

Adrien M & Claire B

The Adrien M & Claire B Company creates digital and living art forms, ranging from stage performance to installations. It is co-directed by Claire Bardainne and Adrien Mondot, whose approach puts the human experience at the centre of technological issues, with a strong visual focus on the body and unique bespoke technologies created in-house. They strive to create living digital art: mobile, handcrafted, short-lived, and responsive.

Since he was discovered at Jeunes Talents Cirque in 2004 with his *Convergence 1.0* project, multidisciplinary artist, computer scientist and juggler **Adrien Mondot** creates stage performances based on responsive interactions between digital art forms, juggling, dance and music. In June 2009, he received the Grand Jury Prize for *Cinématique* at the Dance and New Technologies international competition of the Bains Numériques Festival (Enghien-les-Bains).

In 2010, he meets visual artist, graphic designer and scenographer **Claire Bardainne**. Graduate from the Estienne and Paris Arts Déco schools, her approach focuses on the imaginary realms conveyed by pictures and graphics, especially in their space-constructive capacity. She works at the BW Studio she co-founds in 2004, and with the research teams in sociology of the imaginary of the Ceaq (Sorbonne, Paris).

After joining forces on a shared creative vision in 2011, they restructure their company as Adrien M & Claire B. Transcending the spatial boundaries of stage and the time limits of performance is pivotal to this transformation. Together, they create the *XYZT Abstract Landscapes* interactive exhibit. In 2011, they write conference-performance *Un point c'est tout* and the digital scenography of *Grand Fracas issus de rien*, directed by Pierre Guillois. In 2013 they created *Hakanai*, a show for one dancer in an immersive environment.

In 2014, they co-sign the performance of *Pixel* with Mourad Merzouki (CCN Créteil and Val-de-Marne/Cie Käfig).

In 2015, they created *Le mouvement de l'air*, and were honored by receiving the SACD Digital Creation award of the year.

In 2016, *Snow does not make sense* is published with Editions Subjectiles.

This is Adrien M & Claire B's first monograph book, it includes six drawings in augmented reality. 2017 sees the making and the première of a new series of installations, entitled *Mirages & miracles*. In 2018, they are commissioned by la Fondation d'entreprise Martell to create *The shadow of the vapor*, a site-specific installation.

Together, they aspire to create an art of movement to set the human body in resonance with graphic and digital arts. The result is a poetic visual language blending imaginary, real and virtual dimensions while bearing unlimited opportunities for artistic exploration.

Today, the Company has 30 associates, two performances and two exhibits touring internationally. Its Lyon headquarters also house a research and creation studio. The Company is registered with the DRAC Auvergne-Rhône-Alpes and the Auvergne-Rhône-Alpes Region, and subsidized by the City of Lyon.

CONTACT

Adrien M & Claire B
54 quai Saint-Vincent
69001 Lyon France
00 33 4 27 78 63 42
contact@am-cb.net

am-cb.net

Artistic Direction

Claire Bardainne & Adrien Mondot

Administration

Marek Vuiton

Technical Direction

Alexis Bergeron

Production and booking

Joanna Rieussec

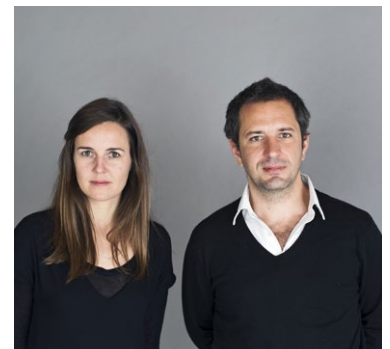
Production

Margaux Fritsch, Delphine Teypez

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Photo © Romain Etienne - item



Acqua Alta

Adrien M & Claire B
Show and installations
Creation 2019



A journey in the imagery of water, with a stage performance, a pop-up book in augmented reality and an experience in virtual reality.

