REBOOT

p Twitter

p SlEep1ng3e@#/ty

p neurofeedback

p VIDEO

p skin conductance

p ECG

p EEG

p SOUND

p Dream

p Emotion

p Heart Rate

@.2:\SlEep1ng|3e@#ty\

#5@|ºPE5

A web-theatre performance about the virtual flesh (based on *Sluts* by Dennis Cooper)

@.2:: SleEplnG Bea#/Ty
installation/performance based on *the enhanced body*

@.1: PR•|•g

A dance/ digital arts performance on body digitalization

@.3: Pup_ƎT5

Myostimulators/ Myosensors ; the performer vs. the machine : who controls who?

@.4: Epl|•g
An in-immersion multimedia show based on the technological singularity theory

#Ð@T@W@||

Interactive video installation based on network encoding representations

Le Clair Obscur (Chiaroscuro) devotes itself to exploring the questions revolving around the connection between Man and Machine. It focuses on the way information technologies and the Internet alter Man's thoughts, social behavior, interactions and organization. Those changes manifest themselves in different ways, from a worldwide to a social level. They alter Man's intimacy as well as his biological and neuronal patterns.
_@ attempts to question our own addictive relationship to the WEB and to technology :
- what kind of social mutations does the WEB generate?
- what kind of mutations in our own bodies, our own brains?

_@ is a work in progress, which has been going on for several years and has generated different forms and modules : audiovisual shows, dance/virtual arts, web-theatre, performances, installations, labs, workshops, conferences, etc.
All those modules are part of the project's global architecture, as open questions answering one another.
_ *in fine,* the whole @ structure is going to be the audience's journey through all those different forms put together.
_Each module explores a level of interaction between Man and Machine. Each module has a life of its own and can be shown independently from each other.

© Le Clair Obscur - 2012
Photo : Annie Benin
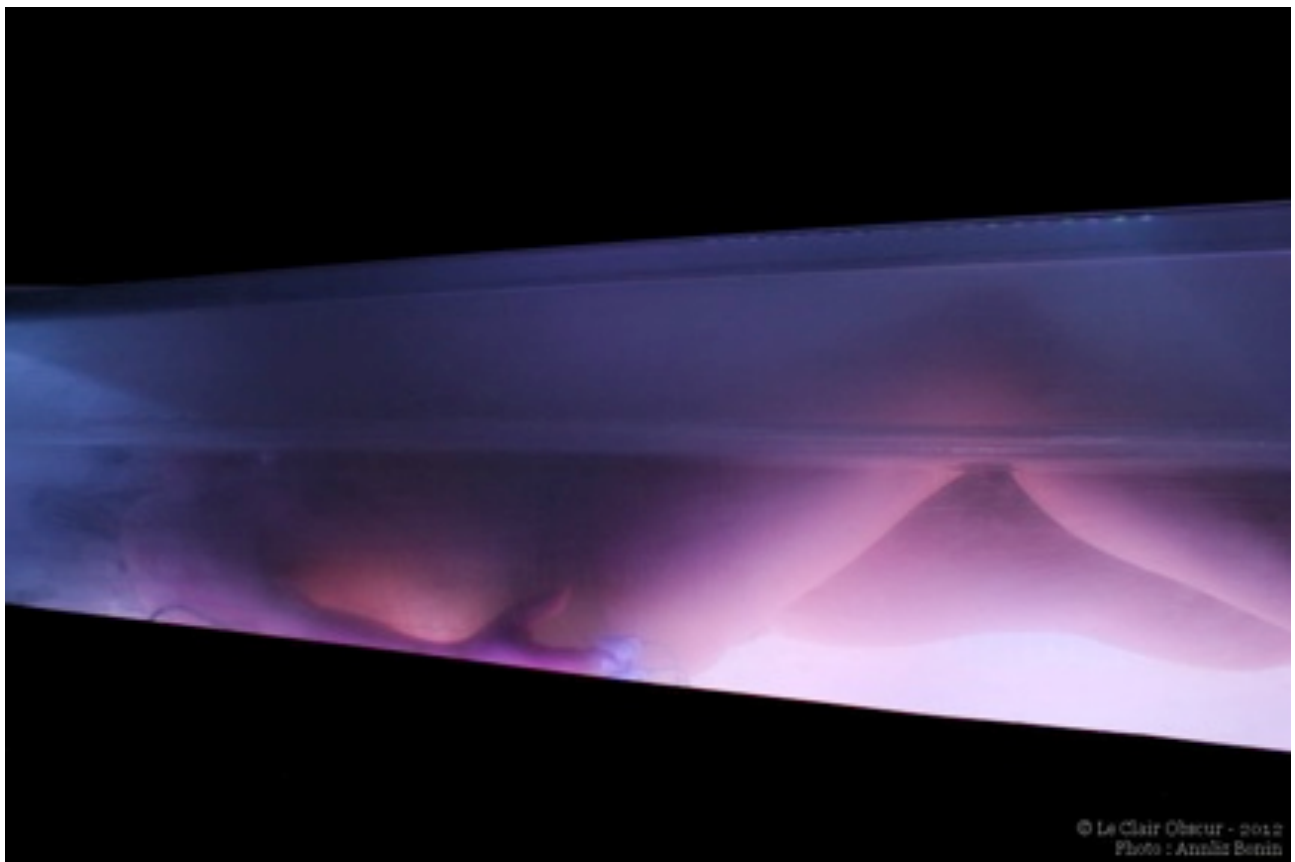
@.2 / SleEp1nG Be@#/Ty

