

# THE WILD STATE

Kunstuni Linz, Austria  
Ars Electronica Festival 2020

DEPARTMENT



FACULTY OF ARTS, PHILOSOPHY, AESTHETICS

LABORATOIRE  
ARTS DES IMAGES & ART CONTEMPORAIN



IMAGE NUMERIQUE & REALITE VIRTUELLE

UNIVERSITÉ  
**PARIS8**

VINCENNES-SAINT-DENIS

# Selected projects

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## **Light**

Aurélien DUVAL

*Virtual reality Artwork, 2020*

## **sharky shARky**

Laura LASSUS-PIGAT

Hyunah JUNG

*Augmented reality Artwork, 2020*

## **Happy 365**

Vicky MICHALOPOULOU

Juan Patricio DI BACCO

*Interactive theater, 2020*

## **Coordinator:**

Jean-François JEGO

PhD, Associate Professor

Co-Head of the ATI Arts & Technologies de l'Image Dept.

Co-Head of the Master's degree "Création numérique"

Faculty of Arts, Philosophie, Esthétique

Université Paris 8, France

[contact@jfcad.com](mailto:contact@jfcad.com)

<http://inrev.univ-paris8.fr>

<http://ati-paris8.fr>

**TOTAL: 6 participants**



# Light

Aurélien DUVAL

# Light - Project's abstract

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Light is an artistic Virtual Reality experience aiming to get you out of the state of being oppressed to a calmer and relieved mood. It was made in three weeks during the 2020 pandemic lockdown in the context of ATI Masters degree at University Paris 8 in France. You begin the experience in a grim, dark and disturbing world divided into several areas separated by force fields. You have to find light spheres and bring them to pedestals hidden in each zone in order to break the force fields and transform the world. The aspect of trees, buildings and urban elements start to change and take a more "good-natured" aesthetics. Your mission is to turn the city back to a brighter, relaxing or peaceful place in search of the bright blue sky.

# Light - Artist statement

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Lockdown. An abstract concept until the word took its full meaning on the 16th of March in France. Going out and wandering randomly in the streets are no longer basic activities. Going to the store or to work is an hazardous trip which requests a self-made certificate to ensure the authorities you don't foolishly move around without a good reason. And the threat is real. Kids have this game, « the floor is lava .» And now, the whole outside is lava, a poisonous cloud, the city is transformed into a spooky place, turned back to a wild state, with a dangerous predator you can't see. Going outside makes you a potential prey. It's not a city anymore, it's a concrete jungle. As the world outside my window looked grim, the theme of « light » emerged and brought inspiration. The idea of chasing the darkness from the city came to me very quickly. I have created the architecture from scratch, from the city map to the retro-futuristic buildings. In the experience, the user is a warrior of light, finding and bringing glowing little suns to pedestals in order to gradually turn the city back to a pleasant place by tearing the gloomy veil that hides the bright blue sky.

Aurélien DUVAL

# Light - Technical rider

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This is an example of layout that can be adjusted, as long as the play area is at least 10m<sup>2</sup>

Set up material:

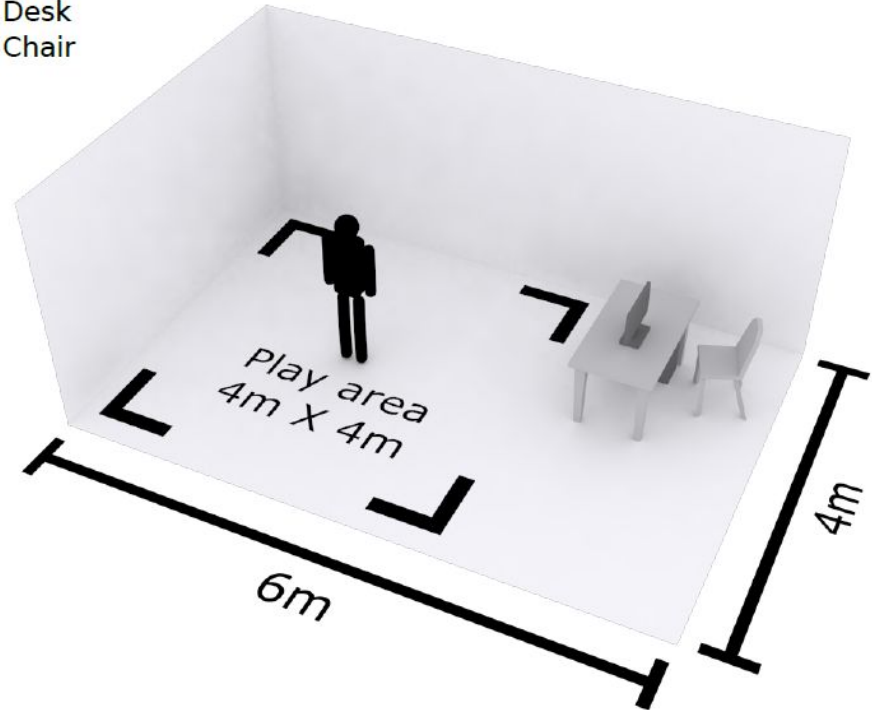
- Internet connection
- 5 power sockets with an extension (3m or 5m)
- 1 videoprojector

