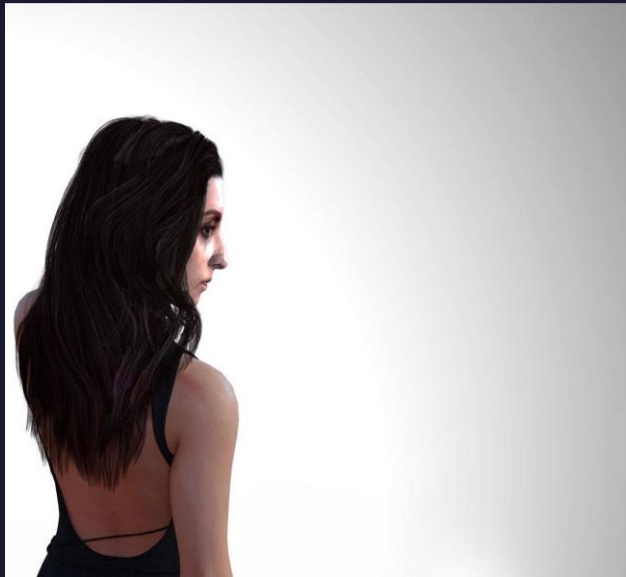


D'un corps à l'autre



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PRESENTATION PLAN

- Short presentation of our research and creation subjects
- The backstage of our artwork création process
- Our artwork before covid
- The transformation of our artwork due the Covid restractions
- Our collaborations
- Final version of « From one body to another» installation and it's exposition
- Perspectives