An installation-performance based upon the idea of "the enhanced body" by Frédéric Deslias & Gaël L.
Sandra, a sleeping beauty from the 2.0 web era, reveals her body to us inside a glass coffin.

A fragmented body-object:
The recording of her neurological and biological data is screened all around us, revealing her intimate activity : her brain connections, heartbeat, the sweat dripping down her skin... the rhythm of her thoughts and emotions appear on the wall as data figures. The device saturates the room with sounds and pictures induced by Sandra's inner movements' sensors. A synesthesic machine comes alive and throbs along with Sandra's body. We become submerged with data and figures...
But strangely, we are denied access to her.
Her body is isolated from the world, imprisoned in a glass coffin. A smokescreen blurs her image, and the audience can barely see her.

The interface-body :
Sandra is the interface within the machine's core. A strange, dehumanizing process is brought upon us as we, the audience, are torn between empathy and distance for this captive body. Each movement repeats itself endlessly, but at the same time, we can feel that this strange mutant body-object is very much alive...

A network-being :
We are denied any direct dialogue with her. The exchanges are revealed through the network's medium, in that case one of our accustomed tools — Facebook —: The messages on Sndr Alt SleepinBeauty 's wall are sent back to Sandra through an anonymous synthetic voice. The machine then scans her body and posts her emotional state in reply.
Sandra is a mute vehicle, inert, lethargic, who only communicates through her recorded states.
She's a web being, a central processing unit sensor which encodes an affective state into a signal.

A power relationship :
Which stimuli will make that naked, imprisoned being react ? We are allowed access to it somehow, we can enter its brain. Can those data/answers generate an emotion, a tremor a contact…
Whatever would bring life to this avatar ?
We are granted a strange power to interact, we can bring this digital and sensitive puppet to life.

SleepingBeauty implements the web's perverse effect : the human being's oblivion hidden behind the avatar.
Sandra reveals through excess the shifts in our social relationships, which are gradually being delegated to the virtual world.
Facebook becomes her breadcrumb trail. She embodies the avatar, whereas in the « real » world, at the network's very core, everything tends towards disembodying her: she is stripped out of her flesh in order to make her one with the machine.

Futurism ?

We are not in the realm of science fiction, Sandra lives and co-exists under our very eyes.
We hack/hijack, we take back ownership of our everyday digital tools to put them into perspective.
And our sensor-tools are widely available on the virtual marketplace: EMOTIV EPOC©, WILD DIVINE IOM©, and FACEBOOK©.

What is a body" enhanced" by technology ?
What is a network-being ?
Is it a hyper-connected trans-body ?
A super-being? A run-down being ?
Or the staging of an insidious, inner shift in our own brains ?
Could our minds be sacrificed on the altar of digital progress ?

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Photo : Annliz Bonin

Blaise Nada

Erwin Schrödinger a imaginé une expérience dans laquelle un chat est enfermé dans une boîte fermée avec un dispositif qui tue l'animal dès qu'il détecte la désintégration d'un atome d'un corps radioactif ; par exemple : un détecteur de radioactivité type Geiger, relié à un interrupteur provoquant la chute d'un marteau cassant une fiole de poison. Schrödinger proposait de l'acide cyanhydrique, qui peut être enfermé sous forme liquide dans un flacon sous pression et se vaporiser, devenant un gaz mortel, une fois le flacon brisé.

Si les probabilités indiquent qu'une désintégration a une chance sur deux d'avoir eu lieu au bout d'une minute, la mécanique quantique indique que, tant que l'observation n'est pas faite, l'atome est simultanément dans deux états (intact/désintégré).

Dans quel état es-tu ?

