

SANDRINE DEUMIER

FORMATIONS

- MA in Philosophy (Toulouse II University, France) 2000
- DNAP, National Institute of Fine Arts (Tarbes, France) 2004

STATEMENT

Sandrine Deumier is a pluridisciplinary artist working in the field of performance, poetry and video art whose work investigates post-futurist themes through the development of aesthetic forms related to digital imaginaries.

With her dual philosophical and artistic training, she constructed a multifaceted poetry focused on the issue of technological change and the performative place of poetry conceived through new technologies. Using material from the word as image and the image as a word vector, she also works at the junction of video and sound poetry considering them as sensitive devices to express a form of unconscious material itself. The process of writing and the mobile material of the image function as underlying meanings of reflux which refer to the real flickering and to their reality transfers via unconscious thought structures. Her work consists mainly of texts, digital poetry, multimedia installations and audiovisual performances in collaboration with composers.

Website : <http://sandrinedeumier.com>

CONTACT

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Le Jardin d'acclimatation, VR experience 2023

VIDEO

ART

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MULTIMEDIA

PERFORMANCE

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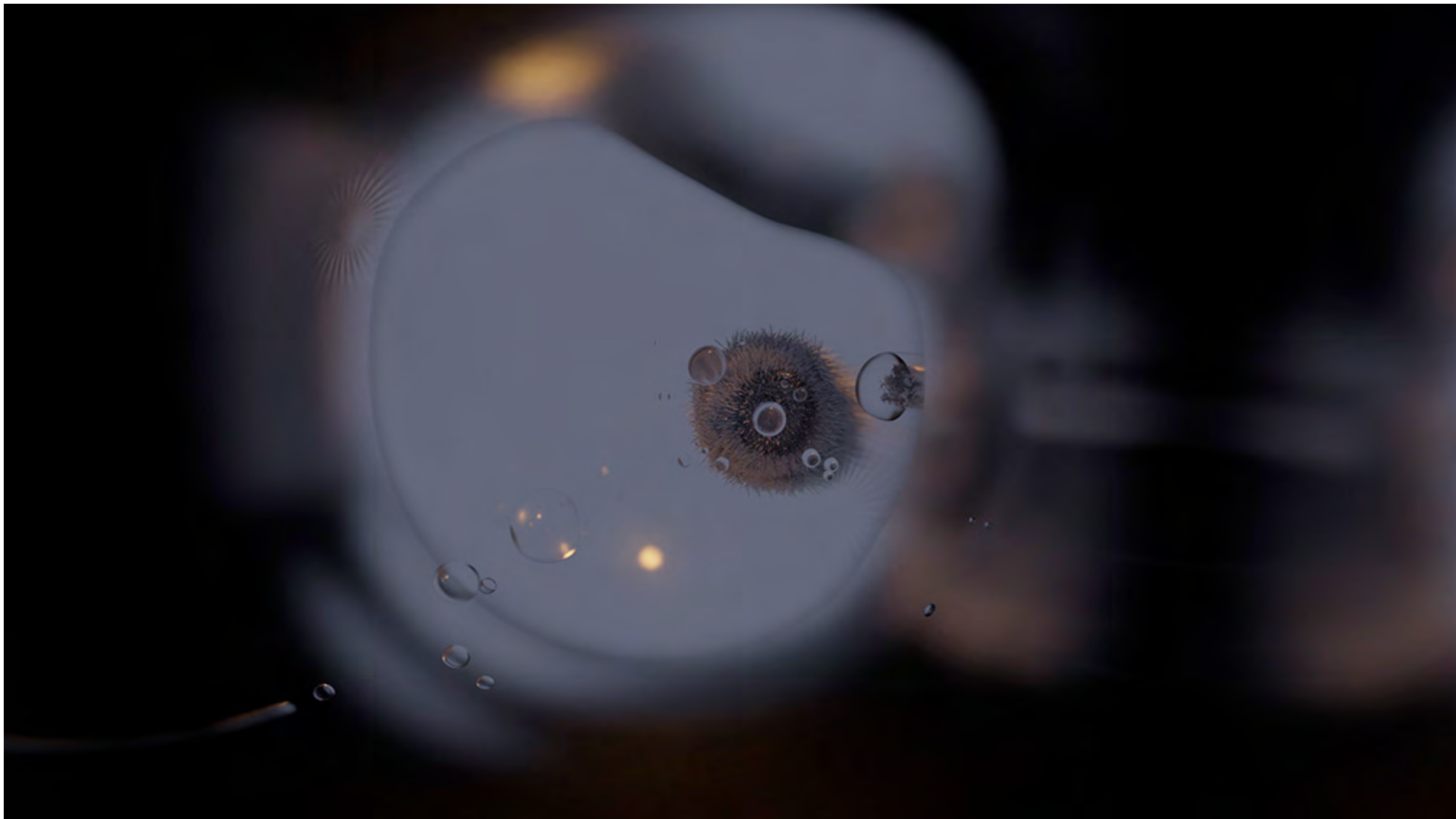
DIGITAL

POETRY

Across the Lake/ Kòe Ô (fulldome audiovisual project) 2023 | Le jardin d'acclimatation (VR experience) 2023 | Unnatural - of humus and artifact (interactive fiction) 2023 | From the place where the light goes out (video art) 2023 | Beyond Matter - in imitation of the survival orchids (interactive animation) 2022 | N-h9 (digital poetry) 2022 | Lotus Eaters (VR experience) 2021 | Vibrissae (face filters in AR) 2021 | Les Unités-Mixtes (digital animation) 2021 | L'alter-Monde (fulldome audiovisual project) 2020 | Delta - if everything is connected, everything is vulnerable (VR animation) 2020 | Falling (VR animation) 2019 | Realness - Intimate Garden (VR animation) 2019 | Realness - Cloud and Dust (digital animation) 2018 | Uncanny Possibilities (multimedia performance) 2018 | Affordable Dreams (video installation) 2017 | Pink Party (digital animation) 2017 | Soft Butterfly (digital animation) 2016 | [play:] (digital narrative performance) 2015 | GogatsuByo (digital animation) 2015 | U.hotel (video art) 2015 | Play (online poetry) 2014 | Mdr (audiovisual performance) 2014 | ExterPark (digital animation) 2014 | Un.reality (digital animation) 2012 | MagicalGarden (digital animation) 2012 | Poésie sous sms (participative poetry performance) 2012

Across the Lake / Kòe Ô

Audiovisual project for fulldome format, 2023
(in collaboration with Cia Himiân Lí)