Acqua Alta is a story. A woman, a man, a house. A daily routine, absurd and filled with discrepancies. But one wet rainy day, their life is turned upside down: the rising waters drown their home in an ink-colored sea. The woman slips and disappears. Only her hair remains, and it is alive. It tells the tale of a disaster, unique and universal. It tells of losing and searching. It tells of the fear of the bizarre and otherness, and how to tame it.

We created three variations on the same story, using three different formats:

Acqua Alta - Ink black : a visual theatre performance that blends movement and living digital images ;

Acqua Alta - Crossing the mirror : a book whose drawings and paper volumes become the décor of the story, only visible in augmented reality ;

Acqua Alta - Tête-à-tête : an immersive experience in a virtual reality headset to live one scene of the performance in immediate proximity.

The suggested parcours is made up of the three experiences above, they resonate with one another.

Claire Bardainne & Adrien Mondot



Team

Concept and artistic direction Claire Bardainne et Adrien Mondot
Drawings and paper design Claire Bardainne
Computer design and digital interpretation Adrien Mondot
Choreography and performance Dimitri Hatton et Satchie Noro
Original music : Olivier Mellano
Additional music : Jean-Sébastien Bach, Ludwig van Beethoven and Jon Brion
Computer development Rémi Engel
Paper engineering Eric Singelin
Script doctor Marietta Ren
Light engineering Jérémy Chartier, Yan Godat, Benoit Fenayon alternating
Sound engineering Régis Estreich
Construction Jérémy Chartier, Yan Godat, Arnaud Gonzalez, Claire Gringore, Yannick Moréteau
Screen print Olivier Bral
Technical management Romain Sicard
Administration Marek Vuiton
Technical direction Alexis Bergeron
Production and booking Joanna Rieussec
Production Margaux Fritsch, Delphine Teypaz

Production: Adrien M & Claire B

Co-production

LUX, scène nationale de Valence. The compagny is associated to LUX in 2018-2019 • Hexagone Scène Nationale Arts Sciences - Meylan • Maison de la Danse - Lyon / Pôle européen de création • DRAC Auvergne Rhône-Alpes / Ministère de la Culture • Chail-lot - Théâtre National de la Danse • Espace Jéliote, Scène Conventiionnée arts de la marionnette, Communauté de Communes du Haut-Béarn, Oloron-Sainte-Marie • Théâtre Paul Éluard, Scène Conventiionnée Bezons • Theater Freiburg

Supports

Exceptional support, Adami
Accueil studio, Les Subsistances, Lyon, 2018-19

Mirages & miracles

Adrien M & Claire B
Exhibition — 14 installations
Creation 2017



Augmented drawings, holographic illusions, virtual-reality headsets, video-projections... A series of installations inhabited by digital animism.

«Stones are simple, heavy and motionless. Stones are the archetype of what is real and concrete. But listen to their silence, and you can hear them speak. They speak of the forces that consumed them, of the distances they have travelled, of the genies they shelter. Observe them through the window of augmented reality, and they grow transparent and their inertia pulses. The image –intangible, moving, nimble– embodies this imaginary and reveals these *objects of poetic reaction*.»

Claire Bardainne & Adrien Moncot

Ranging from small to large-scale work, this corpus of installations offers a delicate coincidence between the virtual and the material. It offers a unique ensemble of improbable scenarios that takes root in both the mirage and the miracle, and plays with the boundaries between true and false, the animate and the inanimate, the authentic and the deceptive, the magical, the wondrous, and the indescribable.