J'aime · Commenter · Voir les liens d'amitié · 28 avril, 18:23 · 🌐

> **Sndr Alt SleepinBeauty** Rythme cardiaque :: 98 [rythme +]
> Sueur : 7.31
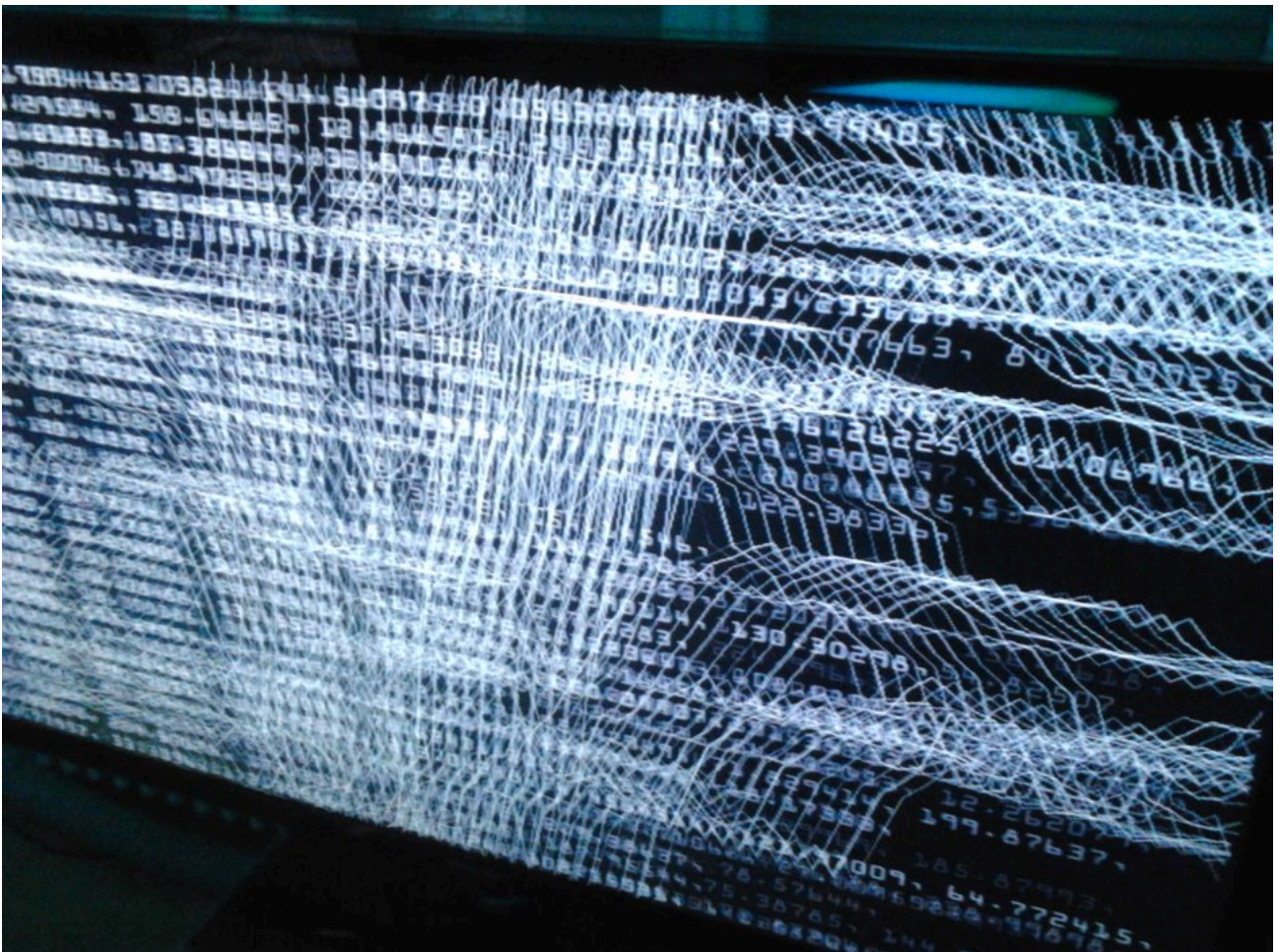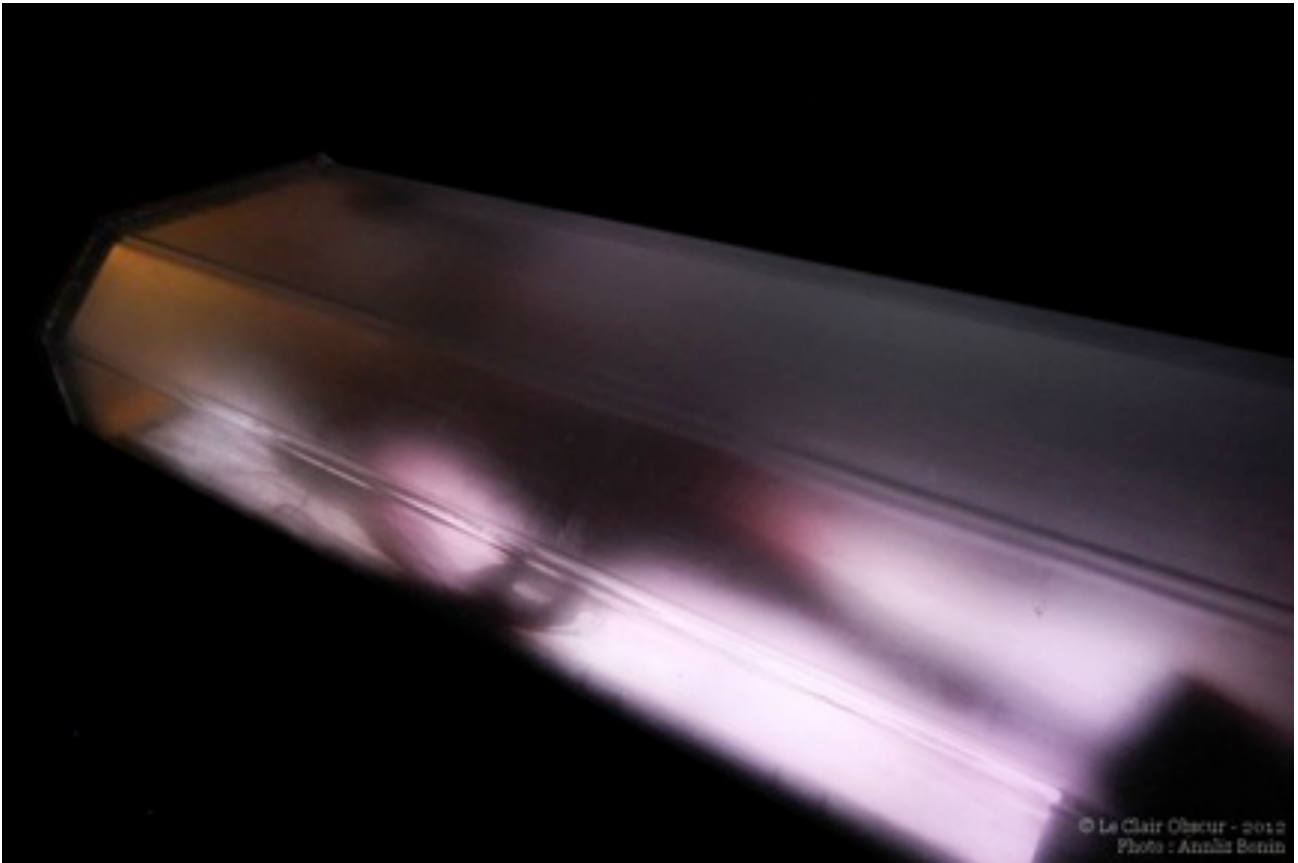> Dominante cérébrale : 15.875Mhz
> [ondes beta :: attention normale à concentrée]
> 28 avril, 18:26 · J'aime