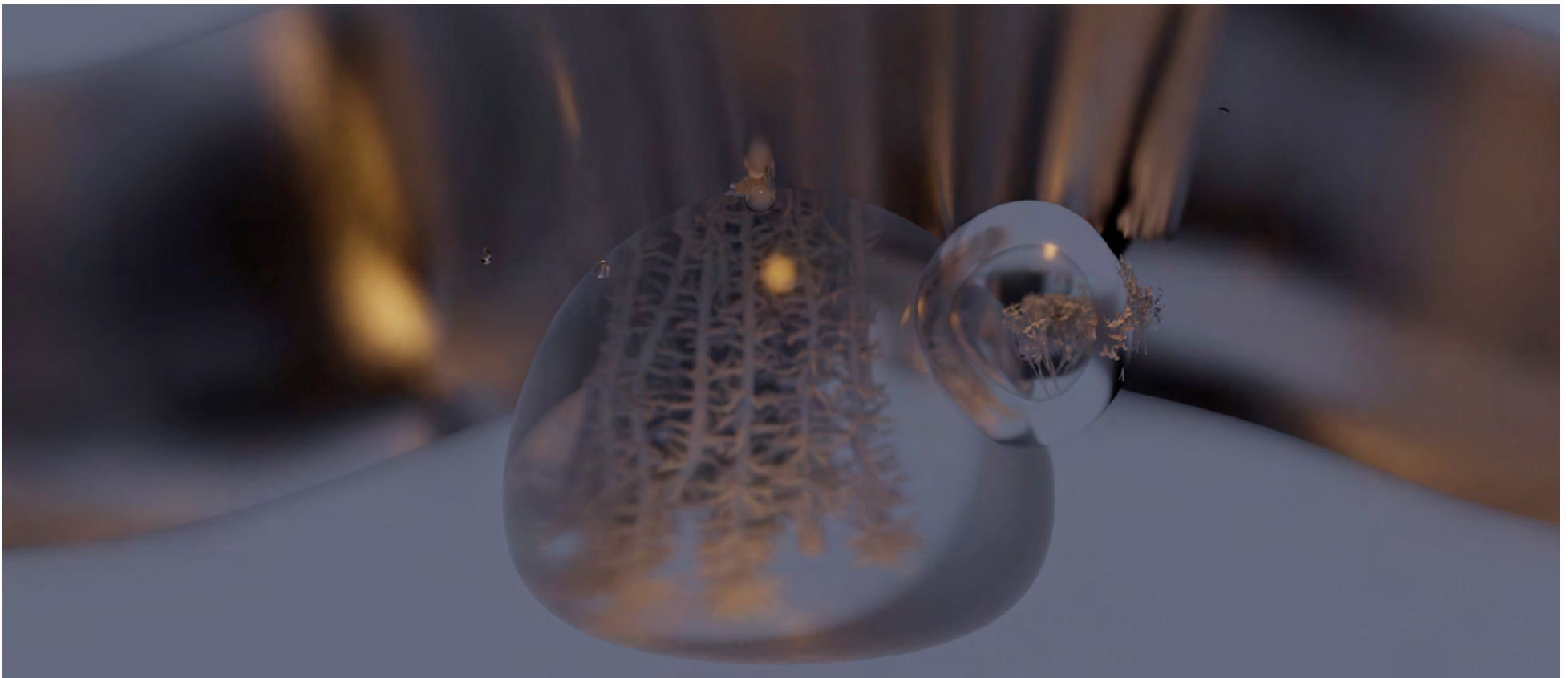
Across the Lake / Kòe Ô

Audiovisual project for fulldome format, 2023
(in collaboration with Cia Himiàn Lí)

Across the Lake/Kòe Ô is a plunge into a landscape recomposed like a mnemonic score. Using processes of mental association, the video is broken down into multiple perceptions of the same journey. The different points of attention allow the eye to oscillate between details and overviews, microcosm and macrocosm, real perceptions and recomposition through other landscapes summoned in memory like impossible resurgences. Sound is made into triggers of consciousness, to claw, to harrow, to excavate, to stroke, to pinch, to rinse along with the visual. It intends to farm life; to nurture bacteria; to release the fragrant emerald; to path the unknown empty in mind; to build an exterior alliance with liberty. By using physical sounds, it dismantles the frame of consciousness and reveal luminous death and birth. *Across the Lake/Kòe Ô* is an audiovisual decoy that underlines the fact that perception is only a mental construct.

Demo : <https://vimeo.com/885968862>

Documentation : http://sandrinedeumier.com/Across-the-Lake-Koe-O-SandrineDeumier-CiaHimianLi_EN.pdf



Unnatural - of humus and artifact

Interactive fiction, 2023

In a natural environment without any artificial infrastructure, and apparently uninhabited by the human species, an encounter takes place with an enigmatic character, that will turn out to belong to a hyper-technological human society inhabiting the Earth in a way unknown until then. Interactive storytelling device in the point-and-click genre, *Unnatural - of humus and artifact* proposes to project the user into a fictional human society whose development of technical and spiritual knowledge would have created a world of virtual artifacts without any modification of the natural environment. this project tries to imagine a technologically augmented humanity in view of shared knowledge, spirituality and hyper-connection to the living world. Inspired by Donna Haraway's concept of Chthulucene, this narrative fiction is based on the premise that what defines us as living beings is being-with. It seeks to open up avenues of reflection on the construction of a form of inclusive metaverse, notably through experimentation with non-invasive lifestyles inspired by an ethic of Care and open to the development of intercultural networks and inter-species communication; the development of a policy of living together between humans and non-humans; the valuing of time, observation and curiosity; and an understanding of the imaginary as a power to act on reality.