The setup will be a classic VR installation:

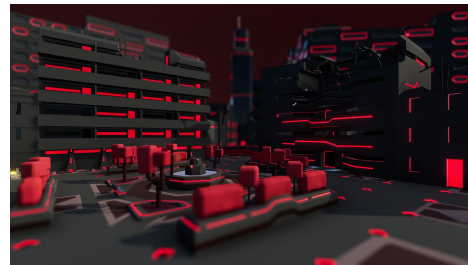
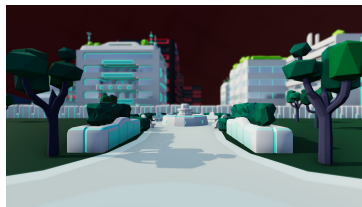
- VR headset : HTC Vive Pro
- Desktop computer
- Possibly decoration items placed against the wall

Additional items :

- Desk
- Chair



# Light - Videos & visuals



Video online :

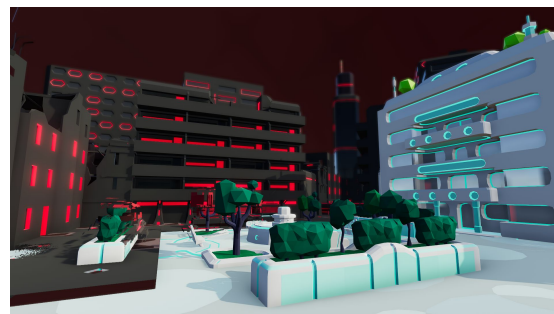
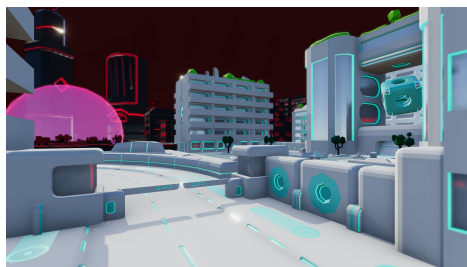
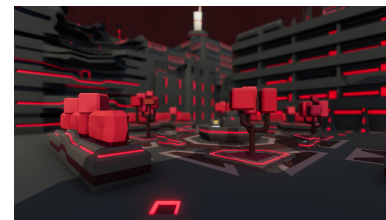
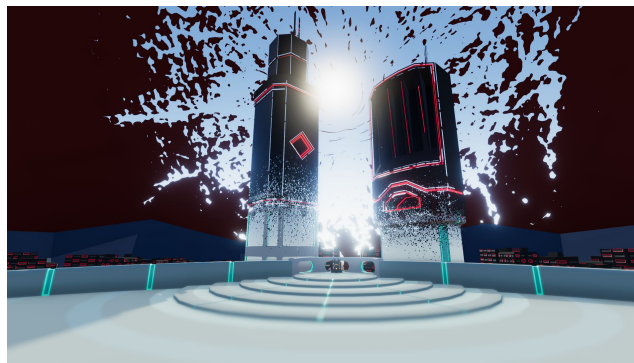
<https://vimeo.com/422255450>

Video file :

[Download link](#)

Visuals pack :

[Download link](#)





A woman with dark hair and glasses, wearing a light blue sweater, stands in a room with a white wall. She is holding a tablet that displays a shark swimming in blue water. She is interacting with the tablet, and the image on the screen is projected onto the wall to her right. The projection shows a large shark swimming in a blue ocean with various sea creatures like starfish and small fish. On the wall, there are several small, dark, fish-shaped objects and starfish-shaped objects. The floor is covered with a grey carpet. The text 'sharky shARky' is overlaid in the center of the image.