Rédiger un commentaire...

PHASE 0.1
How to make a digitized body visible

The ordinary man can only be impressed by the sight of an electroencephalogram: It represents Man's most intimate activity. His thoughts are made visible thanks to a technical device.
The device's first phase consists in theatricalising through a performance/installation the monitoring of a body in real time: ECG, EEG, temperature… The whole body will be saturated with sensors in order to monitor as much data as possible (building a "body sensor network) The data will be shown.
A whole room will be used, with screenings on its different walls. A synaesthesia will
occur between the graphic projections and the sounds.
Immersion will be stressed out until the audience gets the feeling it is penetrating inside the actress's body and soul.
It would be redundant to show both the actress's physical presence in the room and the digital representation of the fluxes within her. The visual device we envision is a kind of reinterpretation of the sleeping beauty myth – in hi-tech mode.
Its goal is to let the audience guess that a live body is present. That body will be partially hidden behind opacity-controlled panes.

PHASE 0.2
How to locate mental events

The second stage will devote itself to analysing the signals and data: heartbeat variations, specific mental patterns. Once located, these events can pave the way (la phrase nest pas finie)

A learning phase seems necessary concerning the EEG. It will be useful both for the machine and for the actress, in order to locate specific states.
This phase will determine how the project will evolve. Our research on the subject have provided us with two leads :

- A "biofeedback" lead. The actress will enter consciously into a specific mental state, which can be spotted on the EEG. That option, which is notably used in the brain/machine interface, allows an individual to "pilot" the device in a conscious way.

- A stimulus/response lead. This second lead proposes very different stakes. In my opinion, they are more interesting ones. This is about locating involuntary mental states which can be sparked off through visual or auditory stimuli. Medical writings are filled to the brim with attempts at identifying emotions, at detecting desire impulses as responses to such or such images…
In the realm of performing arts, this would imply that the actor could not only act consciously, but also via unconscious reactions to the appearance of images or sounds which would reactivate specific states in him/her.

Phase 0.3
How to unleash bugs and loops

The third phase's aims at introducing disturbances into the aforementioned devices, in order to spark off "out of control" events. As for any system, it is possible to open the doors to loops (stimulus>response>recapture>stimulus), to bugs, etc.
In creating logical short circuits between data capture and audio/video responses, we can make an attempt at veering the installation towards saturation and unexpected reactions.
It is obvious that one must proceed with extreme caution : a big part of the system is a human being. Despite that fact, the idea of bugs and saturation applied to the living human organism, or to brain activity opens up a fascinating field of study : how can our brain deal with an overdose of conscious or unconscious emotions ? Up to what point is it capable of "unplugging" parts of its activity ? Can it be through relaxation or on the contrary trough a specific kind of concentration ? etc.
In conclusion, this last part will concentrate on giving form to questions about Man versus Machine, about technology control, about addiction to the digital tool.