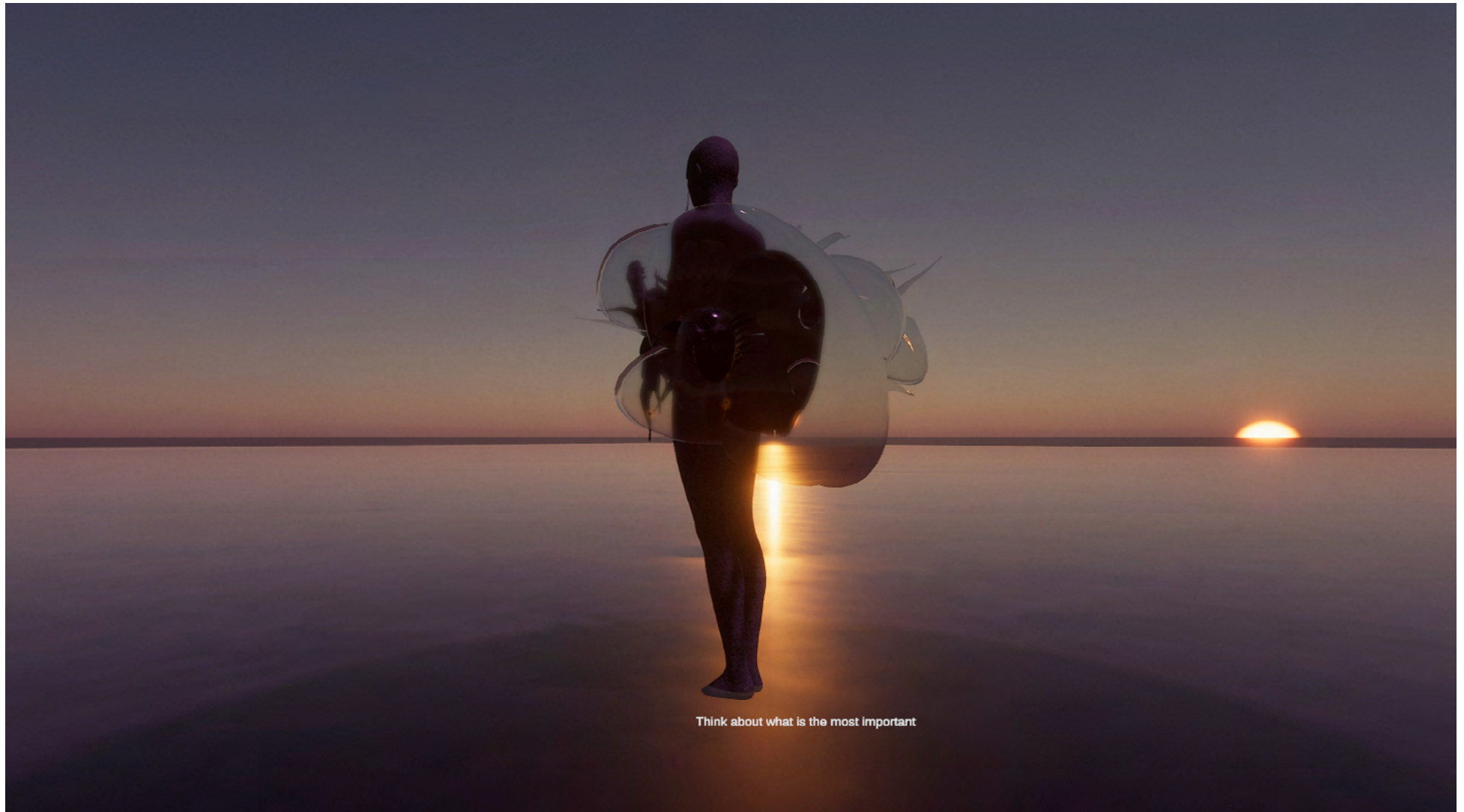
Demo : <https://vimeo.com/807254285>

Documentation : http://sandrinedeumier.com/Unnatural_Sandrine_Deumier_EN.pdf



Unnatural - of humus and artifact
Interactive fiction, 2023

With the support of OULU AIR



Think about what is the most important

L'alter-Monde

Audiovisual project for fulldome format, 2020
(in collaboration with Myriam Bleau)



L'alter-Monde

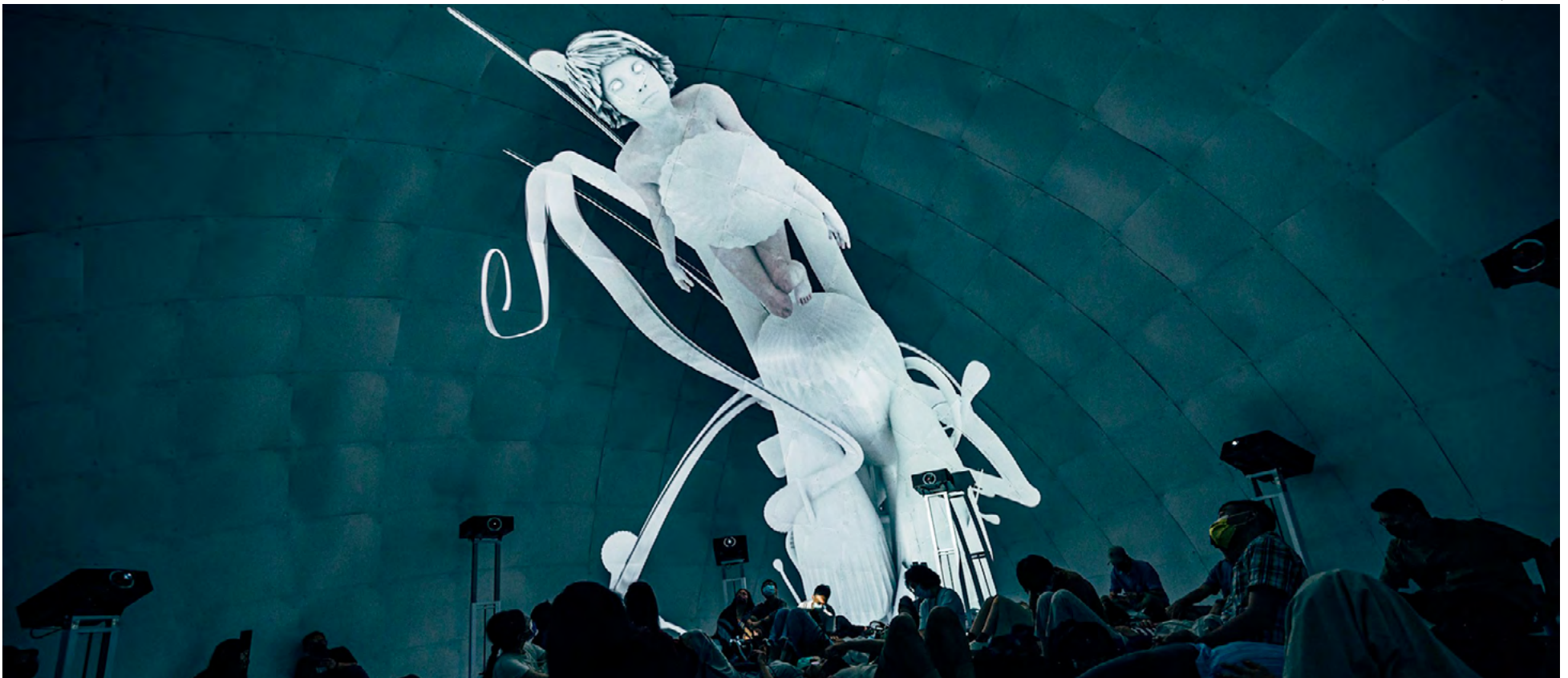
Audiovisual project for fulldome format, 2020
(in collaboration with Myriam Bleau)

