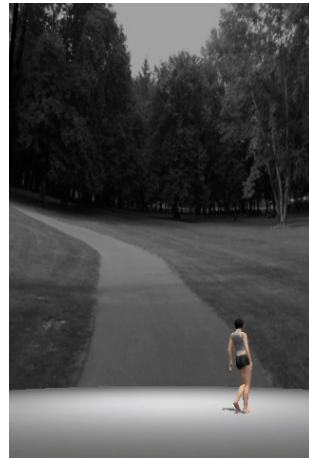


SOI MOI ...

n + n Corsino and Jacques Diennet

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Created by n + n Corsino
Development: Samuel Toulouse
3D scenography: Patrick Zanolli
Sound creation: Jacques Diennet
Performance: Stefania Rossetti, Ana Teixido, Norbert Corsino
<http://youtu.be/mI0MoIb5CgE>



1 Introduction

See dance is to grasp the moment in several areas of representation possible. The temporal continuity of this apprehension is not measurable, but it can be deformed: it refers to a topological structure of the passage of time applied to motion perception.

The program designed by Corsino is ludic and is based on sequences that present fluid movements produced through durable artistic collaborations (the

dancers Ana Teixido and Stefania Rossetti, the composer Jacques Diennet, the graphic designer Patrick Zanoli) and psycho-sensory effects obtained by a long process of programming from the developer Samuel Toulouse. We no longer speak today of viewer participation, feedback, interactivity but intuitive navigation. The spectator-actor, the manipulator-player can make his scales to infinity, change wallpaper, background music, tempo, distort the image in real time . . . Keystrokes are now rustling ecraniques, orders, hugs. And blow may be playing.

A sensitive navigation in harmony with the iPhone. Blow, touch, shake, push: poetic abstract kinetics of bodies and landscapes increases through the object held in the hand. *Soi Moi*, a work of art specifically designed as an intimate extension of oneself, offers an interactive journey through choreographic sequences and opens a new realm of creative imagination in dance.

2 Synopsis

A sensitive navigation resonates with the iPhone. Kinetics of bodies and landscapes, poetic and abstract just to increase through the tool back and specifications of the subject in hand are thereby developed through the interaction of motors.

Soi Moi, a mobile facility that gives a different perception of his own body. The iPhone becomes more user-friendly and reveals a physical sensation never felt before. Fifteen interactive sequences lasting one to two mns long form the basis screenplay. *Soi Moi* in the choreographed motion capture sequences plays with invisibility: the subtraction of object or partner offers unexpected physical situations. It strengthens the technical processes about when operating in the disappearance. Or more precisely in the kidnapping. Kidnapping or abduction understood as relief. Beyond the two words in the title, the construction of internal and external pressure causes some exhaust to form a tensegrity, tensile integrity, closer to the fields of biology and architecture than shamanism.

We like to think that the choreography, music and sound, set design, light and image are parallel scenarios with respect to a central theme. None is a priori worked in illustration of the other or treated as direct application. It is the same interactive mode. Mapping of the representation does not overlap with perceptual mapping of the user: they correspond in an appropriate language and a relational game resulting in a narrative form.

Related links

Last access on 20th April 2012:

<http://www.liberation.fr/culture/01012390484-n-n-corsino-croisiere-virtuelle>

<http://www.parisetudiant.com/etudiant/sortie/n-n-corsino.html>

http://www.festivaldedanse-cannes.com/IMG/pdf/com_presse_MUES_Miramar_Cannes_nov_2011_2_.pdf

http://www.yesicannes.com/yesicannes/mues_n+n_corsino.html