Gael L.

SOFTWARE :

AUDIO MIDI SEQUENCER :   Ableton LIVE + MAX4LIVE

VIDEO / WEB INTERFACE :   PROCESSING
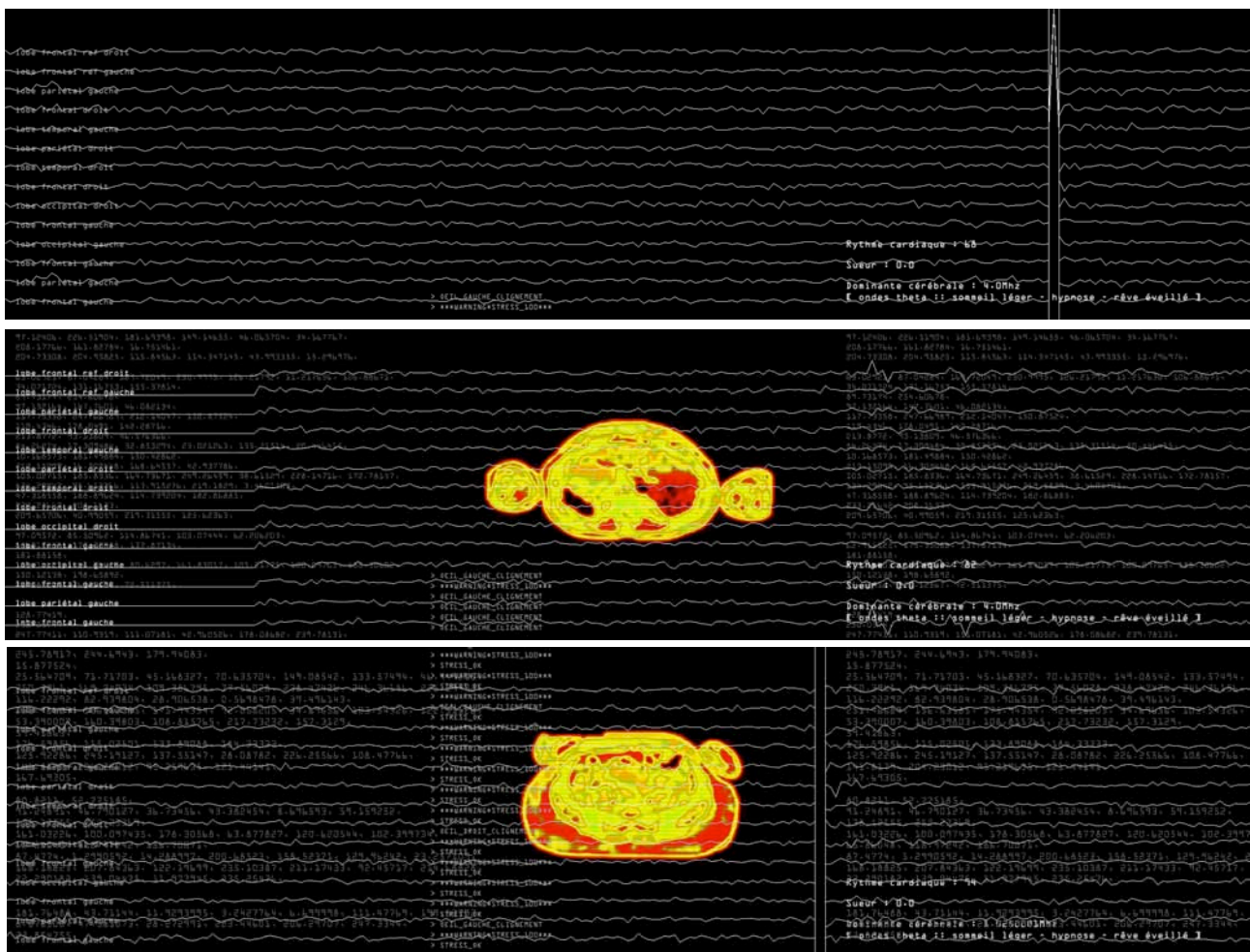
MULTIMEDIA INTERFACE :   MAX/MSP

MIDI TO DMX (LIGHTS) :   D::LIGHT

HACKING :