An immersive audiovisual project for full-dome format with a theme on a potential symbiosis between the human being and a state of rediscovered nature. Through ecosophy and inter-species mutualism, it explores how we humans could resonate with a mutant nature, a plant-becoming environment, or non-human lives. The visualization designed in multiple scenes evokes a cybernetic garden that combines mechanical and biological beings. In there, humans are huddled around each other floating in a sea of wires that can be seen either as electronic parts, plants, animals, or insects. The work, in search of a non-human and hyper-natural bio sensitivity, addresses the critical issues of climate change and extinction of species while offering the viewers an immersive and potentially world view changing experience.

Supported by Cité des Sciences et de l'Industrie, CALQ and Canada Council for the Arts
Festival Platform Award (Dome Theater Category), Japan Media Arts Festival 2021

Demo : <https://vimeo.com/370734235>

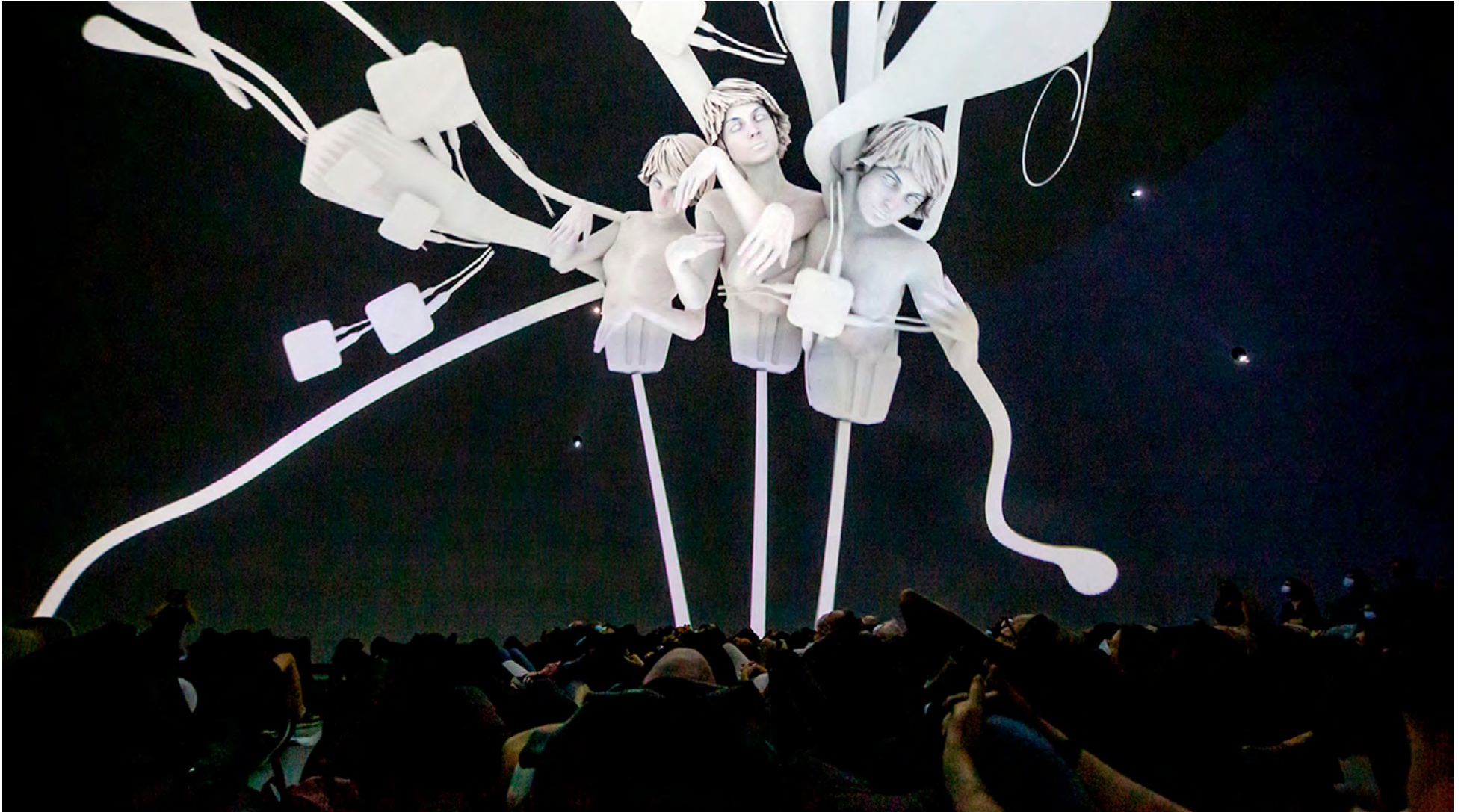
@ Future Vision Lab (Taipei, Taiwan) 2021



L'alter-Monde

Audiovisual project for fulldome format, 2020
(in collaboration with Myriam Bleau)

@ Akousma Festival <MTL> connecte, Société des arts technologiques [SAT] (Montreal, Canada) 2021