The relation between the real and virtual bodies in digital art

Body as a space of experience,
exposition, creation

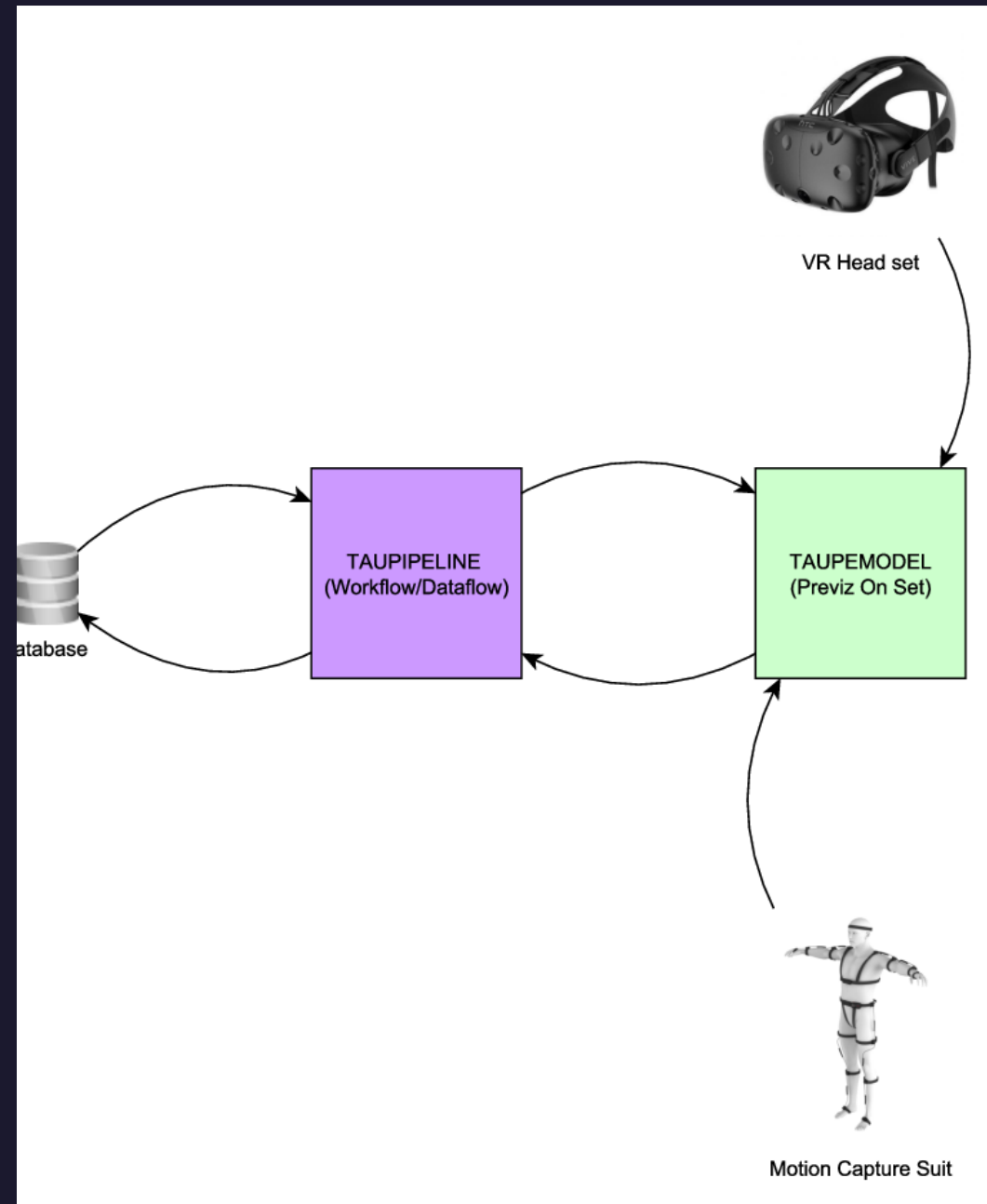


Puppet, Golem, Actor, Mask