EEG : EMOTIV EPOK©,
ECG : WILD DIVINE IOM©,
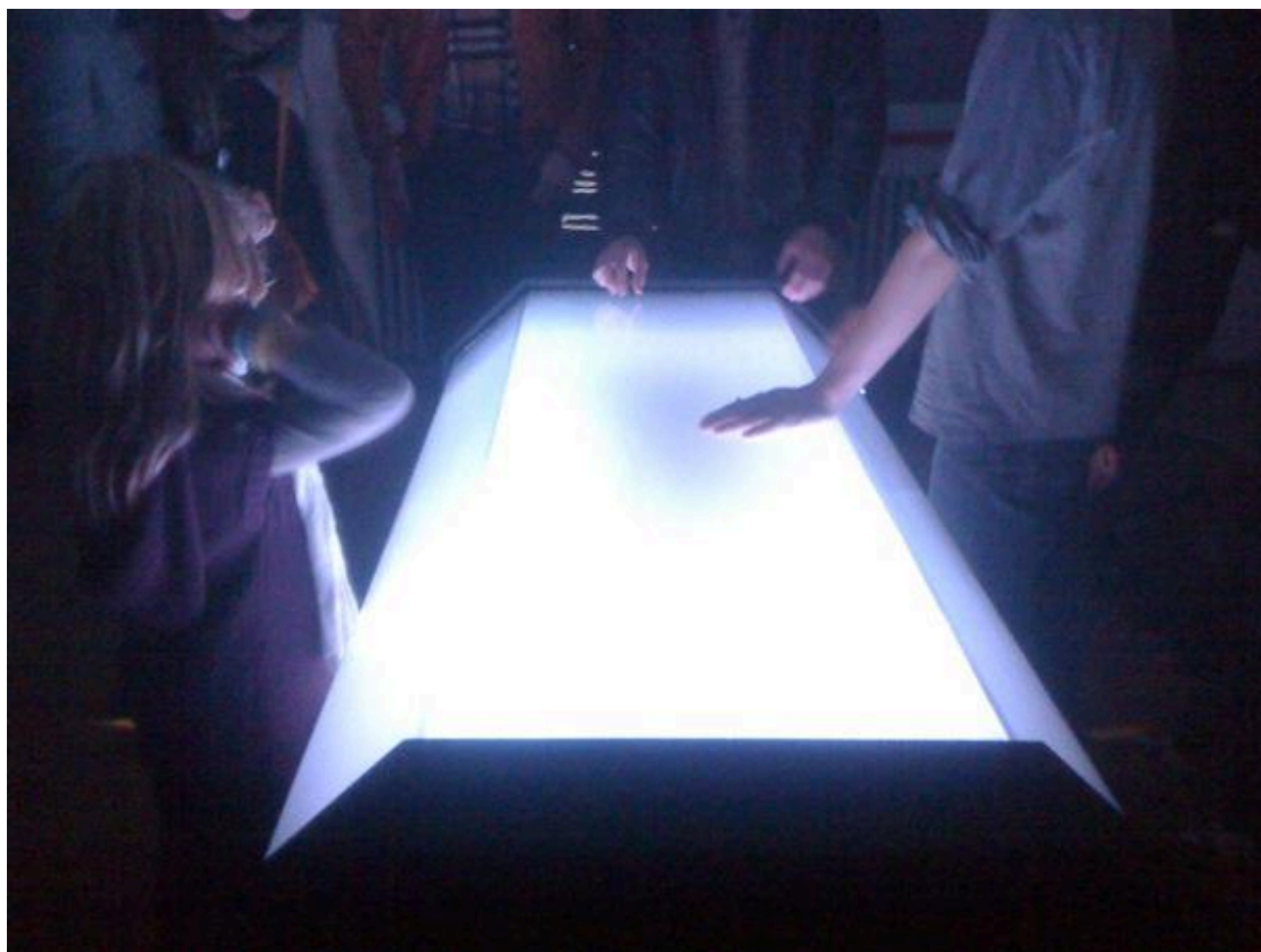   FACEBOOK©

Directors :   Frédéric DESLIAS & GAEL L.
Performer :   Sandra DEVAUX

with
