





#ALPHALOOP

CREATION 2018

Artistic direction

Adelin Schweitzer

Writing and performance

Adelin Schweitzer et Fred Sechet

Software development

Naoyuki Tanaka

Production

deletere

Coproduction (Running)

Open Arts Foundation - Plovdiv

Mutek - Paris

La Chambre Blanche - Québec

Partners and support (running)

Institut Francais Serbie

IN-SITU - European Platform for Artistic Creation in Public Space

CNC - DICRéAM

ZINC - Arts et Cultures numériques

I NTENTION

Starting from the postulate there is no reality but rather a set of paradigms which condition our perceptions of the reality and define our relationship to the world, ALPHALOOP questions this conditioning by hijacking the “traditional” use of the mobile phone through a participative, immersive and ambulatory experiment.

The telephone as prosthesis of communication becomes here organ of vision and audition, substituting itself to the perception of every participant. The public place becomes from there the theater of a very strange ritual, leading the spectators on the other side of the mirror.

The innovation formerly determined as a shape of social progress, takes today the aspect of a propaganda distilled by innovation evangelists to expand massively the use of the technologies. The mechanic harassment depicted by the SCI-FI universe of the beginning of the 80s is represented here by a basic device of perception. Far from a judgment value on the virtualization of our environment, the artist wonders about the dark side of this process.

ALPHALOOP acts as disruptive element, leaning on the story and the theatricality of the experience to insinuate various sensations, in the body and the spirit of the spectator. The performance invites to dive into a parallel History where the utopians of the silicon valley, rocked by the beat generation, would have known how to protect their ideals.





P^{ROTOCOL}

The performance takes 45 minutes for a maximum capacity of 10 people every hour and 6 at 8 times by days. It appears as a path which participants will have to take, guided by HIM and accompanied with these assistants. This path is individually designed by the artistic team in echo to the context in which the project deploys.

Concretely participants are invited to come at set time and address. In front of this one an assistant waits for them, constitutes the group and takes it on a specific site identified as starting point. The META, the one who controls the tools of the experiment welcomes them, equip one by one with an audiovisual helmet which will become their new tool of artificial perception.

To the sound of a bell, participants are invited to open their eyes. He is here. It is HIM who is going to guide them until the term of the experience.

Do you see me? Do you hear me? Welcome in this reality, you are now in a new dimension and you will need to train yourself.

Close your eyes please. With the arms to the side and the feet on the ground, let's evacuate all the physical and psychological tensions usually cluttering our daily lives.

Let's forget these thoughts tumbling out in our mind, this constant flood giving us the impression to exist.

Open your eyes. Raise your hands at the height of your face. Is it really your hands? Move your fingers to see... Turn your palms outwards as you inhale. As you exhale, push the air out and stretch your arms in front of you. Use this air as a support and rise up.

MULTIVERS

HE, takes them in a philosophic and initiatory journey to the paroxysm of which the various fluxs from their equipment will be transformed, subjecting every participants to powerful visual and audio hallucinations.

HE guide as a single man playing with his words and musical instruments, towards the inevitable but nevertheless wholesome resolution of the ritual.

Do not move your head or your body and look at this object.

*Are you feeling? Are you feeling the substance getting closer?
Go inside. Give yourself over to the structure of this reality.*

*How far can you go? Is there a point of no return?
Divest yourself of the last bits of your old reality before you reach the shores of the continent NAO.*

To go back to a normal vision, shake your head and stare once again at an entry point to penetrate the substance.

*Restart the experiment selecting around you an object of your choice.
It's simple, you just have to stand still and forget all the rest...*

We are coming to the last part of our journey. Follow me, it's the last step. Focus on your breathing. Look at your hands. Inhale! Exhale! Inhale! Exhale!





TECHNOLOGY & RESEARCH

The NAO system v0 is designed for mobile platforms under UNITY 2017.1.0F3 and based on the use of a GEAR-VR helmet associated with a telephone. This one performs the role of a display matrix inside the helmet but also like artificial perception prosthesis thanks to its camera and its microphone. Every couple so formed is connected to the same local WiFi network generated by the tablet of the META.