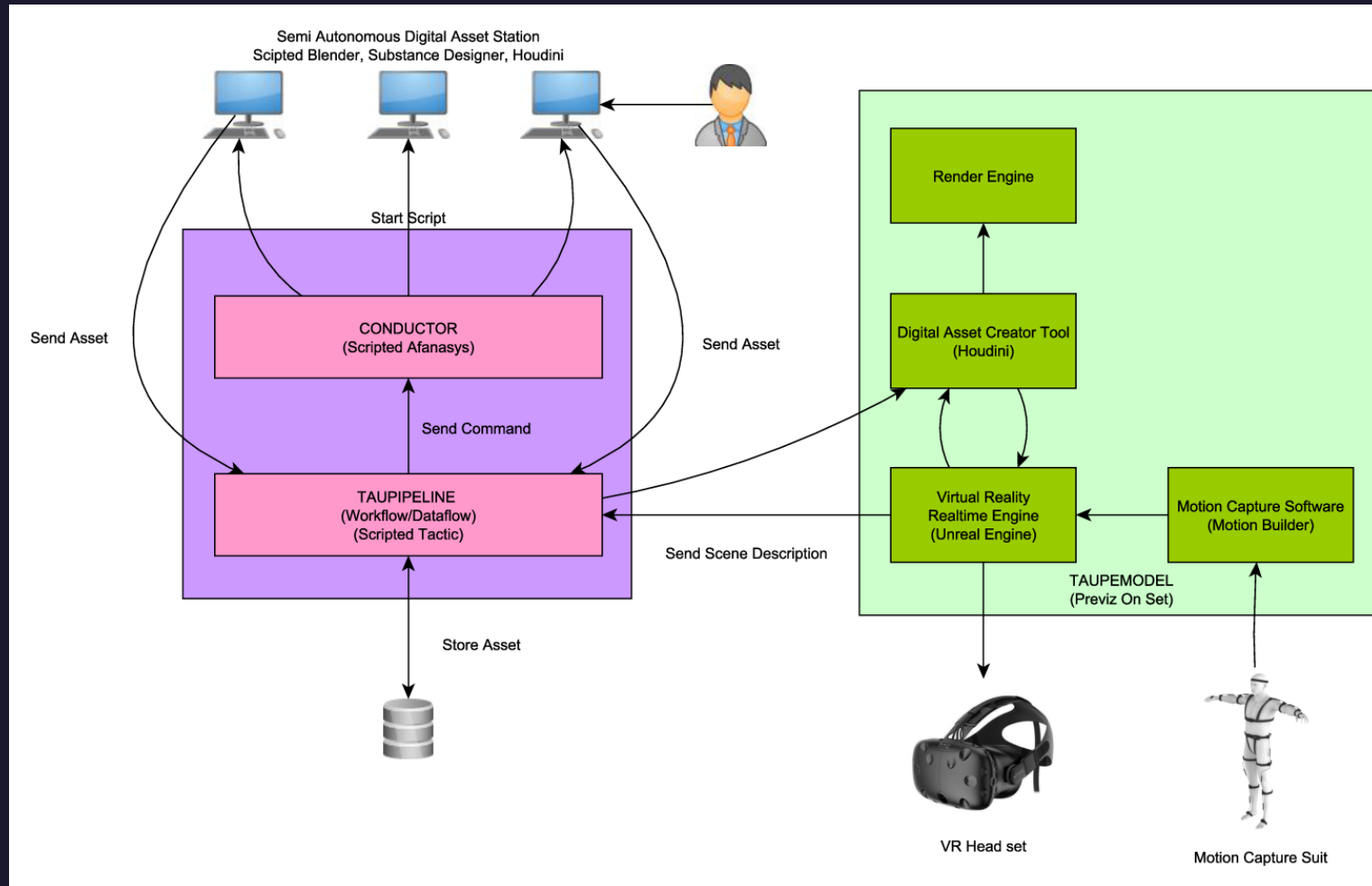
	Internal Decision	External Decision
Internal Mvt.	Virtual Actor	Virtual Golem
External Mvt.	Virtual Mask	Virtual Puppet