Music :   Jean Noel FRANÇOISE
Light :   Xavier LAZARINI
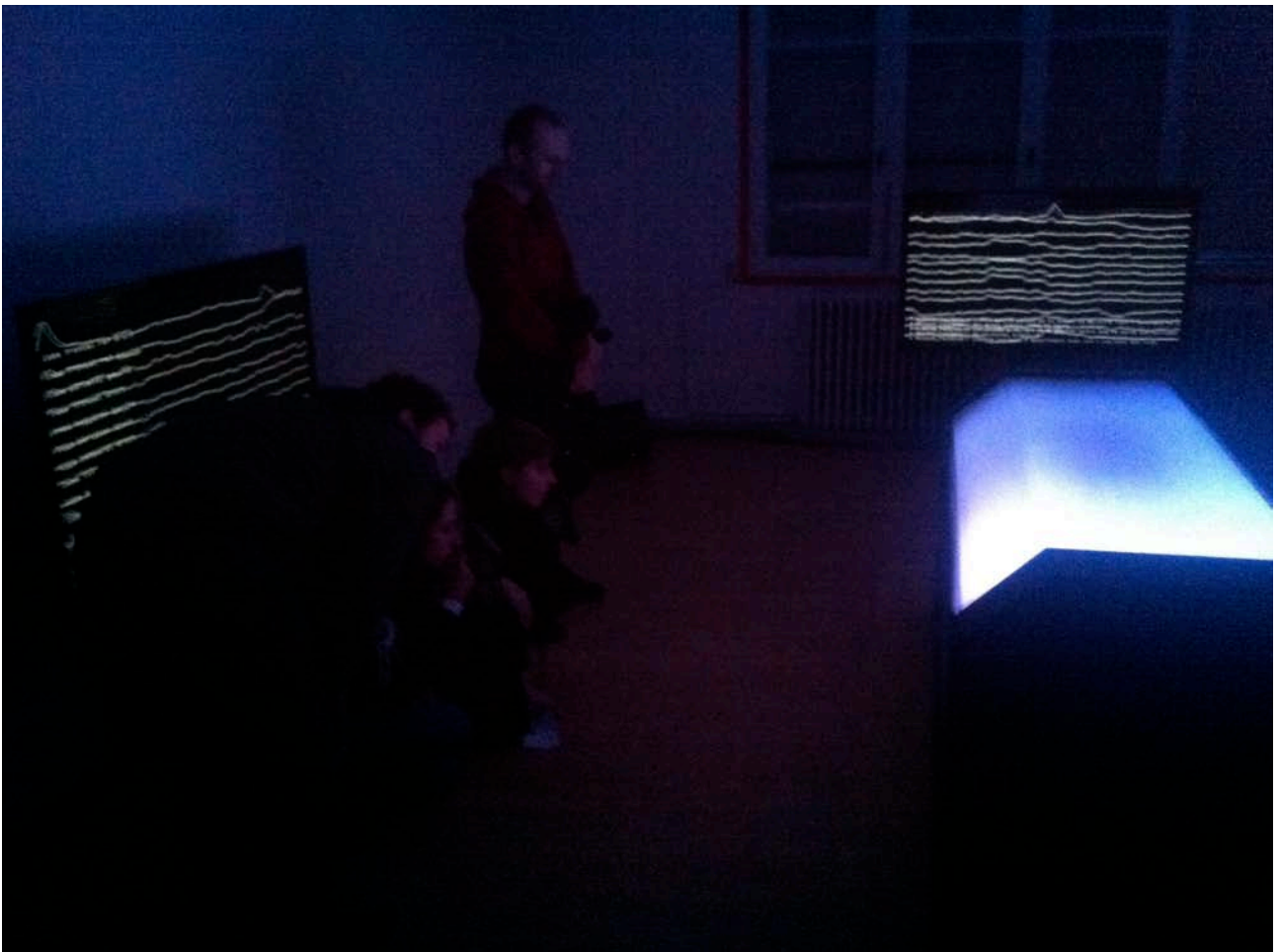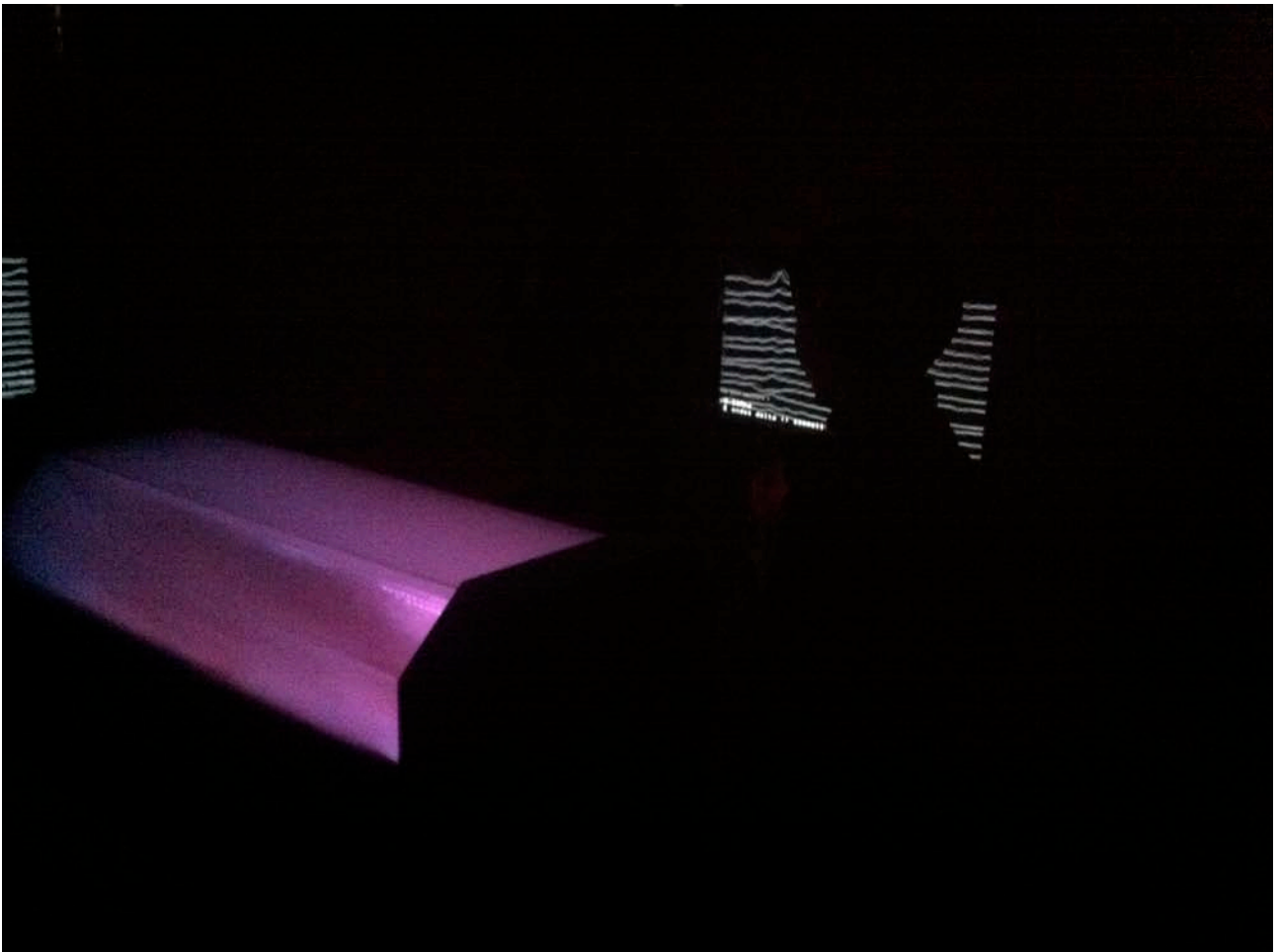Hacking :   Armand_Ahmadi
STAGE :   Laurent Mandonnet