# sharky shARky

Laura LASSUS-PIGAT & Hyunah JUNG



# sharky shARky - Project's abstract

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Life under the sea is very different from life on land. For this reason, a lot of people find this unusual world intriguing, beautiful, even relaxing. Since it is not easy to see it for real, especially now, we intended to bring this world in ours, giving liberty to explore it from anywhere we are. Starting from this idea, sharky shARky is an Augmented Reality experience that immerses the users into an interactive aquatic environment. Moving the tablet allows detecting surfaces around the user and gradually fills them up with aquatic fauna and flora in accordance with surroundings. Users can observe schools of fish, turtles, and sharks whose movements affect each other. Touching the screen adds seashells and sea urchins around. Paper fish images on the walls allow the users to bring new fishes out which join the school. The application uses body tracking to generate bubbles in the virtual aquatic world from real human filmed with the camera. The distortion effect on the camera results in blurring the boundaries between real and virtual elements in order to enhance the user immersion in the AR experience.

# sharky shARky - Artists statement

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We, Laura Lassus-Pigat and Hyunah Jung, are two students at Paris 8 University majoring in computer graphics and art. Our keen interest in both artistic and technical aspects brought us to join several workshops such as DigitalArtJam by Pompidou Center and le CNAM Enjmin in 2019. In the beginning of 2020, we participated in the workshop called “Immersive Improvisation in Interactive Art” at National Tsing Hua University (Hsinchu, Taiwan). During this workshop, we have created the artistic project sharky shARky in collaboration with a Chinese student, Yinan Sheng, and a Taiwanese student, Linda Liou. The main idea is to immerse the user in a virtual aquatic world. We developed and exposed the first version in Taiwan just before the first lockdowns. Back in France, we continued to work on the artwork with the experience and observations of the first exhibition. Immersed in the unusual context we are all living now, we could present the AR application sharky shARky in the virtual international exhibition of "Recto VRso" in April 2020. Today, we continue to seek possibilities to create aesthetical and collective experiences with new technologies.

# sharky shARky - Technical rider

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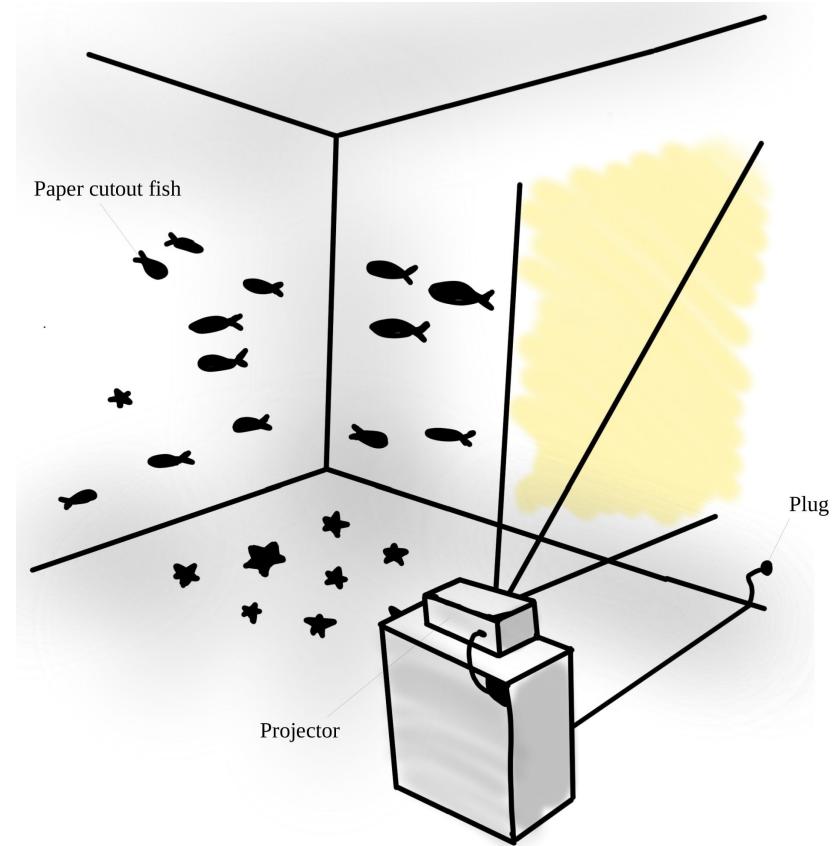
Our app needs minimum one vertical wall for the AR experience and the projection and a flat horizontal place (3mx3m). We would attach paper fish markers on the wall to help the detection.