Matrix Sculpture

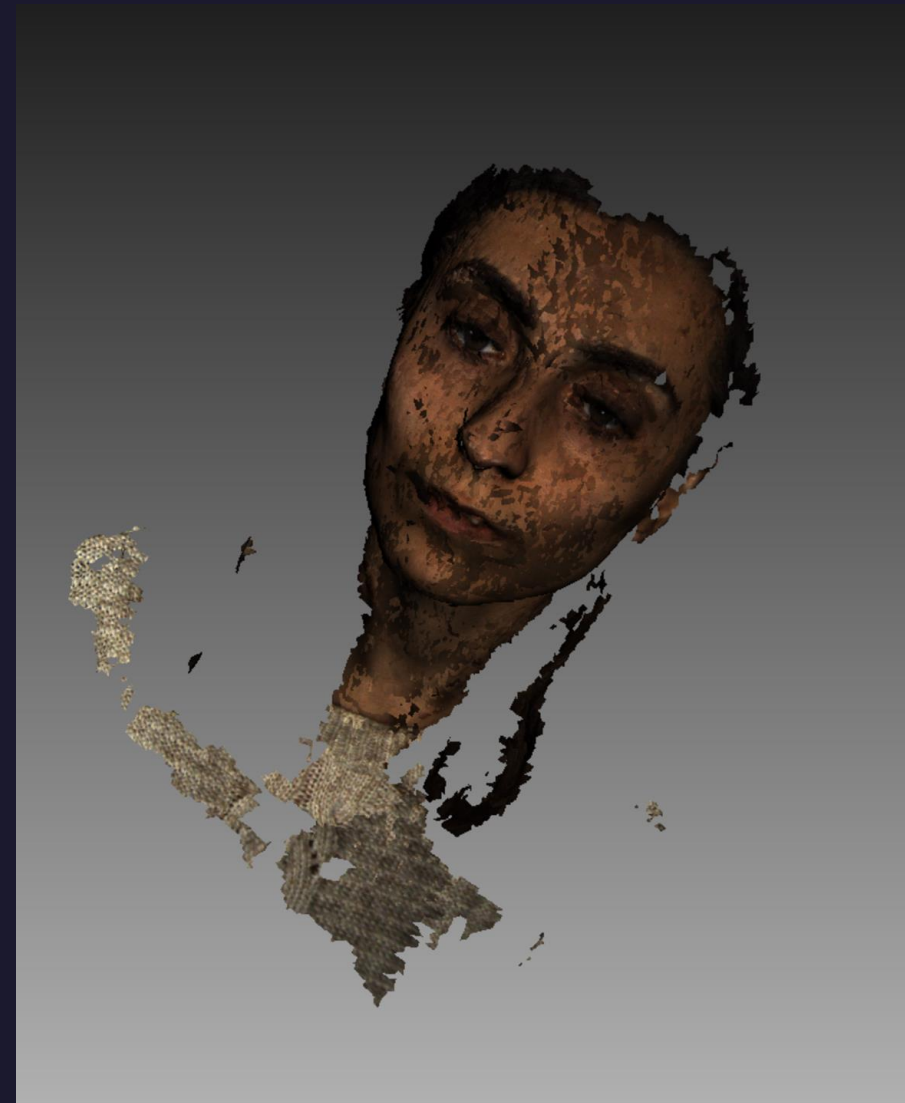
Taupipeline/ Taupemodel



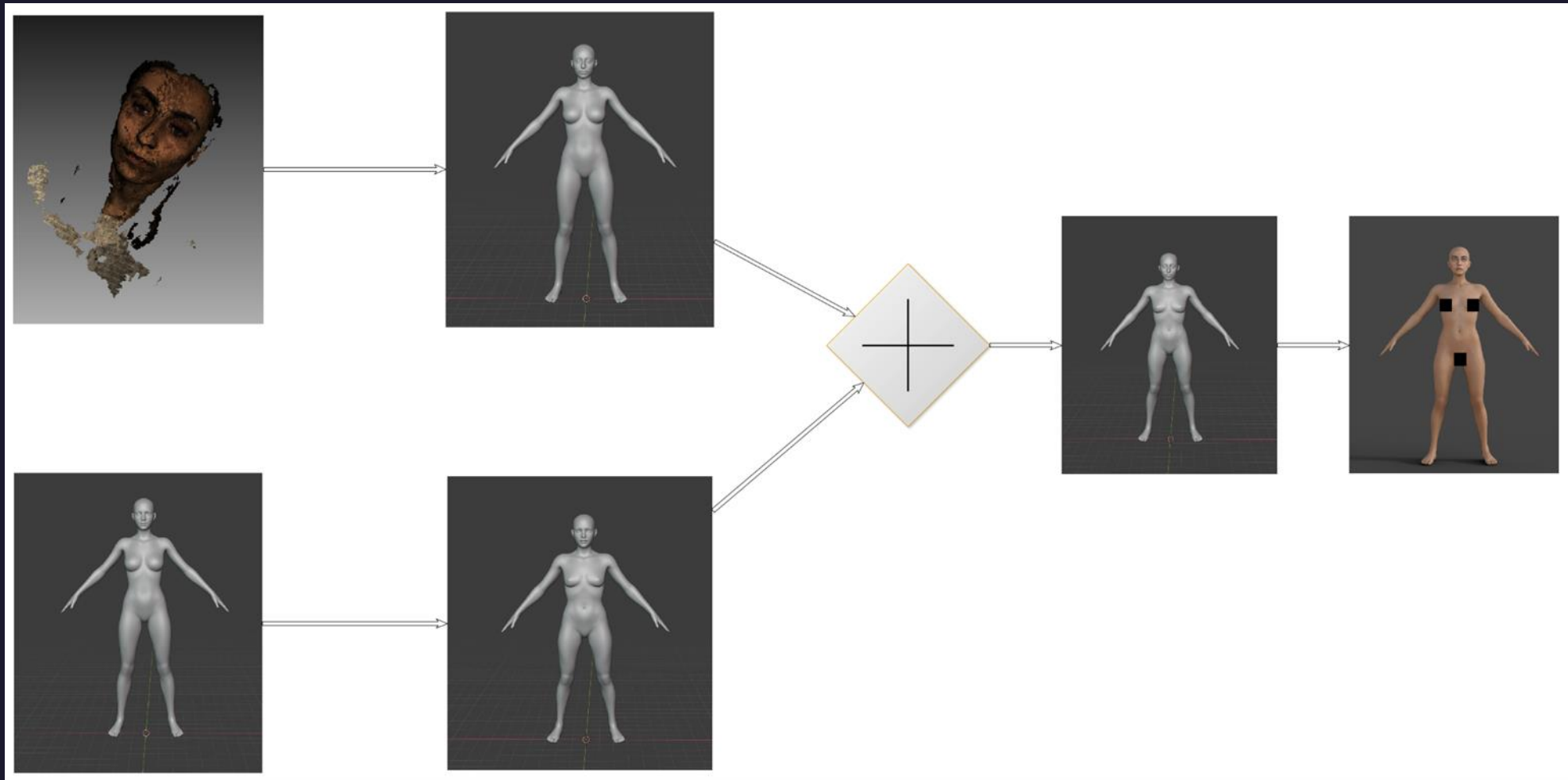
Taupipeline/ Taupemodel



Scan process



