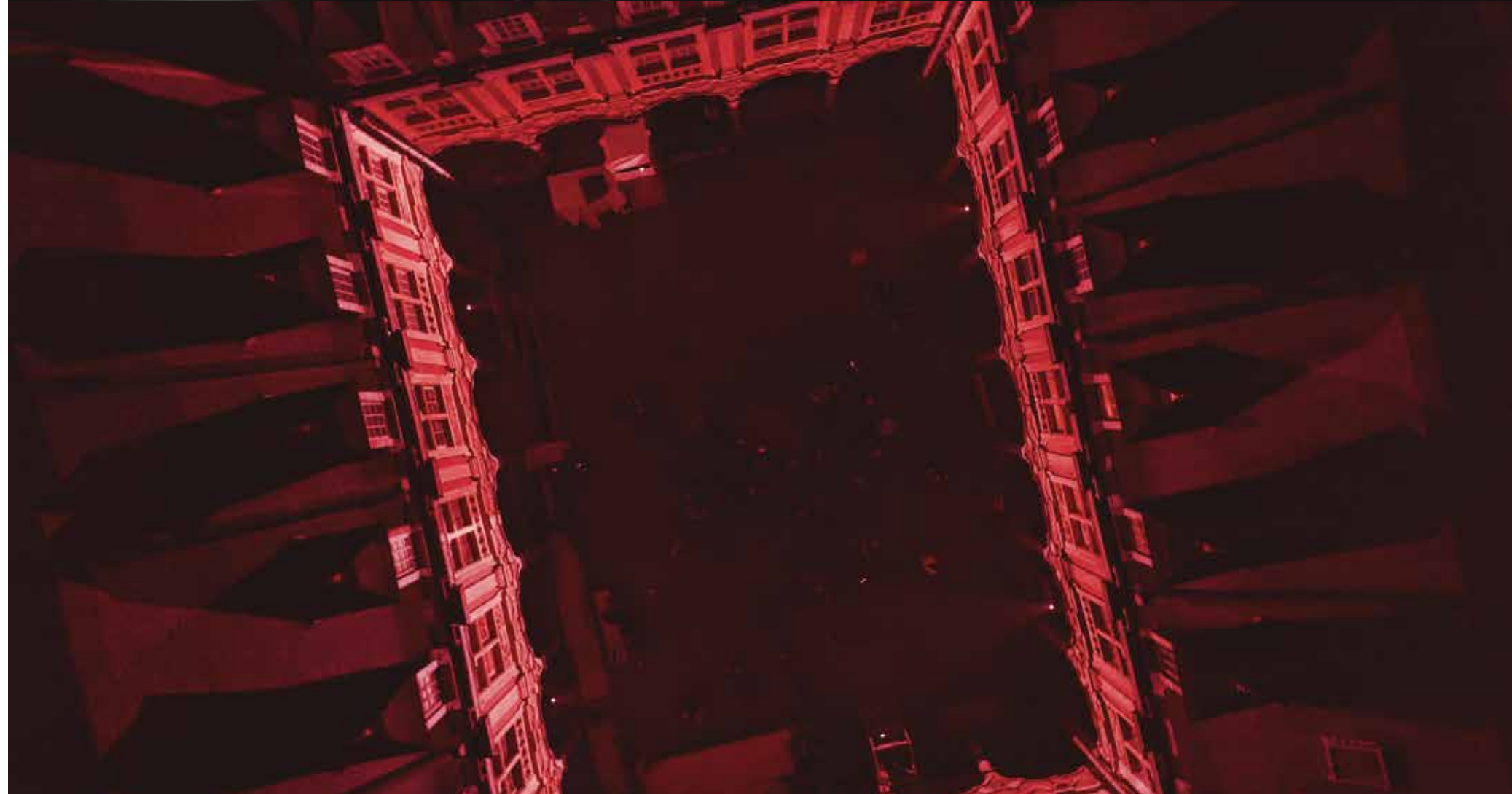