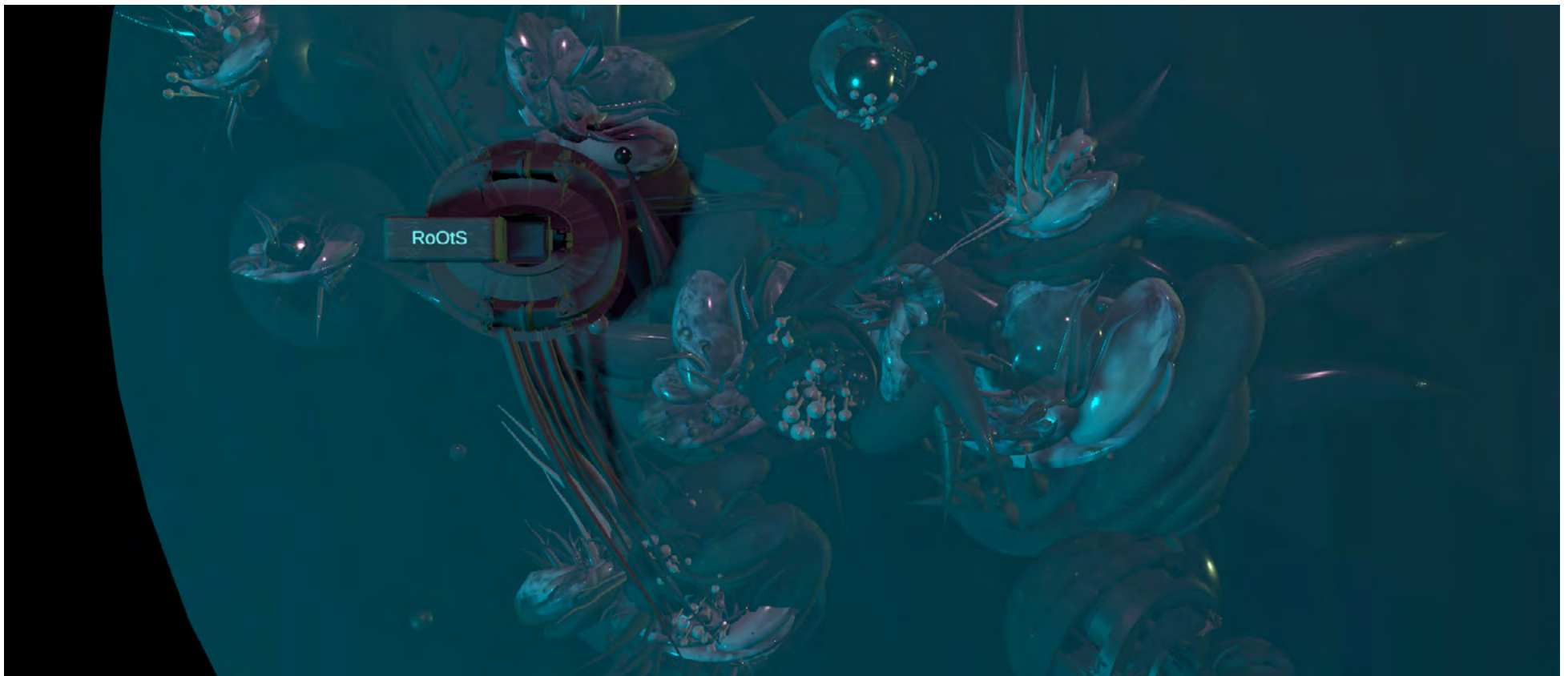
Beyond Matter

Interactive animation / poetry, 2022

A virtual environment composed of 19 interactive scenes, *Beyond Matter* is a dive into an artificial universe where different kingdoms of living things are related. Intermingling animal orchids and mineral matter in expansion, fungal forms in mutation, plant embryos and hybrid residues in fusion, this work questions our capacity to perceive the living world as a complex entity, hybrid and in permanent interaction.

Demo : <https://vimeo.com/701518702>

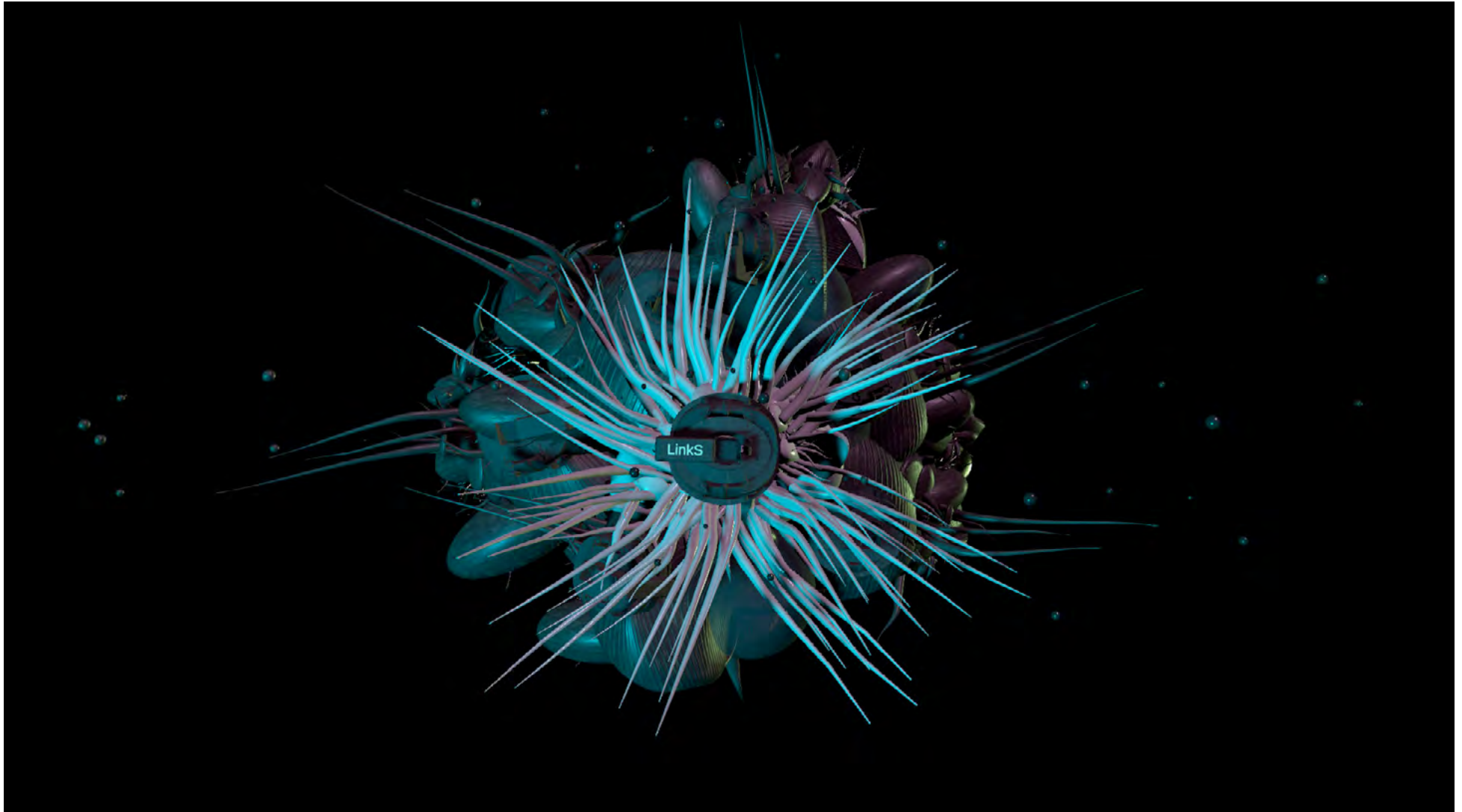
Documentation : http://sandrinedeumier.com/BeyondMatter_Sandrine_Deumier_EN.pdf



Beyond Matter

Interactive animation / poetry, 2022

« The light flowed on the fourteenth seed generated by the program. The light was green, hybrid and sprawling. The light smelled like rain. My eyes became accustomed to the light and I began to manipulate the seed, taking care to touch as little of the surface as possible. The seed glowed under my fingers. Thin filaments streaked its surface - bluish, iridescent, magnetic. I placed the seed in its assigned capsule and the inhibition procedure was triggered. The seed was unusually agitated...»



