The international festival of films on art presents for a second consecutive year a selection of international Interactive works at place des arts for its 38th edition.

2020 PROGRAMMING

VIRTUAL REALITY – RETROSPECTIVE ARTE TRIPS

Caravaggio - in Tenebris

Mathieu Van Eeckhout | France | 2019 | 7'

Painting

The experience is an imaginary journey through a maze of narrow streets, an intimate labyrinth that takes us from the gilded splendour of a Roman palace bathed in light to the dark and dangerous back streets where Caravaggio sought adventure and, ultimately, his own ruin. Inspiration can be found anywhere, even in the degradation of the brothel and the filth of the taverns. This stroll through the Roman night lets us discover some of his most beautiful paintings.

Claude Monet – L'obsession des nymphéas

Nicolas Thépot | France | 2018 | 8'

Painting

Through a dialogue between the painter and his close friend, statesman Georges Clemenceau, the virtual reality experience Claude Monet - l'obsession des Nymphéas takes viewers away from the museum and into the changing seasons in the garden in Giverny. In a whirlwind of colours, we discover Monet's studio and plunge into the very heart of his work. An immersive and sensory experience in a unique work.

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Condamnés à jouer

Gordon Gordon, Andrès Jarach | France | 2018 | 5'

Painting

Pieter Bruegel the Elder's 1560 painting Children's Games portrays 200 children playing 91 different games. In this funny, irreverent, and erudite film, the children take control of the painting, bemoaning their weariness at having to play for all eternity.
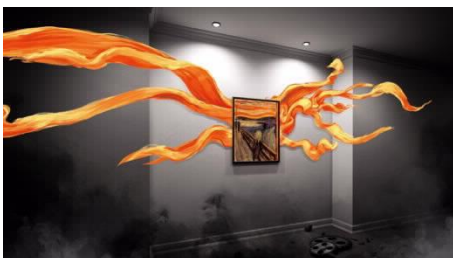

L'île des morts

Benjamin Nuel | France | 2018 | 8'

Travel

Isle of the Dead is a timeless journey, starting from an everyday apartment towards our final destination, guided by Charon, ferryman of the Underwolrd.
This VR experience is a loose recreation of the eponymous work painted in 1883 by the Swiss symbolist painter Arnold Böcklin. The famous masterpiece also inspired a symphonic poem by Rachmaninov, which makes a perfect soundtrack to accompany the experience.

Le Cri

Charles Ayats, Sandra Paugam | France | 2019 | 15'

Painting

Edvard Munch's The Scream is omnipresent. The famous face distorted by terror has fired our imaginations so greatly that it has become the universal symbol of dread. Are you ready to unleash the secrets of the most famous « scream » in art history?
Alone in an empty museum, you find yourself face to face with the painting. Do you dare touch it? Take care: demons and phantoms will spring from the canvas and drag you into the depths of the artist's tortured mind.

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Les rêves du Douanier Rousseau

Nicolas Autheman | France | 2018 | 7'

Painting

A late afternoon at the greenhouse of the Jardin des Plantes in Paris. A curious visitor lets himself be locked in. But the greenhouse is haunted by the spirit of Henri Rousseau. Interrupted by the ghostly voice of the painter, the visitor oscillates between dream and reality, when the greenhouse becomes a jungle, populated by characters, animals and plants from the Dream of the Douanier Rousseau (1910).
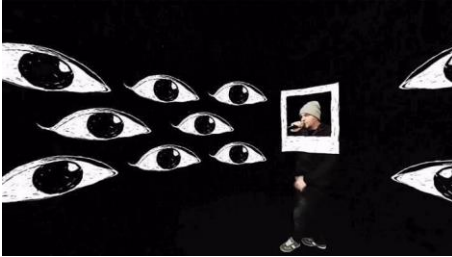
Un Bar Aux Folies Bergère

Gabrielle Lissot | France | 2018 | 6'

Painting

A four-acts immersion into Manet's famous painting. Alternately from the point of view of the painter, his model Suzon, the client observing her and a visitor at the Courtauld Gallery, where the masterwork is currently exposed. All these perspectives allowing a trip into the wildly-excited atmosphere of the Folies Bergère at the end of the 19th Century.