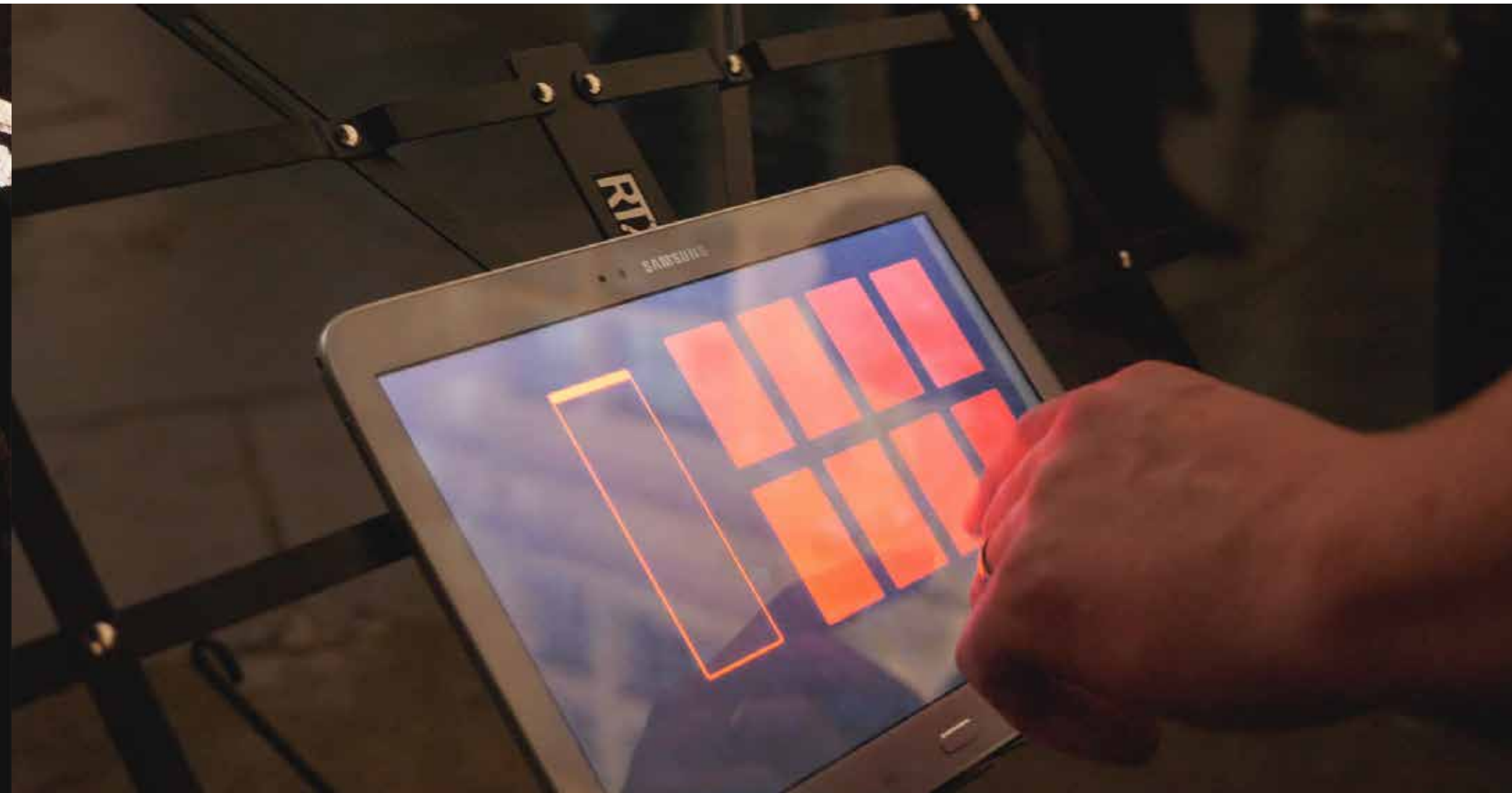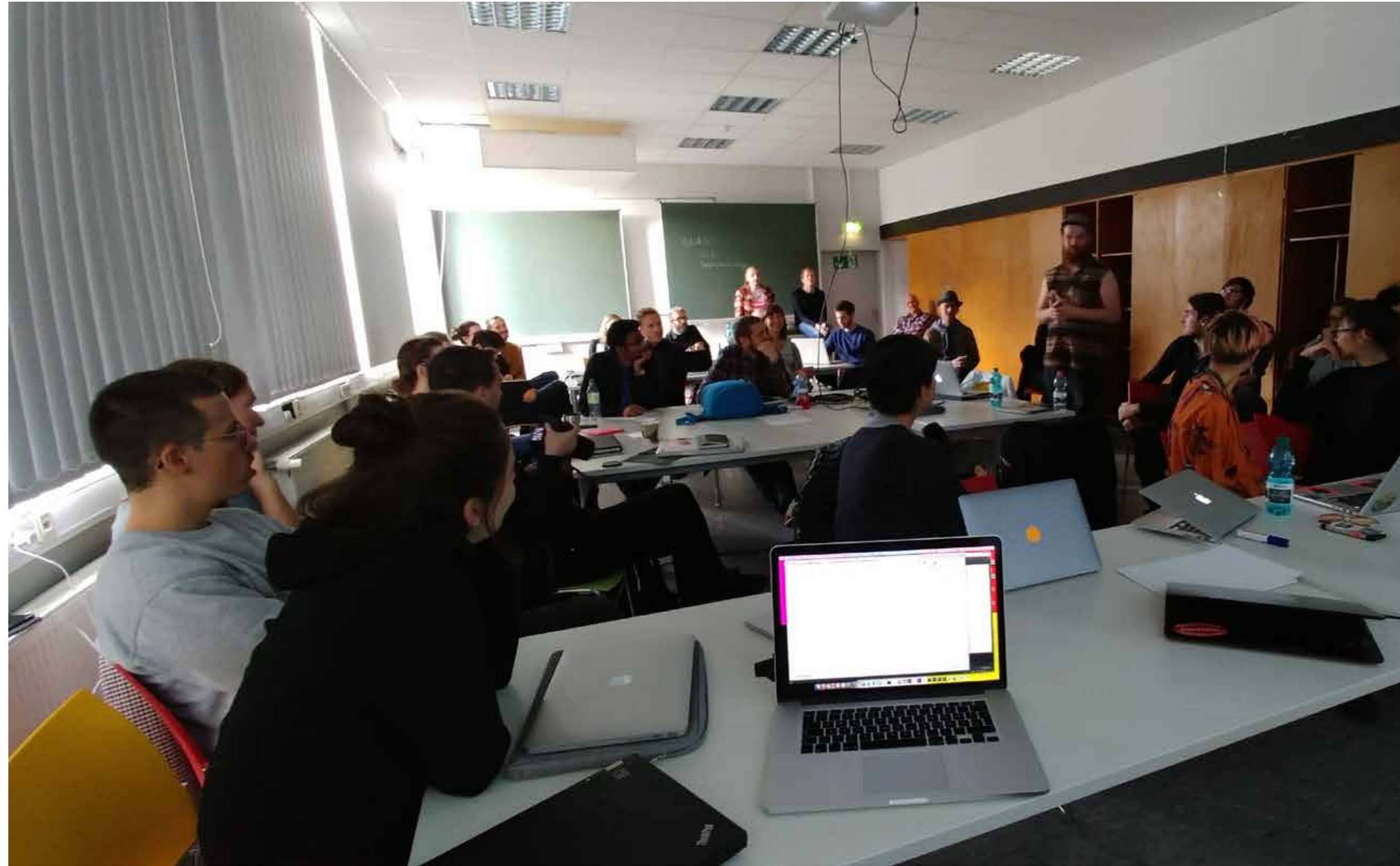
VIEW MORE: *https://vimeo.com/350559624*