Beyond Matter
Interactive animation / poetry, 2022

@ Futures Past, Arebyte Gallery (London, UK) 2022



Le jardin d'acclimatation

VR experience, 2023

Le Jardin d'acclimatation is a virtual reality experience conceived in the genre of the initiatory experience. Directly inspired by current scientific research emphasizing the various modes of interaction, interdependence and cooperation, this work uses the processes of immersive environments to access parallel levels of perception throughout the progressive exploration of a botanical garden and to open up in an emotional way to the complexity of plant beings in interaction with their environment. *Le Jardin d'acclimatation* has been conceived as an invitation to immerse oneself emotionally in the heart of imaginary of the living.

Demo : <https://vimeo.com/885208588>

Documentation : <http://sandrinedeumier.com/Le-Jardin-d-acclimatation-SandrineDeumier-EN.pdf>



Le jardin d'acclimatation

VR experience, 2023

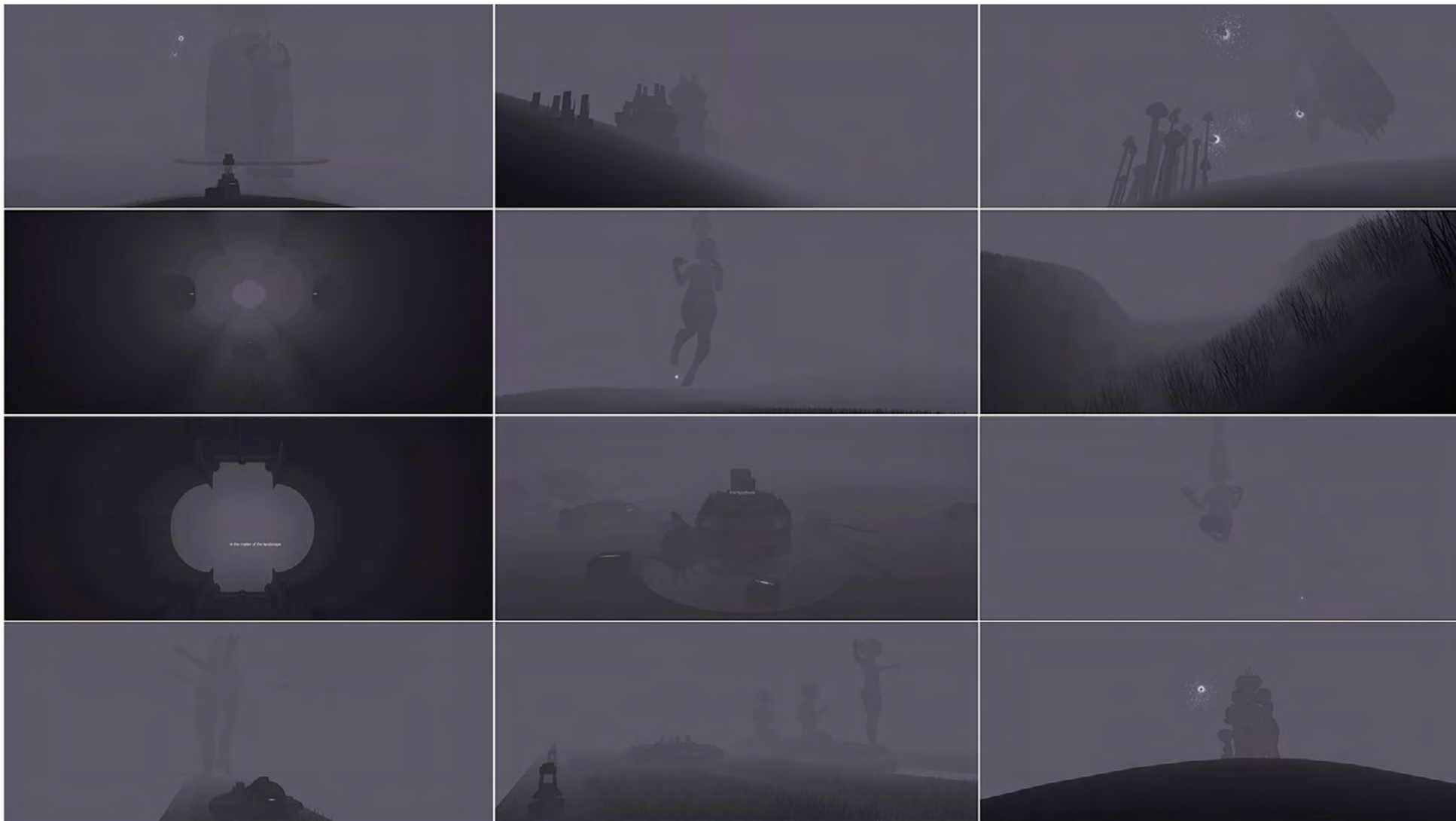
With the support of EPLEFPA-CHARTRES, DRAAF and DRAC - Région Centre-Val de Loire



N-h9

Digital poetry / VR experience, 2022

« The atmosphere, lunar and misty, is studded with fireflies. These fireflies are extremely mobile, at the limit of the visible. Evanescent, almost beyond the image - it is a multitude of evanescent, multi-form beings developing into a kind of entirely shifting space with an unpredictable future. These element-beings are interchangeable, declinable and infinitely modifiable. Each of these beings is a mobile, permeable and reversible unit : one part of the whole, the whole, the other part and the reverse. »