Creating the virtual double



The backstage of the creation

SCAN PROCESS



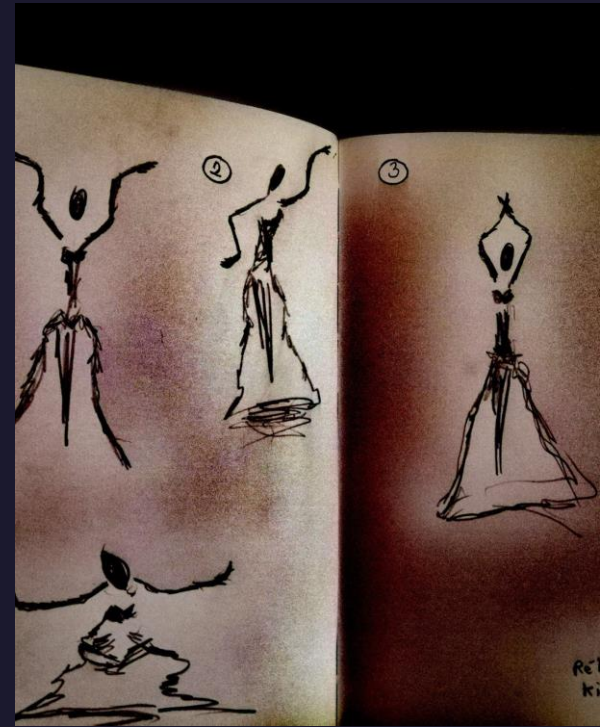
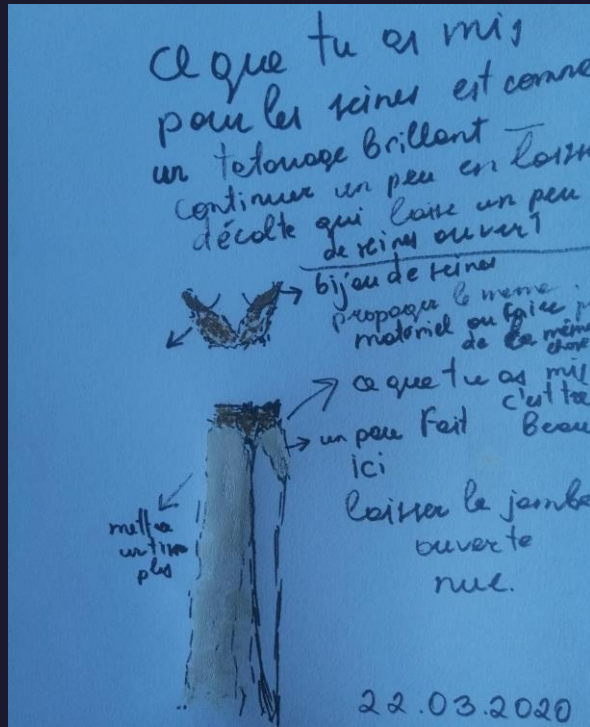
DANCE REPETITION



