

BLOW UP

Audio and video installation-performance

Conception and creation: Etienne Bernardot

ARTISTIC PROJECT

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STATEMENT OF INTENT:

Blow Up est comme son nom l'indique une explosion, mais une explosion régénératrice. Cette installation performance est un appel à changer de mode de pensée et à se tourner vers un nouveau paradigme où tout système vertical serait impossible, où l'Humanité, le Vivant et tout ce qui nous entoure seraient considérés comme de multiples ensembles ouverts participant d'une seule et même totalité. Elle invite le public dans un univers dont le point de départ est une vision post-apocalyptique qui se transforme en réalité, en lui proposant simultanément une composition musicale (sous la forme d'une bande sonore) et une composition visuelle où s'entremêlent « image-contenu », animations graphiques et lumière.

PRESENTATION OF THE ARTISTIC FORM:

Multicast video, light, live creation:

The scenography of the video multicast (a broadcast fragmented into several image sections, a video projection on smoke and a video projection on a stripped satellite dish) is deployed on three different supports not only in the stage space but also in the middle of the public, which can therefore walk around inside the installation. The combination of these three media, to which must be added the light creation (whether it comes from video projection or specific light projectors, light is an integral part of the overall visual creation and must be perceived as an extension of the images broadcast), but also the mix between videos coming from the computer and those generated by live manipulation, all this allows Etienne Bernardot to create many different scenes and, consequently, to transport the public into multiple visual universes.

In addition, the satellite dish is also a tool that is part of the live visual creation device. It serves as a receptacle for the artist to manipulate different materials, elements and objects in front of a camera, and the images thus captured can be retransmitted on each broadcast medium.

Sound and music creation:

The soundtrack constitutes the narrative skeleton of Blow Up. Distributed in four points, it is on the one hand composed of musical elements produced live (inspired by IDM, Ambient and Techno flirting with Hard Tek) and, on the other hand, sound elements extracted from "reality" (sound effects, voices, soundscapes, etc.). The sound system of the dish also allows Etienne Bernardot to use the visual creation device to generate sounds; he also exploits the various dramaturgical possibilities available to him when he plays with video and sound multicasts. In this way, the artist makes the public oscillate between an imaginary reality produced by the music and an "instinctive" reality generated by the sound elements. His audio and musical creation thus adds "sensitivity" to images of reality and "immersion" to graphic and purely aesthetic images.

Interaction and generative creation:

Blow Up is based on the digital and analog interconnection between sound, video and light. The different machines communicate with each other; a frequency analysis of the music as well as the data emitted by it allow the triggering of video devices (generation of graphic animations, video loops and effects, etc.) and can at the same time produce light effects, while that a second layer of interaction is generated by the artist himself during live manipulation.

The satellite dish thus becomes the interface allowing him to interact with the various devices thanks to a sensor detecting the presence of the fingers, which gives the artist the possibility of composing live the sound creation and the visual creation - and this something either what it manipulates (image or sound). As in all his latest works, Etienne Bernardot orients his use of technology in such a way as to leave as much scope as possible for physical creation and overall scenic play. With Blow Up, he creates a sensitive work by establishing a symbiotic relationship between sound, video, light and scenography. His physical presence and his live manipulations symbolize the misdeeds of society and its attempts to annihilate the planet and the environment.

The void gradually gives way to multiple unstable energies and, once the breaking point is reached, everything explodes as in a chain reaction. The artist then fades away and gives free rein to the generation of images, light and sound generated by the interconnection between the different media.

LINK TO VISUALS:

<https://etiennebernardot.com/blowup.html>

PRESENTATION OF THE ARTIST:

Trained in musicology, a graduate of the École Supérieure d'Études Cognographiques and director of photography for twenty years, Etienne Bernardot is a hybrid and transdisciplinary artist, in search of new writing. He sees creation as a real means of exchange, which has led him, in recent years, to participate in numerous international projects. Travels to the four corners of the world, during which he nourishes his creation, forges new collaborations and delivers enhanced performances from his exploratory experiences.

Visual artist, from the VJ (video jockey) milieu of the French techno underground of the late 90s, Etienne Bernardot co-founded in 2003, KSKF, an association bringing together artists from all disciplines. He experimented there for 8 years his practice of visual creation for dance, theater, and digital installations. He therefore developed an innovative approach, based on the digital links between music, video and light, which allowed him to reinvent his own interfaces for creating images.

2011 marks the beginning of a new artistic direction. Étienne Bernardot seeks to free himself from "all computers". He thus creates live video creation devices allowing him to physically manipulate different materials, sources of light or video projection captured by a camera and then broadcast on stage. The result is at once hypnotic, captivating and aesthetic.

In 2014, he co-founded the dance and digital art company ILIAEB. To continue his research on the relationship between the body and the digital, he looks for possible analog interstices in digital creation.

Thus, by going back and forth between the digital sphere and the real sphere, the artist extracts the digital tool from his virtual environment and confronts it with reality. It digitizes dancers via a sensor, the images of which are projected onto their own bodies, a unique play of lights that fits perfectly into the choreography.

<http://etiennebernardot.com>

<https://linktr.ee/etiennebernardot>

PARTNER AND PROJECT CARRIER:

Les réseaux de la Création.

The association Les Réseaux de la Création aims to promote and federate the practice of digital video in its various forms, through publishing, multimedia publishing, audiovisual and multimedia production and the organization of events. and all other events of an artistic or educational nature: workshops, screenings, festivals, new technologies, debates, international exchanges, etc.

The Creation Networks organized for 3 years its Festival of videos of 3 to 6 minutes for the Internet, this following the competition launched by Villes-Internet. This Festival of short films with numerous sponsors and partners was then transformed into the Vision'R VJ Festival in 2006. In 2006 and 2007, the Noria agency was responsible for its production.

Since 2009, Les Réseaux de la Création have been co-organizers of the monthly IRL Performances evenings, with the KSKF association, and hosted by the Mercœur Center (Paris 11).

Around Vision'R and IRL Performances, crystallized Mercœur VJ Lab, a transdisciplinary VJ center also made up of VJ creation workshops, and areas of observation and reflection.

<http://reseaux-creation.org>

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PROVISIONAL PRODUCTION SCHEDULE:

October 2023 and February 2024:

Creation of the soundtrack, creation of video patches, testing of the live creation device.
Creation at home.

March 2024:

Creation of the visual scenography, image and sound rehearsals.

Duration: 1 week.

Le Cube Garge.

June 2024:

Installation of sound multicasting, image and sound repetitions on light scenography.

Duration: 1 week.

Château Éphémère, Carrière sous Poissy.

July 2024:

Light creation, repetitions of totality.

Duration: 1 week.

L'Entre-pont, Nice.

Septembre 2024:

General rehearsals.

Duration: 1 week.

Chroniques.

From October 2024: Performances