Team

Concept and artistic direction :
Claire Bardainne & Adrien Mondot
Drawings : Claire Bardainne
Computer design : Adrien Mondot
Computer development : Rémi Engel
Composition and sound creation :
Olivier Mellano
Dance : Bérengère Fournier, Samuel Faccioli,
Akiko Kajihara
Technical management : Laurent Cuzin
Exhibition set-up : Elvire Tapie, Lionel Rivière,
Claire Gringore, alternating
Electronics : Sébastien Albert alias Dudley
Smith
Carpentry : DeFacto / Julien Quartier,
Charles Robin — Atelier Gautier
Steel locksmith : Mathieu Laville, Rémy
Mangevaud, Elvis Dagier
Aluminium locksmith : Teviloj / Ludovic
Laffay
Lithography : URDLA
Screen print : Olivier Bral
Printing : Artprint
Blown glass : Nicolas Sartor

Technical direction : Alexis Bergeron
Administration : Marek Vuiton
Booking : Joanna Rieussec
Tour Production : Margaux Fritsch,
Delphine Teypez

Production

Adrien M & Claire B

Co-production

Fondazione RomaEuropa – Arte e Cultura
(Italie)
2 Pôles cirque en Normandie / La Brèche à
Cherbourg – Cirque Théâtre d'Elbeuf (France)
Scène nationale d'Albi (France)
Les Subsistances, Lyon (France)
Lux, scène nationale de Valence (France)
Espace Jean Legendre, Théâtre de
Compiègne – Scène nationale de l'Oise en
préfiguration (France)
Arenberg Creative Mine – Communauté
d'Agglomération de La Porte du Hainaut

Funding

Fonds [SCAN], Région Auvergne-Rhône-
Alpes

Support

Les Subsistances, Lyon (France)
UrbanLab, Lyon (France)
URDLA - centre international estampe & livre,
Villeurbanne (France)
Villa Medici, Rome (Italie)

The Adrien M & Claire B Company is
accredited by DRAC Auvergne-Rhône-Alpes,
Auvergne-Rhône-Alpes Region and is
supported by the City of Lyon.



photo © Romain Etienne + photomontage Adrien M & Claire B

Hakanai

Adrien M & Claire B
Show — Duration 40 min
Creation 2013



Dance choreography performed in the immersive environment of a moving cube, to explore the fleeting nature of dreams and the fugacity of life.

“In Japanese, *Hakanai* means ‘impermanent, fragile, evanescent, transitory, and fleeting’, somewhere between dream and reality. This very ancient word also captures an elusive aspect of the human condition and its precariousness, but also grounded in nature. It’s written by combining the graphic characters symbolizing ‘man’ and ‘dream’. This symbolic association is the starting point for a dancer who will face images revealing what lies on the brink of imagination and reality.”

Claire Bardainne & Adrien Mondot

Live animations based on physical movement modelling, on an original music score played live. After the quadrifrontal performance, the audience will be invited to explore the stage installation.



Team

Conception, artistic direction, scenography and stage setting: Claire Bardainne & Adrien Mondot
Computer design: Adrien Mondot
Dance : Akiko Kajihara, Virginie Barjonet, Satchie Noro, Francesca Ziviani alternating
Digital Interpretation: Jérémy Chartier, Loïs Drouglazet, Rodolphe Martin alternating
Sound Design: Christophe Sartori, Loïs Drouglazet
Création sonore: Christophe Sartori, Loïs Drouglazet
Sound Interpretation: Clément Aubry, Jérémy Chartier, Loïs Drouglazet, Christophe Sartori, Pierre Xucla alternating
Set Design and construction: Martin Gautron, Vincent Perreux
Digital Toolset: Loïs Drouglazet
Light Design: Jérémy Chartier
Outside Viewer: Charlotte Farcet
Costume : Johanna Elalouf
Technical Direction: Alexis Bergeron
Administration: Marek Vuiton
Production and booking : Joanna Rieussec
Production: Margaux Fritsch, Delphine Teypaz