CONCEPTION/CREATION: Cosa Mentale & acephale collective
EXHIBITED: Opening of video mapping festival of Lille 2019

VIDEO MAPPING

MOVMENT

FREE RESEARCH SESSION - 2019

CONCEPTION/CREATION: Cosa Mentale & Choregraphic Coding Lab (Mainz)

We were welcomed in the premises of the Choregraphic Coding Lab to conduct interdisciplinary research between dance and technology.
In collaboration with the Motion Bank, we have launched projects based on the dancers of the Dance Company Tanzmainz during the repetitions of a choreography by Taneli Törmä.
Thanks to these data we made various projects around the representation of the bodies and the movement.

VIEW MORE: *https://www.cosamentale.fr/cclresearch/*

DIFFERENT POINT OF VIEW

FREE RESEARCH SESSION - 2019
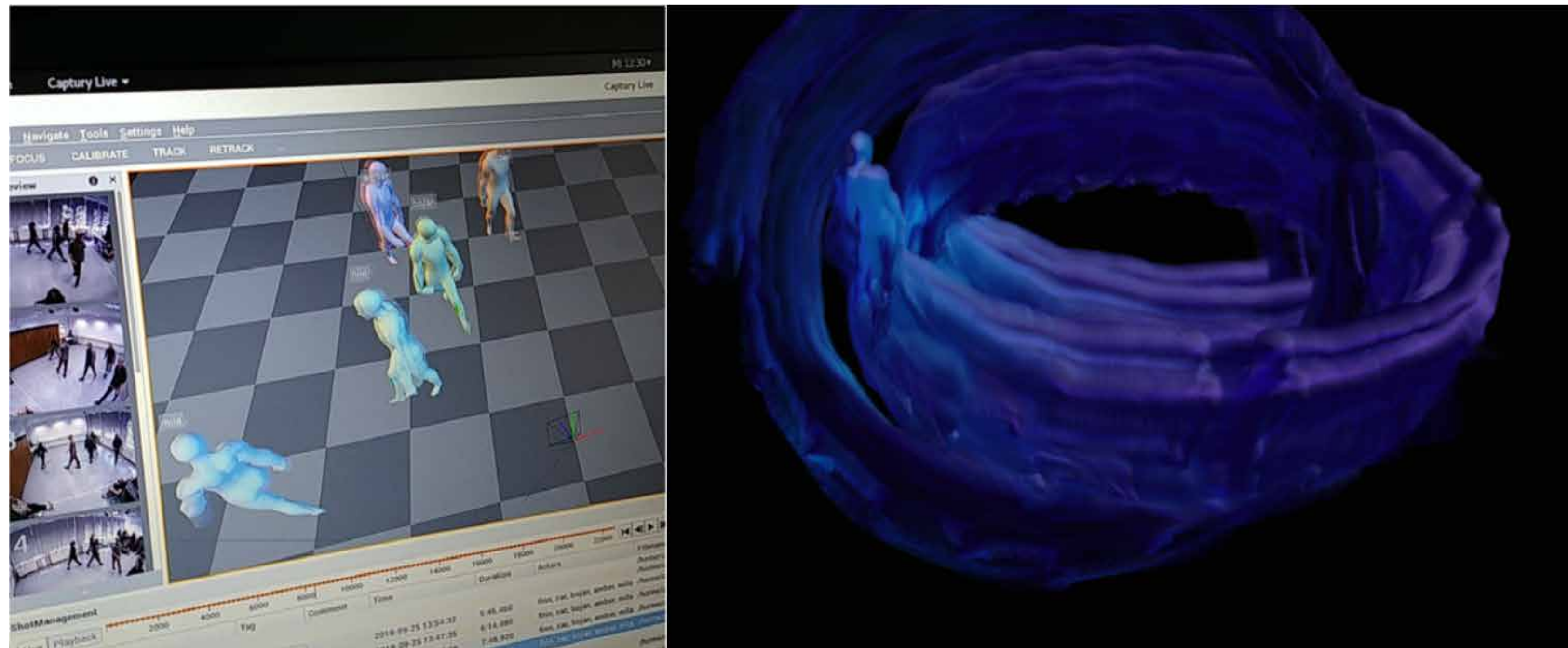
Shape Tracing is a visual exploration of movement in relation to the simultaneity of viewing angles.
The same movement observed from different points of view offers a new perception of this movement and creates an interaction with itself.
Depending on the composition of these points of view, the dancer can thus orient his own deployment in the space influenced by the perspective
of his own encounter.

