

DIGITAL PALIMPSESTE*

AN IMMERSIVE DEVICE OF INTERACTIVE CREATION B2FAYS ET CONSTANS

Digital Palimpsest is an interactive multimedia installation proposing an immersive environment generated by the behaviours of the participant.

The creation language associated to the leading edge technologies is chosen to record the evolution of a world, perpetually taking shape and continuously challenging established realities. The pages of the history are partially erased while being rewritten as a digital palimpsest in continuous evolution.

This « Work-tool » allows to « discover / experiment / reveal » a communication process and introduces a new approach in the relation between Art and self-knowledge.

SYNOPSIS

Digital Palimpsest implements an immersive multimedia device of creation. This interactive installation proposes an immersive environment generated by the sonorous and visual behaviours of the participants.

The participant gets access to the transformation process while entering the immersion and capture installation ; a multimedia work in development related to its territory immerses him completely.

Each participant contributes to the creation process in real time : his captured physical presence (image, voice, movements) generates and activates the creation process organized around an automatic transformation phenomenon of the universe thus revealed.

The current creation integrating the participant (image, voice, movements) and his environment (architectural and sonorous representation of the place, artistic interpretation) is taking the shape of a musical and pictorial show, broadcast in real time in the installation.

Partnership : et alors productions, Fil d'Ariane Association, Grande Fabrique Dieppe.

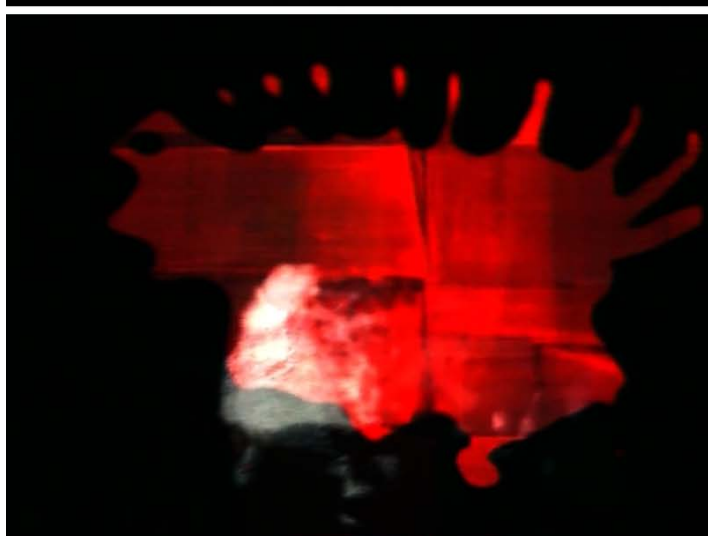
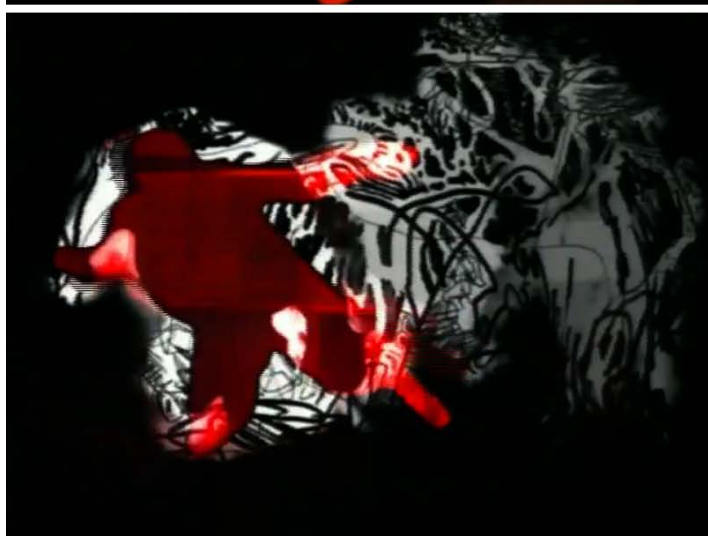
with the support of : DICREAM, Région Poitou-Charentes, Département de la Charente, CULTURESFRANCE