5
just here
for the
radio

BEFORE COVID
2019



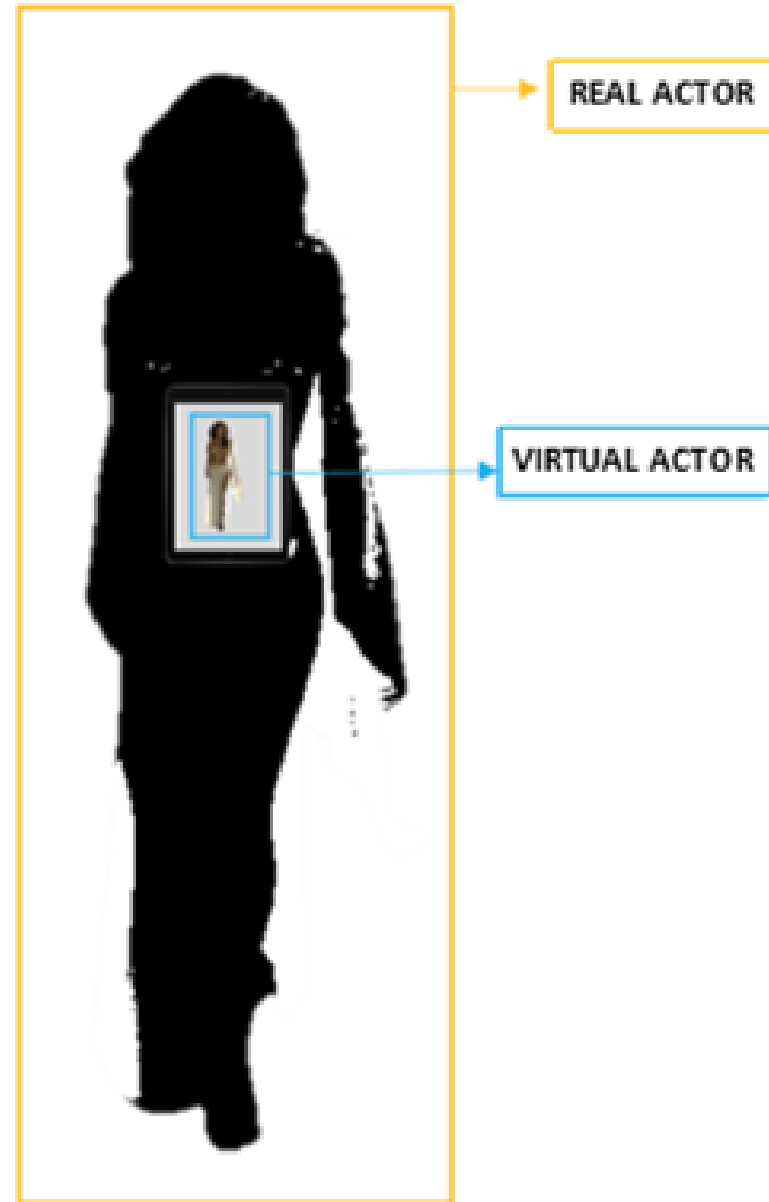


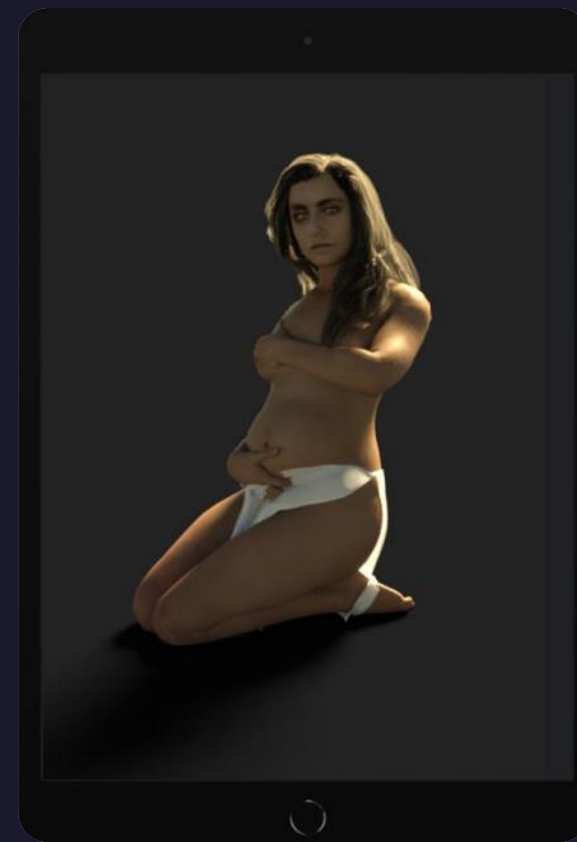
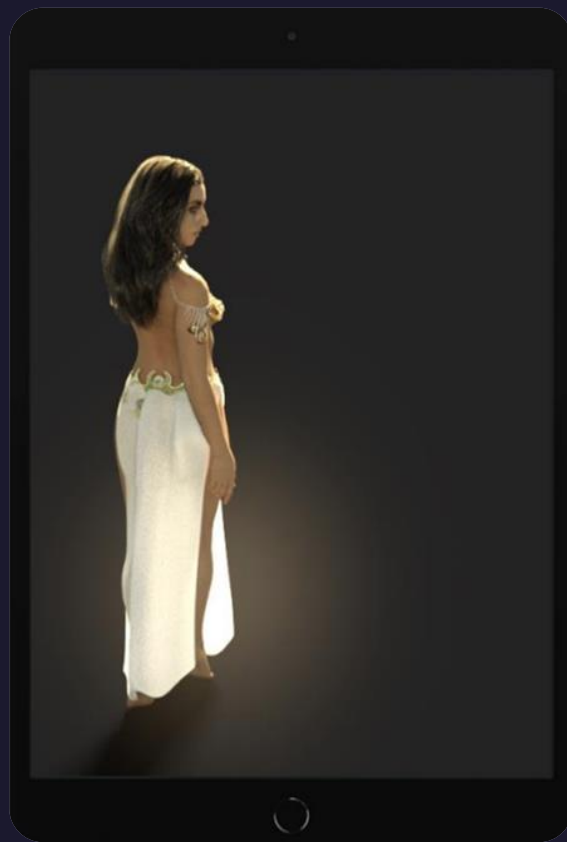
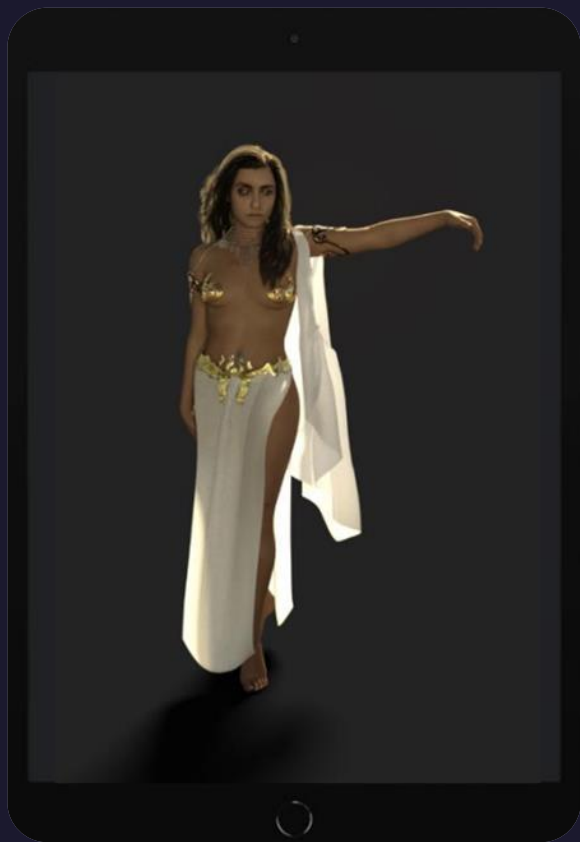
Sketches for the dress and mouvements of the double virtual

Explanatory scheme : V.1.