## Material:

- AR tablet : iPad Pro 2018 11" or later
- USB-C Digital AV Multiport Adapter (hdmi)
- Video projector (hdmi)

## Additional items:

- Two sockets (iPad charger and video projector)
- Podium box (for projector)



# sharky shARky - Videos & visuals

Video online:

[https://vimeo.com/  
387678768](https://vimeo.com/387678768)

Video file:

[https://we.tl/t-TCR  
FU7XUHy](https://we.tl/t-TCRFU7XUHy)



A woman with dark hair tied back, wearing a light-colored tank top, stands in front of a large projection screen. The screen displays a news website with various navigation tabs like 'News', 'Sport', 'Reel', 'Worklife', 'Travel', 'Future', 'Culture', 'World', 'UK', 'Business', 'Tech', 'Science', 'Stones', 'Entertainment', 'N. Ireland', 'Scotland', 'Wales', and 'Politics'. A prominent headline on the screen reads 'virus: UK arrivals could face quarantine'. The woman has some faint, illegible text tattooed on her upper left arm. To her right, a microphone on a stand is visible. The scene is dimly lit, with the screen providing the main source of light.

# Happy 365

Vicky MICHALOPOULOU  
Juan Patricio DI BACCO

# Happy 365 - Project's abstract

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Happy 365 is an interactive digital performance on social media. It was created by Vicky Michalopoulou as an observation of both the sudden and rapid availability of recorded theatrical performances on the internet and the increase of live-streaming events during the confinement of the Coronavirus pandemic. It is based on Samuel Beckett's theatrical play Happy Days, where the main character, Winnie, is trapped in a hole in the wilderness, doomed to a repetitive, restricted routine. Her only moments of happiness are when Willie leaves aside his newspaper and communicates with her. In Happy 365 the performer (Winnie) is trapped in the world wide web during the Coronavirus confinement and is trying to communicate with the spectators (Willie) via an interactive live-streaming performance on Facebook that lasts 6 minutes. The spectators are invited to interact with the performer by writing as a comment one word they consider important or a link they would like to share. These comments are altering the image and sound elements of the performance in real time. Thus, the performer and the spectators are creating together a theatrical event and 365 shared seconds of happiness.

# Happy 365 - Artists statement

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You are now reading this statement and probably trying to understand a little bit more about my artistic intention. Well, there is nothing more than to interact with you and create something together. What I can offer is to share my acting skills in a multimedia theatrical environment that makes good use of new technologies. This means no overwhelming presence of new media, but the minimum needed so as the human qualities of the actor always remain the core of the performance. But my work has more to do with you and what you would like to share in the performative process. It is a shared experience, where you are invited to participate as much as you would like. I am just present and available for you so as you can feel free and communicate out of the social norms and expectations.

Vicky MICHALOPOULOU



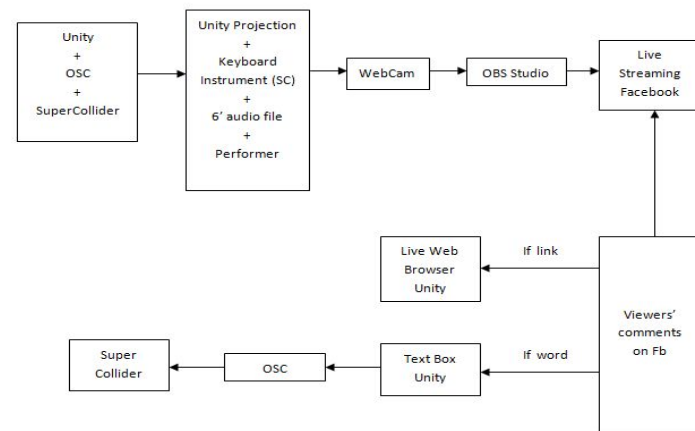
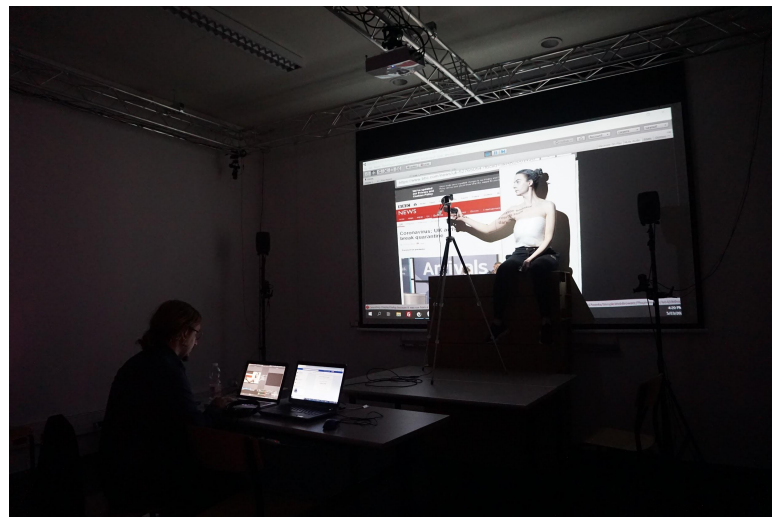
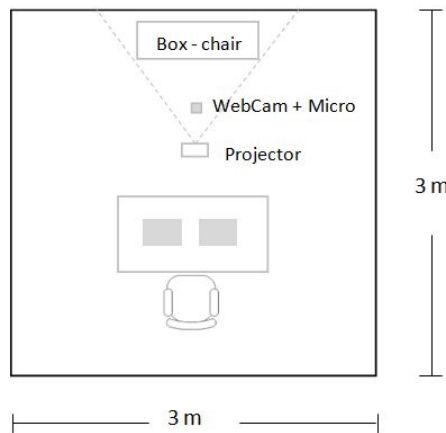
# Happy 365 - Technical rider