* Palimpsest : parchment used one and more times after earlier writing has been erased

ARTISTIC PROJECT

It's about :

- creating a contemporary work of art composed of musics and paintings, generated from a reality transfigured by the participant, by means of a synergy founded on a trilogy of "movement – image – sound" ;
- making the spectator an actor in a creative pictorial and musical experience ;
- living a real experience in real time thanks to a spectacular direction and an innovating support (automated mixing and VJ-ing).



Stratum by stratum

Digital palimpsest comes from B2Fays' pictorial process: her painting is made up of a multitude of stages of creation, stories or part of stories that superimpose on and echo each other according to a combination in harmony with colours, forms and material. These stages, these strata are the memories of the creating acts of the painting.

Each stratum is created from an outside element: a photography, a text, a video, a sound recording that the artist enters within her pictorial sceneri. Each stratum is digitised before being recovered. Stratum by stratum, the history is narrated and simultaneously erased, as a palimpsest.

Data processing allows to link these strata between themselves.

The whole work is based on the visitor, set at the core of the creation.

Immersed in visual and sound material, the visitor is placed in a questioning position. His reactions, movements, words, shouts, yells, songs... generate a transformation of the passed through universe and become materials used as constituent elements of strata.

The spectator suddenly discovers his actor ability and status, here and now. It's a whole endlessly changing world that opens to him and preserving his freshness of eyes, rid of museum prejudices he becomes aware he is "entering the painting". He has gone into *Digital palimpsest*.

Thus, looking at, memory transits through.

Each visitor enters the painting, that is to say the meaning.

Each human being is holder of a unique heritage he gives evidence of by a specific sound, music, gesture, that way the visitor goes into the universe that is taking shape so as to inscribe this experience, as a contemporary stratum into this digital palimpsest in creation.

Visitors find themselves in the midst of the projection. They manipulate their own image and move their body, within the image, to the music enveloping them, vocalise to change the sound produced, move as dancers to change the musical and pictorial composition, to create and express himself.

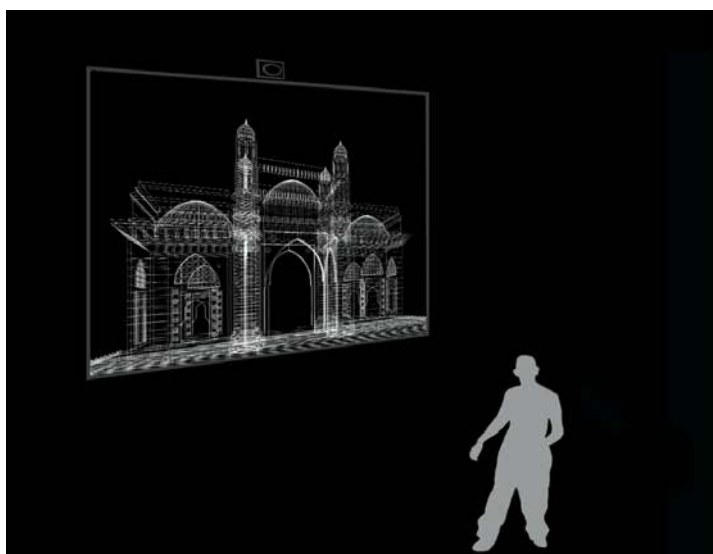
Experimentation.

By playfully giving this form of moving painting a new perspective in this way, participants take part in transforming the space into a place of experimentation for the bodies that enter the device. A sensory approach emerges. The transformations obtained by the computer tools replace the pictorial and acoustic matter.