N-h9

Digital poetry / VR experience, 2022

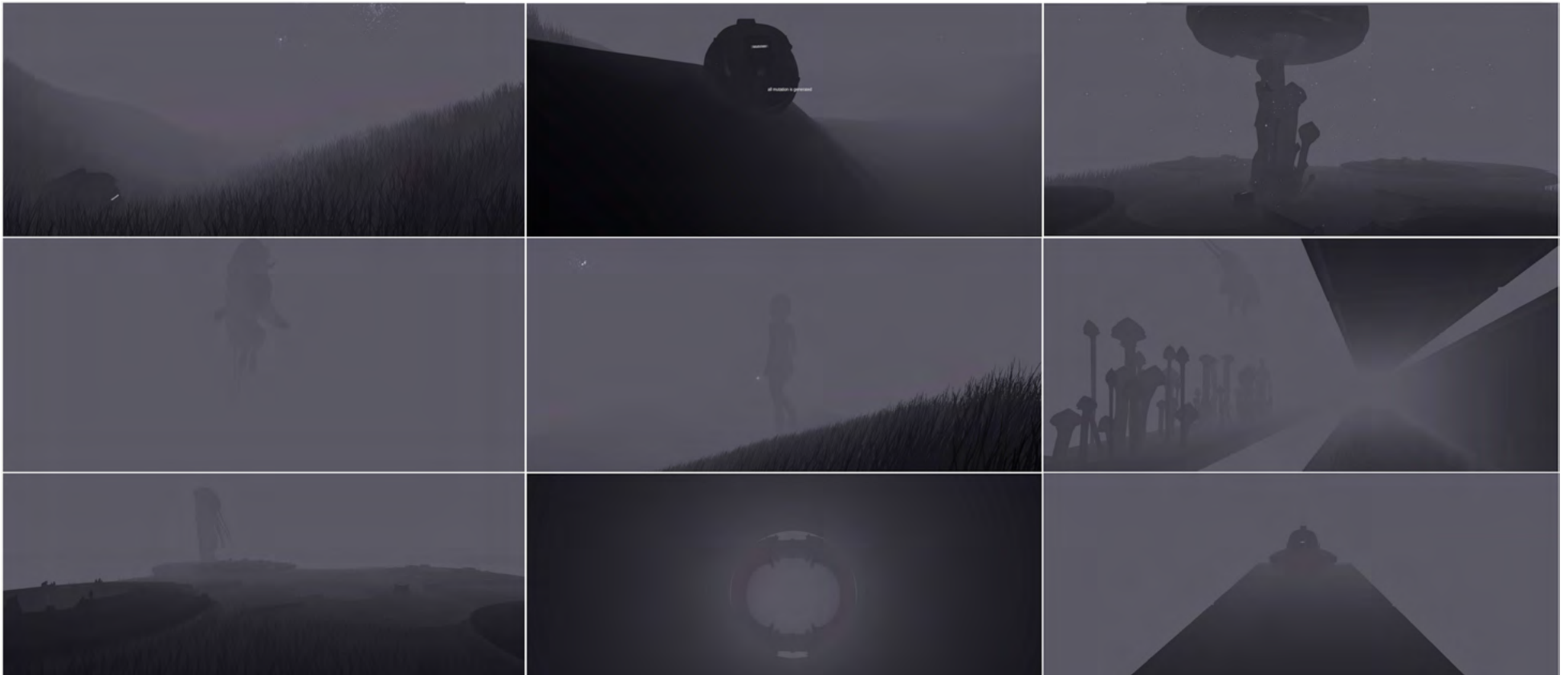
By weaving imaginaries in the mode of biomimicry, *Nh-9* is an immersive poetry experience that attempts to develop notions of interrelationships between humans and non-humans. The aim of this project is to allow to be immersed in a state of sensory modifications (and/or mutations) in order to construct interconnected landscapes by imagining a living world - made up of beings and the relationships between these beings .

With the support of Région Occitanie / Pyrénées-Méditerranée and Taipei Artist Village