VIRTUAL REALITY - COMPLEMENTARY ARTE SELECTION

MC 360
Sami Battikh | France | 2018 | 17'

Rap

"New technologies, what do you think?" Here is the question we asked the rappers who are members of the MC360 project. Selfies, smartphones, snaps and stories... The joys and tricks of society 3.0 inspired freestyles posed on music by DJ Weedim, all captured in 360 °.
At the microphone of MC360, twelve young French rappers: Gérard Baste, Davodka, Chilla, Biffty, Guizmo, Jarod, DINOS, Still Fresh, Cheu B, 6Rano, Sidi Sid and Brav. Twelve artists, twelve styles, twelve points of view. To tie it all together, DJ Weedim plays the red threads: behind his turntables, he accompanies each of the invited artists. But MC360 is not just music, far from it. In addition to having recorded these freestyles with 360 ° cameras, each song was "pimped" with visual effects signed by the FCINQ studio. Superimposed words, light effects, shaky animations ... The universe of the twelve rappers unfolds on headphones as well as on screen.
As you can see: MC360 is above all a collaborative project: beatmakers, MC, graphic designers and videographers have worked hand in hand to honor hip-hop cultures. Put on your VR headset, put on your headphones and immerse yourself in the MC360 experience!

VIRTUAL REALITY – OTHER SELECTION

Or Bit

Daming Zhang | Chine | 2019 | 15'

Performing Arts

Or Bit is a 360° dance film that gradually unveils the transition of X and Y from curious explorers to the trapped objects of observation. This film explores how to guide intention in a 360° environment through movements. Camera is treated as a virtual character and has its own movement design.

The Kvetny Galaxy III 2019

Ida Kvetny | Denmark | 2019 | 7'

Performing Arts

This artwork is a collaboration between an author (Ida Marie Hede) and artist (Ida Kvetny). The author has written a text inspired by the artist's work, where after the artist again has created a new digital work inspired by the words.
The Kvetny Galaxy III unfolds a "Surreal Universe". The dense dazzled scenario feels, right out of a dystopian magical tale. 3D scanned ceramic sculptures, VR-sculpted animations and classical music lead you by the words into the galaxy. The psychedelic scenes are warped and dreamlike and dripping with saturated colors. There's a dark feel and an open composition with amoebic creators with transparent souls. The landscape is strange and salute the metaverse. Meanwhile, the floating forms and deep blues call to mind Chagall. With an inspiration by Freud the viewer becomes an conduction archaeologist of the mind. Who attempts to uncover buried thoughts and feelings, to place them in context, to try to understand the relationships between them. The Kvetny Galaxy II looks something like an archaeologist's lab turned upside down, with strange, unidentifiable organisms and artifacts left and right. Using an "ancient language that transcends time, place, and culture," the nightmarish landscapes provoke thought and wonder and dread. Philosophical and artistic influences aside, this dark world is a way to connect the digital and the analogue world.

360° Figaro

Jan Schmidt-Garre | Germany | 2018 | 23'

Music

"At once the theatre transforms itself into a sun", a stage direction by Mozart reads. Gazing at the sun can be beautiful but what would it be like to actually see it from inside? The 360° camera promises such a peek.

"360° Figaro" is a 20 min music film shot in virtual reality: an opera scene, for the first time conceived and staged exclusively for this new medium, live performed both vocally and instrumentally, recorded by a binaural sound recording technique. A series of scenes—coherent in itself—will be taken and shot from the beginning of Act II of Mozart's Le nozze di Figaro. Instead of having a conventional centrifugal angle like in an arena, our point of view is a centripetal one. The viewer will be placed right in the centre of the performance which is staged exclusively for him.

Beethoven 360

Ivan Maucuit | France | 2019 | 6'

Music

You've heard Beethoven's fifth symphony before, but never like this. In this one-of-a-kind VR experience, the all-time classic is performed by insula orchestra under the direction of world renowned conductor Laurence Equilibrey, as notes fly through the air and the world around you twists and bends to match the ebb and flow of the Emperor's masterpiece. Beethoven 360 will make you feel like you're listening to the fifth symphony for the first time all over again.

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Innere Musik

Michel D.T. Lam | Canada | 2019 | 6'

Music

Innere Musik is an immersive portrait of the Grand Orgue Pierre-Béique. Let yourself be transported by Johann Sebastian Bach's Fantasy and Fugue in G minor and follow the trajectory from the console through the 6,489 pipes of this massive instrument!