




# ANIMO#1 - nobiscum

Dance Interactive Installation  
by Gwendaline Bachini

mail : [gb@lacri.net](mailto:gb@lacri.net)  
phone : +33 (0)769 547 19

# ANIMO cycle



ANIMO is a cycle of artworks mixing dance, digital art and technological research. It focuses on the mechanisms of species evolution. The new media artist is inspired by the neo Darwinian theory and develops the idea that nature tends to always replicate the same things but fails. It makes «mistakes» and generates differences which are essential to the resistance of species .

Category: ART INTERACTIVE INSTALLATIONS  
IMMERSIVE XR EXPERIENCES  
Software: CREAMOVE, MAX MSP, UNITY  
Date: 2012 -2019

## A#1 (NOBIS)CUM

First interactive dance installation of the cycle of art works ANIMO, this art object is set up as a triptych. Three touch screen human size deal with the Animo's topic guided by the book « the expression of emotion in Man and Animal” by C. Darwin. The choreography is inspired by acquired animals habits that are passed down from generation to generation even though they are useless in new context.

The three digital screens represent three live size dancers that visitors are invited to animate individually or in groups. Touching the screen, visitor pilot the movement of the body's performers and by doing so give life to them. A gestural dialogue between visitors and performers is established : « *your touch is bringing out in us our animal's origin! Are we existing only because of you and your tribe who manipulate us? Are we all intended to become objects?*”

PRODUCTION : LA C.R.I | CO-PRODUCTION : ECLECTIC EXPERIENCE | PARTNERS : CDC LE PACIFIQUE ; LE GRAME ; LE FRESNOY, NSCA ; LA FABRICA 126 (SOFIA BUL) FUNDINGS : DI-CREAM (CNC) ; SCAN FUNDINGS, AURA REGIONAL COUNCIL ; VAR GENERAL CONCIL

Category: ART **INTERACTIVE INSTALLATION**

Software: **MAX MSP**

Date: **2014**

Web link : [HTTPS://GWENDALINEBACHINI.COM/PORTFOLIO/A1-CUM-DANCE-INTERACTIVE-TRIPTYCH-2013-2014/](https://gwendalinelbachi.com/portfolio/a1-cum-dance-interactive-triptych-2013-2014/)





# ANIMO#1 | Team and Partners

## Artistic team

Concept/Réalisation : Gwendaline Bachini, chorégraphe new média (La C.R.I.)

Performers : Christian Bakalov, Gilles Polet, Gwendaline Bachini,

Musique : Isabelle Duthoit

Design Logiciel : Sylvain Delbart

Réalisation sonore : Luccio Stiz

Cadreur : Sylvain Brillant

Régisseur : Yan Héreng

## Production & Coproduction

LA CRI & ECLECTIC EXPERIENCE

## Partners :

CDC Le Pacifique (Grenoble); Le GRAME (Lyon); Le FRESNOY, National Studio of Contemporary Arts Tourcoing; La FABRICA 126 (Sofia Bulgarie)

## Fundings :

DICREAM National Grant for Multimedia Artistic Creation (CNC); SCAN Support fund for digital artistic creation (Auvergne Rhône-Alpes); DRAC Auvergne Rhône Alpes; Departmental General Council VAR Support fund for creation; BML Lyon Part-Dieu;



## ANIMO#1 ref exhibitions

- Festival "Laboratory Art-Science, Saint-Priest (Le Château de St Priest)
- Festival "The fabrik of innovation" Lyon (BML Lyon Part Dieu)
- « European night of museum » Toulon ( Art Center Hôtel des Arts) Exposition « exhibition digital view on the living ».
- Festival « Time to love dance », Direction by Thierry Mandalain (Picture center of Biarritz)

## GWENDALINE BACHINI, New Media Artist / Director

Gwendaline Bachini is a New Media Artist, Director XR. She creates interactive video art works. She deals with topic as human identity / Evolution theory. Its first steps in the field of Digital Art were made in Berlin where she realizes Tactim (live size touch screen 2008) with Humatic GmbH. After a residency in China organized by Culture France for her project BEIJING, FIELD TO DANCE, the partnership with Humatic GmbH continues in Italy with a participation in MIND BOX interactive video installation in collaboration with the Cie Zappala and IRCAM. In 2011, the Artist continues this voice in France and has engaged a partnership with 4D View Solutions and the researchers of INRIA (Grenoble) for the cycle immersive media dance: ANIMO. This cycle focuses on the place of the « error » in the evolution of life and integrates the cutting-edge technologies of the R&D project Créamove (FUI 2012-2015). The works are presented in France and abroad in digital art festivals such as MOOVE in Manchester (UK), VIA (Maubeuge) FILE, (Sao Paulo Brazil), DAf of Taipei (Taiwan) Univ Dance Festival of Beijing (China) ZED Festival (Bologna Italy) ... With the last two creations of the cycle, A#3\_MOTU (VR) and BIFACE (AR) the artist start a new approach of the moving bodys with experiences specially done for volumetric dance in virtual and augmented reality. The XR prototype was awarded at Stereopsia, world immersion forum (Brussels dec 2019).