VIEW MORE: *https://vimeo.com/299029364*

DANCERS SHAPES

FREE RESEARCH SESSION - *2019*
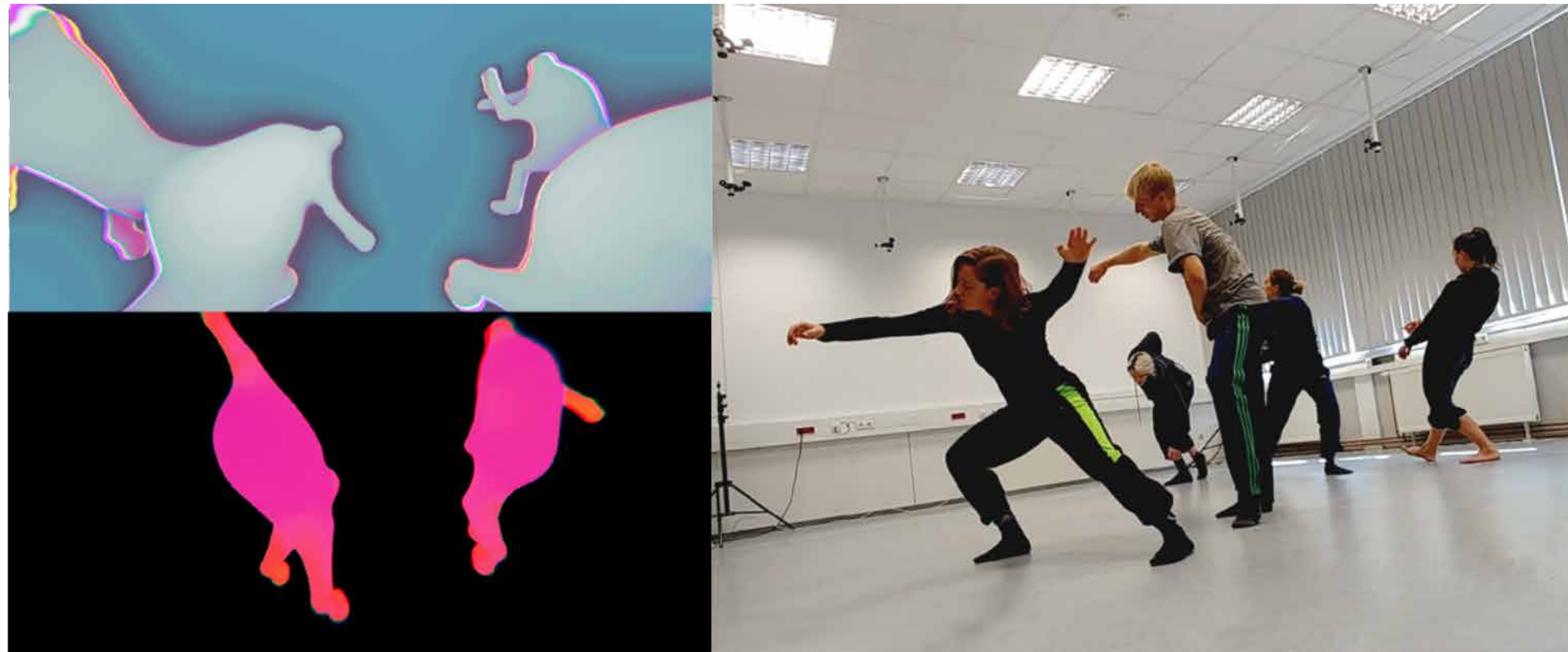
The choreography is no longer represented through the bodies of the dancers, but by visuals generated according to the distance of each of their members. The user finds himself in the middle of forms that merge or separate at each moment becoming the extension and separation of a common body. Thanks to the real-time streaming of the data of capture, the dance which took place in the other roomplunged simultaneously the user in the middle of these forms.

VIEW MORE: *https://vimeo.com/299046774*