Production

Adrien M & Claire B

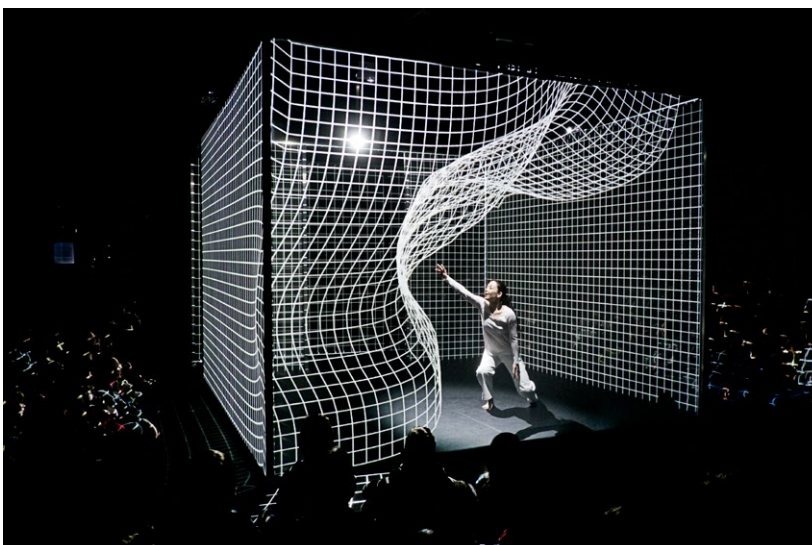
Co-production

Les Subsistances, Lyon ;
Centre Pompidou-Metz - Accompagnement à la production et résidence de création ;
Ferme du Buisson, scène nationale de Marne-la-Vallée ;
Région Rhône-Alpes Fonds [SCAN] ;
Atelier Arts-Sciences, Grenoble ;
Les Champs Libres, Rennes ;
Centre des Arts, Enghien-les-Bains ;
Co-financé dans le cadre du programme « Lille, Ville d'Arts du Futur » visant à développer les expérimentations mêlant arts et innovations technologiques » ;
Accueil en résidence au Centre de création et de production de la Maison de la Culture de Nevers et de la Nièvre (MCNN) ;
Micro Mondes, Lyon.

Funding

Ministère de la Culture
et de la Communication DICRéAM

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XYZT

Abstract Landscapes

Adrien M & Claire B
Exhibition — 10 installations
Creation 2011 & 2015



AVAILABLE FROM 2018

An exhibit-path along ten installations designed to physically engage audiences. The meaning of four letters in mathematical language is the key to open an imaginary landscape bordering visual and performance arts.

Because X (horizontality) Y (verticality) Z (depth) and T (time) can describe a point's movement in space, they also carry the essence of the potential place of that movement. The path, crossing a nature represented geometrically and organically, is responsive to visitors, who can play with the light in a landscape of lines, points and letters as they explore a vibrant and fleeting virtual environment generating dance and movement. Images are created in real time from physical movement modelling.



Team

Conception, art direction, graphic design and scenography:
Claire Bardainne & Adrien Mondot
Computer design: Adrien Mondot
Digital Toolset and sound control:
Lois Drouglazet
Set Design and construction:
Martin Gautron, assisted by Charles Boinot
Sound design: Christophe Sartori
Light design: Jérémy Chartier
Exhibition set-up: Lois Drouglazet, Claire Gringore, Jean-Marc Lanoë
Technical management: Jean-Marc Lanoë
Technical Direction: Alexis Bergeron
Administration: Marek Vuiton
Production and booking : Joanna Rieussec
Production: Margaux Fritsch, Delphine Teypez

Production

Adrien M & Claire B

Co-production

Atelier Arts-Sciences et CCSTI, Grenoble ;
Espace Jean Legendre, scène nationale de l'Oise en préfiguration, Théâtre de Compiègne ;
Lux, scène nationale de Valence ;
Les Subsistances, Lyon ;
Le Planétarium, Ville de Vaulx-en-Velin ;
Ville de Tourcoing.

Funding

Conseil Régional Rhône-Alpes Conseil ;
Général de l'Isère.

Support

Le Pacifique, CDC de Grenoble ;
Abbaye de Noirlac - Centre culturel de rencontre.

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