

Flore & WSK

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# RITUALS

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## Project

“RITUALS is the ceremony.  
It is this mystical triangle that links our humanity to  
the sacred and the arts ”

RITUALS questions our relationship to the Sacred in its most archaic form. Before even using language, humans painted, created instruments ... Many theories have been developed on the reasons why humanity needed to create; Art comforted human being in the face of natural phenomenon that he cannot yet explain, would play a social function within his community, would shake up his emotions, his interactions with others and nature ... Allowing him to organize his world, humans started to ritualize it.

# 360° AV Performance



RITUALS is a 4-hands composition by electronic music composer Flore and digital artist WSK. Immersive in essence, it was especially designed for a 360 ° device but has the ambition to remain flexible.

The creation is alternately wild and ethereal, tense and luminous, developing a complex but familiar, ancestral and pagan graphic and sound language.

Everything is done to propel the public out of time and space, in an enigmatic universe, filled with shapes, chiaroscuro and symbols, accompanied by hypnotic and percussive sounds.



The history of RITUALS begins in 2015 with the first collaboration between the composer Flore and the VJ / stage designer collective WSK.

It was first shaped into an audio-visual live, followed by 3 eps released between 2015 and 2019 on Flore's label, POLAAR.

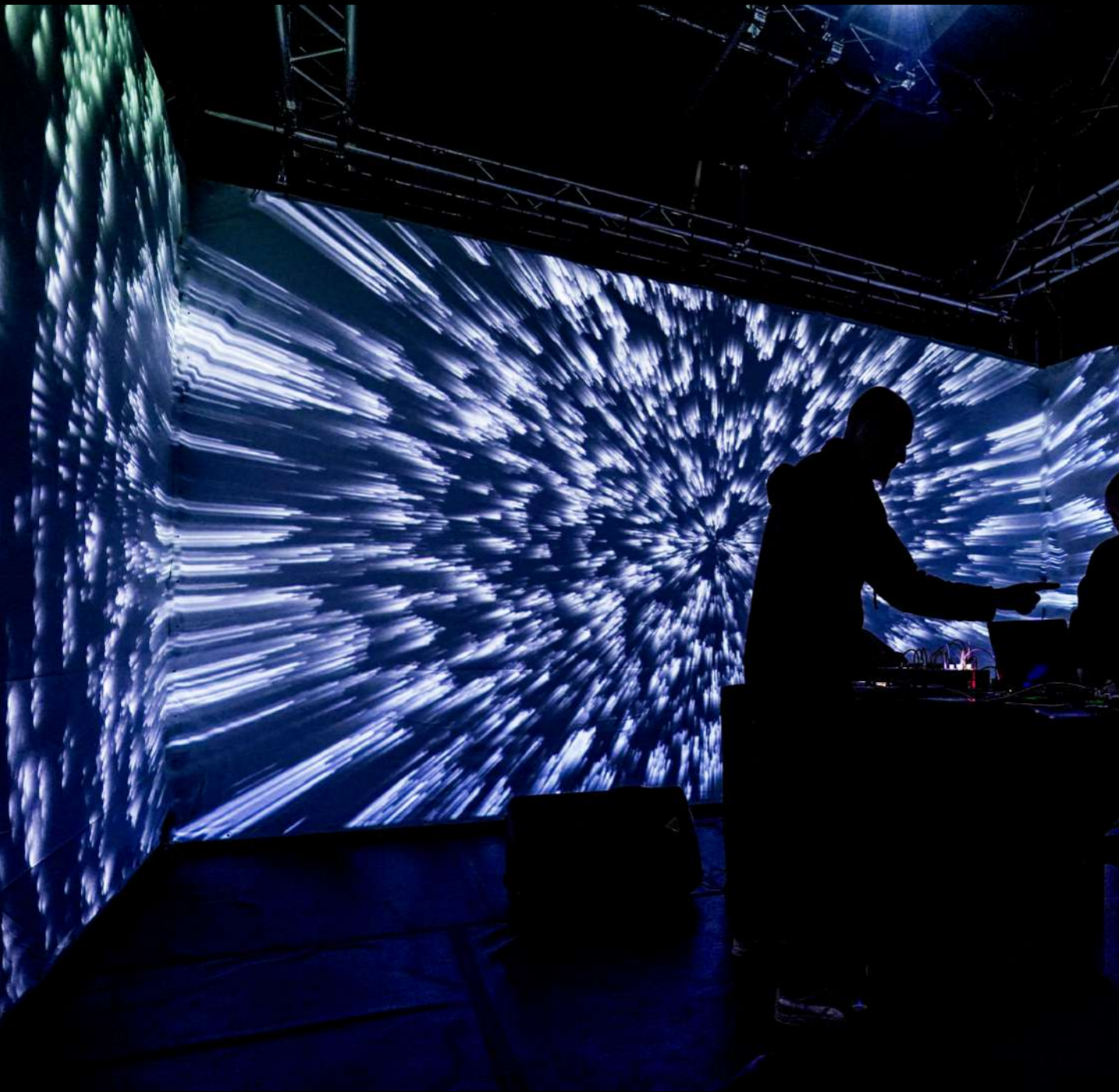
In 2019, they were invited to perform on a 360 ° device at la Gaité Lyrique in Paris and the idea germinates to compose a long format and work on a new live, taking all the benefits of an even more immersive installation.

*Watch:*  
[Video Teaser](#)  
[24minutes footage at Chateau Ephemere](#)

*Listen:*  
[Flore RITUALS on Spotify](#)

*Get to know:*  
[www.flore-music.com](http://www.flore-music.com)  
<http://visuaal.fr/en/artiste/wsk-2>

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## What's next...

A first residency has been made in February 2020 at le Château Éphémère (Paris).

Other work sessions are needed in order to:

- *check the set up viability.*
- *work on the narration.*
- *create new visual/sound contents.*
- *work on the sound spatialization.*
- *rehearse in condition.*