Participants are the crafters of their own performance: **they are no longer passive consumers. Rather, they have become critical performers.**

DESCRIPTION OF THE DEVICE

The installation allows the participant to access the creation process. Participants wearing headphones enter a dark area in which they will progressively discover their surroundings.



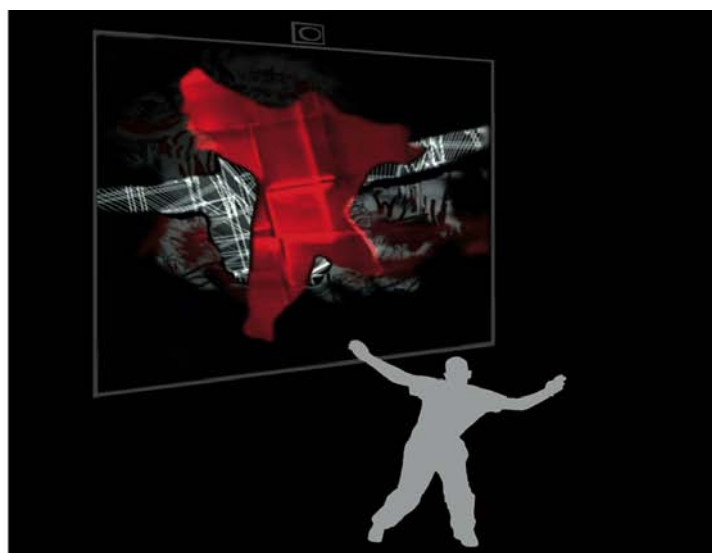
The participant stands in front of a projection representing the place where he is.



As soon as the visitor enters the interactive space, the image of his silhouette enters an camera and appears on the screen.



By moving within the area, the participant may control his visual and acoustic surroundings by using his body and voice and thus discover many different interpretations.



... the participant's silhouette becomes a "paintbrush" and his/her voice leaves a trace on the work of art.



IMPLEMENTATION

A visual and acoustic database representing the identity of the place is created in its corresponding facility: 3D digital wire architecture associated to natural sound recordings and photographs that allow the users to identify the place ; pictorial and musical interpretations offer a more human approach through their cultural, sensitive and personal dimensions.

MINIMUM CONFIGURATION : Facility requires the installation of a interactive multimedia broadcasting space.

Configuration : dark space that is protected from outside noise - ground surface minimum 7x13 meters - 5 meters ceiling height.

Equipment : video retroprojection screen (*minimum 3x4m*) – video projector (*minimum 4000 lumens + VGA input*) - sound multi broadcasting system: 4 identical amplified speakers + 4 speaker bases + audio cables - Mac computer (*MacPro*) - 19" monitor - night-photography infrared camera - wireless headphones - data acquisition adapter - firewire sound card.



ACTIVITIES - DEVELOPMENT

Forum of expression and communication: this forum of expression and communication calls on a universal mode of interaction.

Creative tool: musical or choreographic performances are at the core of this project.

This project is meant for all types of audience, even specific audiences.

Since 2004 the device has been tested with a purpose of providing care and social integration for specific audiences :

As a part of the *Digital palimpsest* and *Xposelive*^{*} multimedia facilities in France (*Digital palimpsest Mendès-France, Xposelive Cité Santé, Xposelive la différence, Xposelive le Cube*), artists Daniel Boursin (plastic artist and therapist), Lotfi Zitouni (composer and animator) and Jean-François de Fays (composer and therapist), in collaboration with B2Fays, have introduced specific audiences to their workshops (socio-educational, medico-educational).

This work is sponsored by Louis Bec (CYPRES President) and by André Fertier (President of Cemaforre and Eucra-France).

^{*} Interactive installation or multimedia performance through the use of the human body and voice within an image and music environment - www.fildariane.com



Béatrice de Fays / B2Fays - b2fays@fildariane.org +33 681 060 958
Fil d'Ariane Association - www.fildariane.org - 27 rue Marcel Gaston Mercier - 16000 Angoulême – France