This setup communicates on the network by OSC protocol. Telephones are remotely piloted by the tablet exchanging informations on the state of their sensors and answering to commands.

Thanks to this system it is also possible to broadcast in real time the speech of HIM in each helmets allowing to keep in touch with the group up to 40 meters of distance (without walls).

The tablet allows finally to start and to mix various sources:

- Live streaming microphones
- Media sound .bte, wav, mp3
- 360° Stereoscopic video

The interface is cooled by a miniature ventilator and charged during the phases of rest by a 20000mAh Lithium-polymer battery allowing to maintain a charge level enough high to run machines during more than 6 hours.

Various tracks of development are thought in collaboratives context:

- Geolocation-based media
- Detection of forms / Open CV
- Complex sound processing
- Random Video Processing Modules

These tracks are thought like support to develop contextual workshops on the Hallucination thematic based on UNITY software and augmented reality.

PRODUCTION STRATEGY & ESTIMATED TIMETABLE

This project builds itself through experiments in several territories and diverse contexts, which are going to feed the abstract and dramaturgic corpus of the creation but also help to develop its technical part creating a contributors network made of developers, researchers, and students.

PHASE 1 // august 1st - September 10th, 2017 / Residence of research and creation / delete studio, Marseille.

- NAO v0 system conception and first experiments
- Writing characters inspired by the following areas of research: Psychomagic VS Techno shamanism / Collective VS individual Experience / Increase VS Decrease.
- First experiment of the protocol.

September 11-19th, 2017 / First working stage / Plovdiv Nights Festival - Bulgaria

PHASE 2 // june, 2018 / Technological development residency / Serbia

- Professionals workshops and seminars addressed to designers, VR sector, local companies and universities.
- Technological device development and experiment with students.
- Complex AV functionalities blocks study.
- Control interface update.

PHASE 3 // september, 2018 / Writing residency / Chambre Blanche, Quebec

- Writing residency: dramaturgy and language
- First contact with autochthonous populations and shamanic culture
- Research around shaman rites on the territory.
- Elaboration of a new scenario for the performance inspired by these researches.
- Experiment of the new scenario with the local populations.

PHASE 4 // Under construction SERBIA





A RTISTS BIOGRAPHIES

Adelin Schweitzer

Born in 1978, Adelin Schweitzer lives and works in Marseille. He graduated in 2004 from the College of the Arts in Aix-en-Provence and pursued from there a polymorphic artist career at the crossroads between immersives performances, audiovisual experiments and new technologies. Adelin is part of a cutting edge artistic filiation of Rimini Protokoll, Tinguely, Marc Pauline from S.R.L or still Stelarc. Drawing from science-fiction imagery and cognitive sciences the artist designs over time the outlines of a singular forward-looking universe.

Fred Sechet

Actors and performer since about fifteen years, he collaborates with several theatre companies which occur in a French and European festivals network. Installed in Marseille since 2013 to do a “creation in the public place” training course (FAI-AR 2013/2015), he directs his artistic work on the territory by going to meet his inhabitants.

NAO aka Naoyuki Tanaka

NAO is a total material artist lives in France. Graduated in 2003 from the College of the Arts in Aix-en-Provence with jury congratulations, he started to work as an artist around interactive multimedia performances. After 10 years of commercials and artistics developments works, he directed towards mixed media robotic what he was interested since his childhood, by 80's mangas and films.

PRODUCTION

deletere is a nomadic laboratory. Its research are focused on new technologies as an artistic medium. Resolutely transverse, the association produces and diffuses artworks and multimedia performances that questions relationship between the audience and Machines. Established in 2013 and based in Marseille, deletere currently gathers a group of artists and technicians brought together by their technical complementarity and their curiosity for this medium.

LAST CREATIONS LINKS

#ALPHALOOP raw footages : <https://vimeo.com/237453429>

MOTOR_CORTEX (work in progress 2016 - 2017) : <https://vimeo.com/189952677>

VOYAGE PANORAMIQUE (2016) : <https://vimeo.com/150277274>

LES DRONARDS (from 2013) : <https://vimeo.com/155637236>

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