Technical details

- motion capture
- tablet





Performative Installation

D'un corps à l'autre

The very first version of **From one body to another** is a performative installation composed of two actors: real and virtual.



Influences et references

Between the lines,
zone d'ombre en
luminescence and
draw me a sky

Zones d'ombre en luminescence and Draw me th sky



Zones d'ombre en luminescence and Draw me th sky



Between the lines





AFTER COVID 2019





HOSTESS

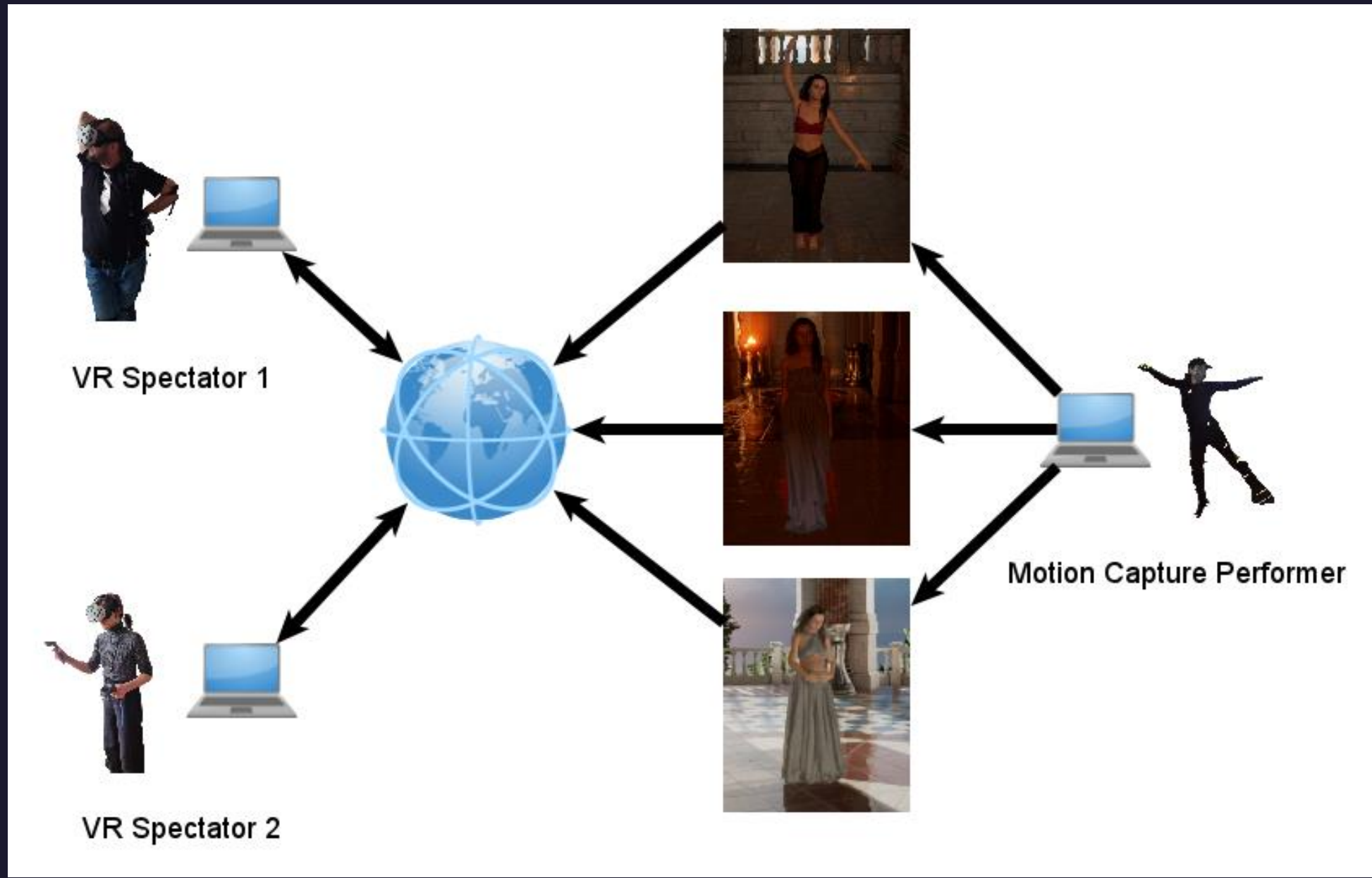


DANCER



MOTHER-TO-BE

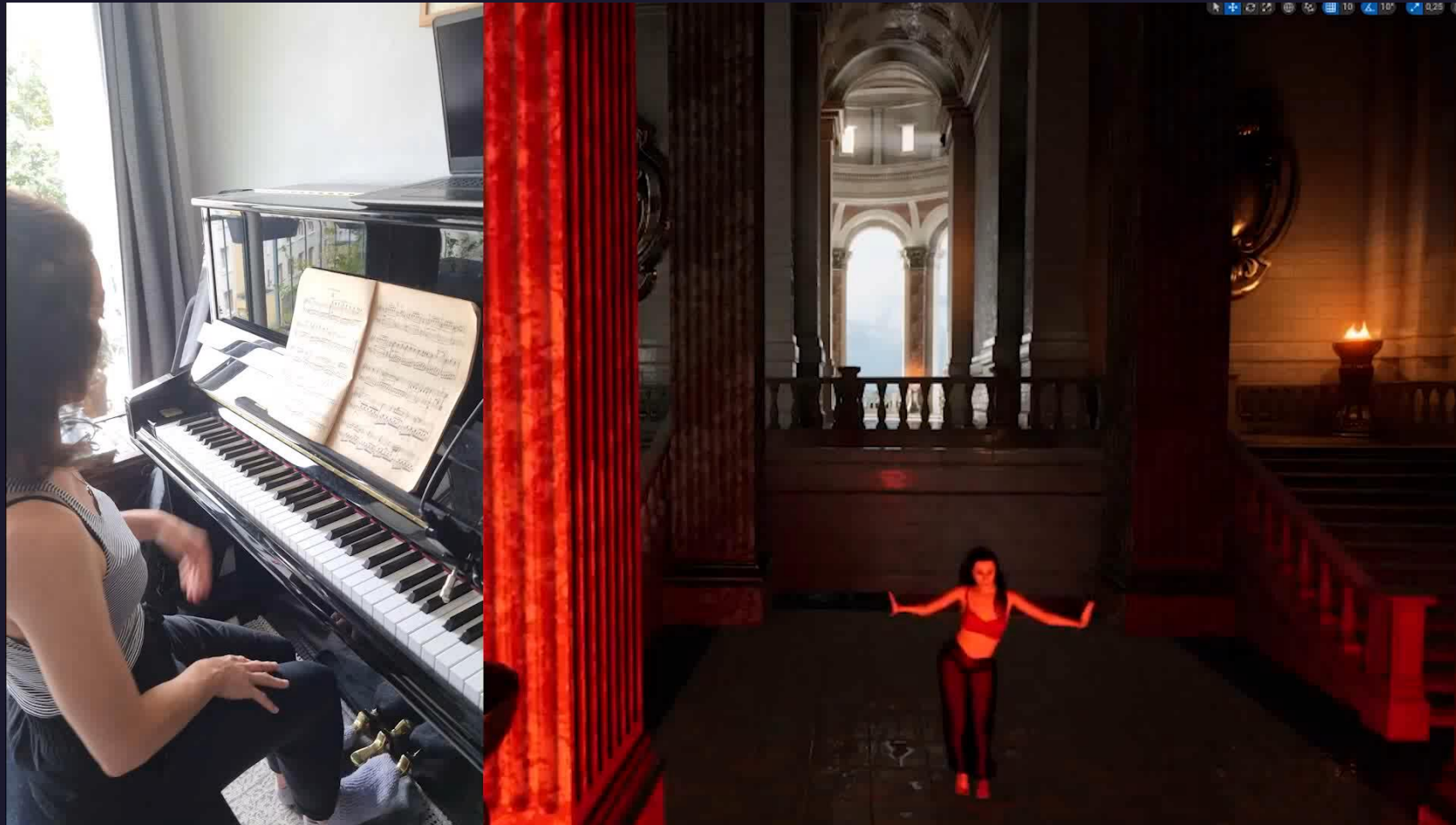
Explanatory scheme : V.2.



The performative installation- simulated dance between the real and virtual actors



Collaboration with musiciens



Immersed spectator



Requirement needed to present the work including space and any technical needs

- High speed internet connection
- Space
 - 2m/2m per spectators
 - 2m/2m for the performer
- A motion capture système , in our case NEURON MOCAP
- A VR station per spectator who can be in several places
- Simple computer workstations for standard spectators (spectators without interactions)



Perspectives

- possibility to create a virtual dance performance in which the spectators can take part and dance with the performer
- Cédric Plessiet is actually working on upgrade taupemodel, his previz on set application, in view of making the application virtual multi site, multi user (and better hair and clothes)

Thank you

Tsovinar Banuchyan

Cédric Plessiet