Partners :   RELAIS D'SCIENCES, Le CARGÖ,
                                     LES ATELIERS INTERMEDIAIRES (CAEN)

The multidisciplinary company is based in the *"Ateliers Intermédiaires"* in Caen, France. It brings together a group of artists working in visual and digital arts, sound artists, dancers, and actors. Together, they face the adversity of the stage experience. The company's goal is to free itself of all labels attached to the "performing arts" world. One could define this venture as Total Art.

This experience started in 2001 in the art department of the university of Caen with a first creation **"Entre Intérieurs"** inspired by "Les Aveugles" ("The Blind") by M.Maeterlink. It was noticed by the Normandy National Theater (CDN) then by the Jerzy Grotowski workcenter (Pontedera -Italie). From 2004 to 2006 the CDN supports the company both in training and in experimentation. This gave birth to **Panser/Agir – 1re tentative – 12 sorts des ramas**. This lab sets up a collaboration between users of «la Boussole» (a homeless shelter in Caen) and the rest of the company through writing, video reports and active collective work on stage on a multi-media/theatrical set. Two of the homeless people employed by the company were then monitored by the group until their reintegration into society.

Since 2006 The Clair-Obscur devotes its time to small stage experimental and multimedia forms. 3 distinct *Prototypes* were created this way, around the text "Crave" by Sarah Kane: **ORATORIO, FAKE, HERMSELF.**

These projects have been sponsored by the «DMTDTS», the «CDN» of Normandy, the National Theater «La Ferme du Buisson», the «National Choreographic Center of Normandy», the «Tannerie», the Normandy arts council and the «ODIA». these different pieces blend into each other in 2008 for the creation of MANQUE (sarah kane)-ELECTRONIC ORATORIO in the «ferme du buisson» a national stage in Marne la Vallée.

The group's last creation is HERMSELF. I was shown in the Panta theater in Caen and in the Colombier (Paris) in october and november 2009. This project was invited as a work in progress in the «Tannerie» in Barjols in 2007, in the CCN of Caen and in the Panta theater in 2009. It was selected in competition in the *LES BAINS NUMÉRIQUES FESTIVAL #5*, where it won the *Dance and New Technologies Grand Prix* in 2010.
HERMSELF was also staged at the Cda in enghien-les-Bains in November 2011.

(+ infos on http://www.leclairobscur.net)

Partners :

Le Clair Obscur
(association loi 1901)
Siège Social:
82, rue de la Seine
14 000 CAEN

N° SIRET : 484 213 848 00049,
Code APE : 9001Z
LICENCE N° : 21032451

Artistic & technique:
Frédéric Deslias
11 rue St Luc
75018 PARIS
06 80 57 38 37
leclairobscur@gmail.com

Administration/Production :
Delphine Schmit
06 16 44 29 80
schmitdelphine@gmail.com

Diffusion :
Nacéra Lahbib
06 28 28 86 04
naceralahbib@gmail.com