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3m x 3m minimum required space  
internet connection

Set up material:

- 2 laptops (hdmi)
- video projector (hdmi)
- webcam with tripod
- microphone
- 1,5  
for webcam
- 2 speakers
- desk & chair
- box-chair



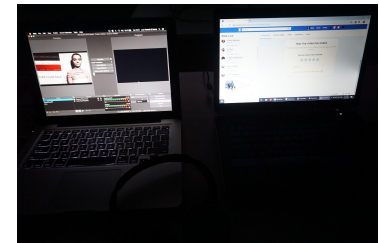
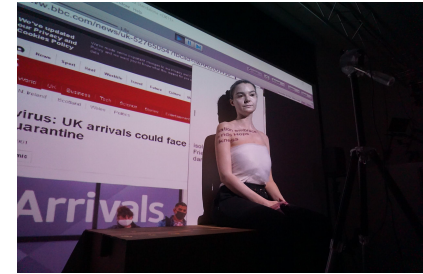
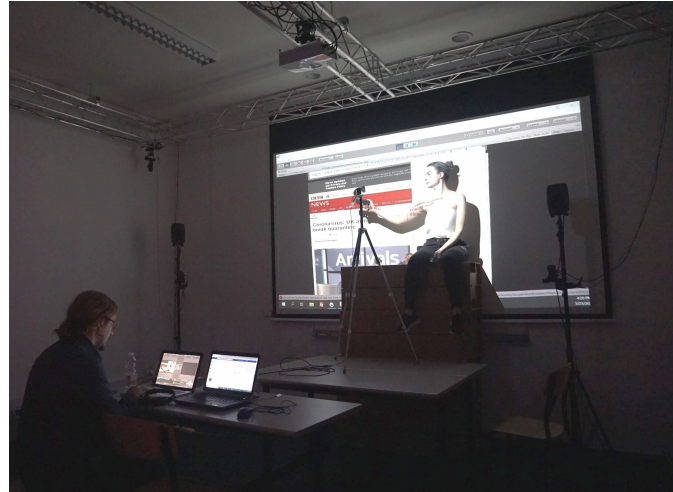
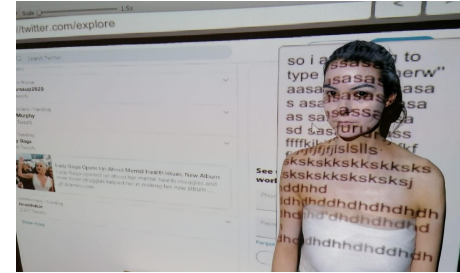
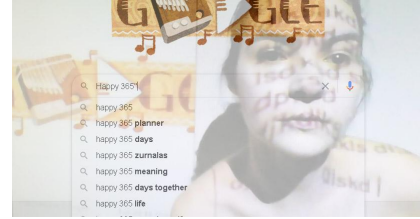
# Happy 365 - Videos & visuals

video online:

[https://youtu.be/fR\\_63KcFhbU](https://youtu.be/fR_63KcFhbU)

video file:

<https://wetransfer.com/downloads/d6ec5cbcf74b98b43ed7a4152804d63c20200624142146/c8cb9fd293bb7c3f2012551add19633d20200624142211/12a638>



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