Demo : <https://vimeo.com/709376302>

Documentation : http://sandrinedeumier.com/N-h9_Sandrine_Deumier_EN.pdf

@ Beyond Human, solo exhibition, Frontier Gallery n°9 THAV (Taipei, Taiwan) 2022



Lotus Eaters

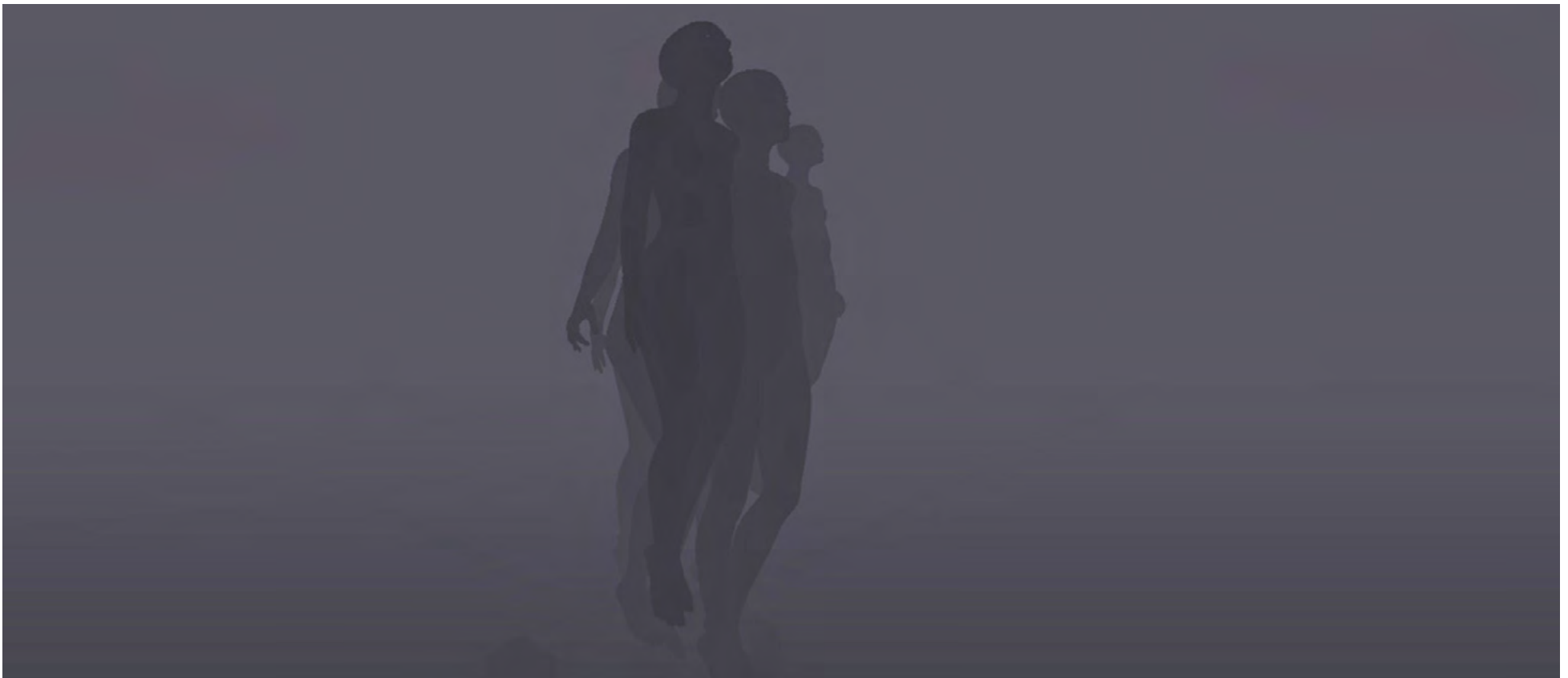
VR experience / online work, 2021

Lotus Eaters is a journey through an immersive and interactive virtual environment that tries to develop an imaginary centered on a form of post-futuristic animism. The title refers implicitly to the notion of forgetfulness as a process of appropriating transient identities. *Lotus Eaters* is a displacement experience : a reappropriation of pre-human / a human identities in an attempt to invent images representing a tangible immateriality of other forms of consciousness. A self-forgetfulness. This work explores the way of imagining mutant identities through the notion of communities and the recognition of inter-species links.

With the support of VIDEOFORMES and DRAC Auvergne-Rhône-Alpes

Demo : <https://vimeo.com/700159160>

Documentation : http://sandrinedeumier.com/LotusEaters_Sandrine_Deumier_EN.pdf



Vibrissae

Face filters in augmented reality, 2021

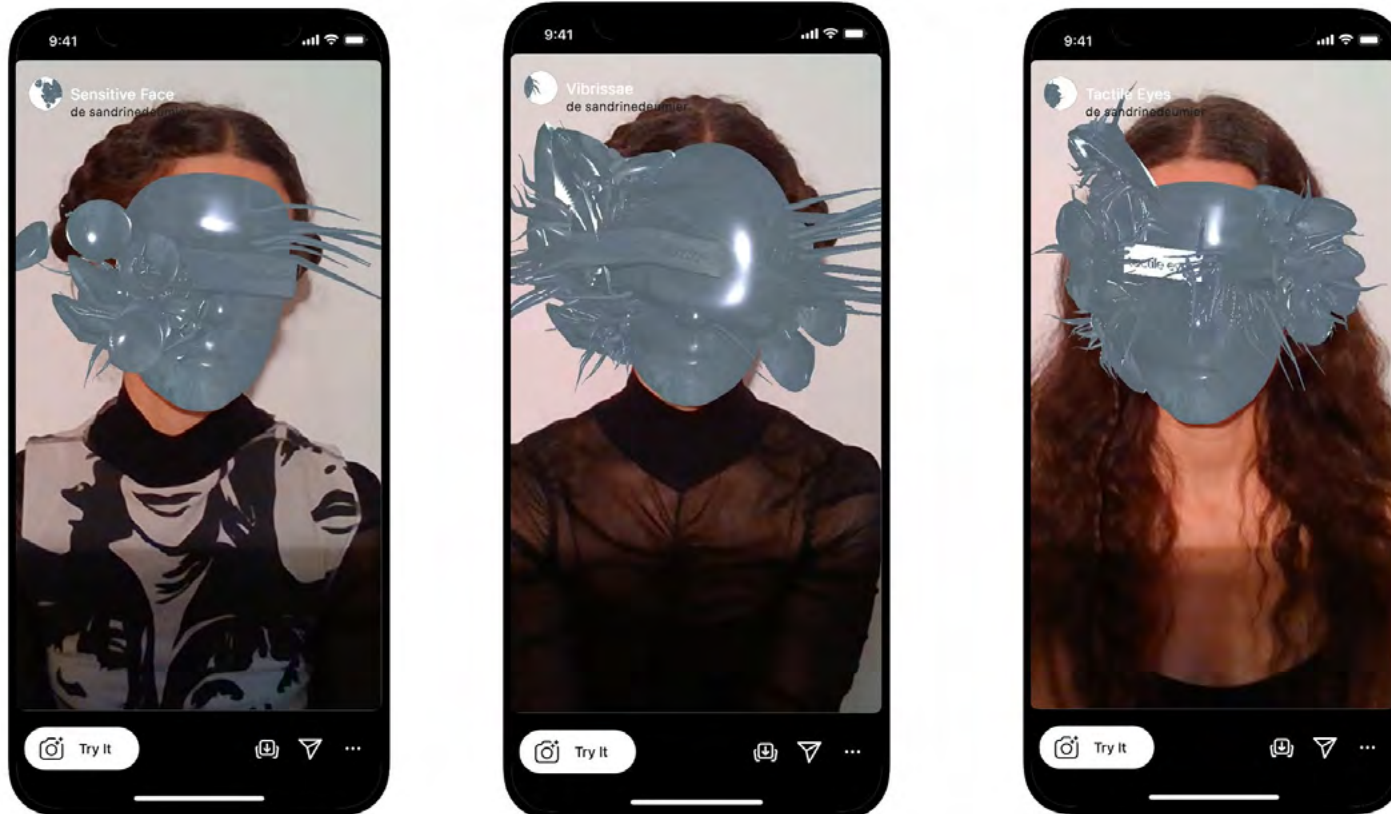
vi·bris·sae /vai 'brise/

Long stiff hairs growing around the mouth or elsewhere on the face of many mammals, used as organs of touch; whiskers.

Vibrissae is a project that explores the tactile potential of the face by adding prostheses similar to vibrissae in augmented reality. By using facial signals and expressions such as blinking, frowning and frowns to interact with these prostheses, the experiment consists of manipulating one's own face in order to experience a kind of augmented face. The challenge of this project is to divert the dual social function of the face (identification function and communication function) to give it other functions borrowed from animal forms of perception. How to make the face tactile by adding vibrissae (tactile reception organs used by certain animals)? How can one augment one's face by adding non-human perceptions, or even by experimenting with forms of animal culture?

Demo : <https://vimeo.com/664220571>

@ The Overkill Festival, Collective Masquerade (Enschede, Netherlands) 2021



DELTA - If everything is connected, everything is vulnerable

VR installation / 360° video, 2020



DELTA - If everything is connected, everything is vulnerable

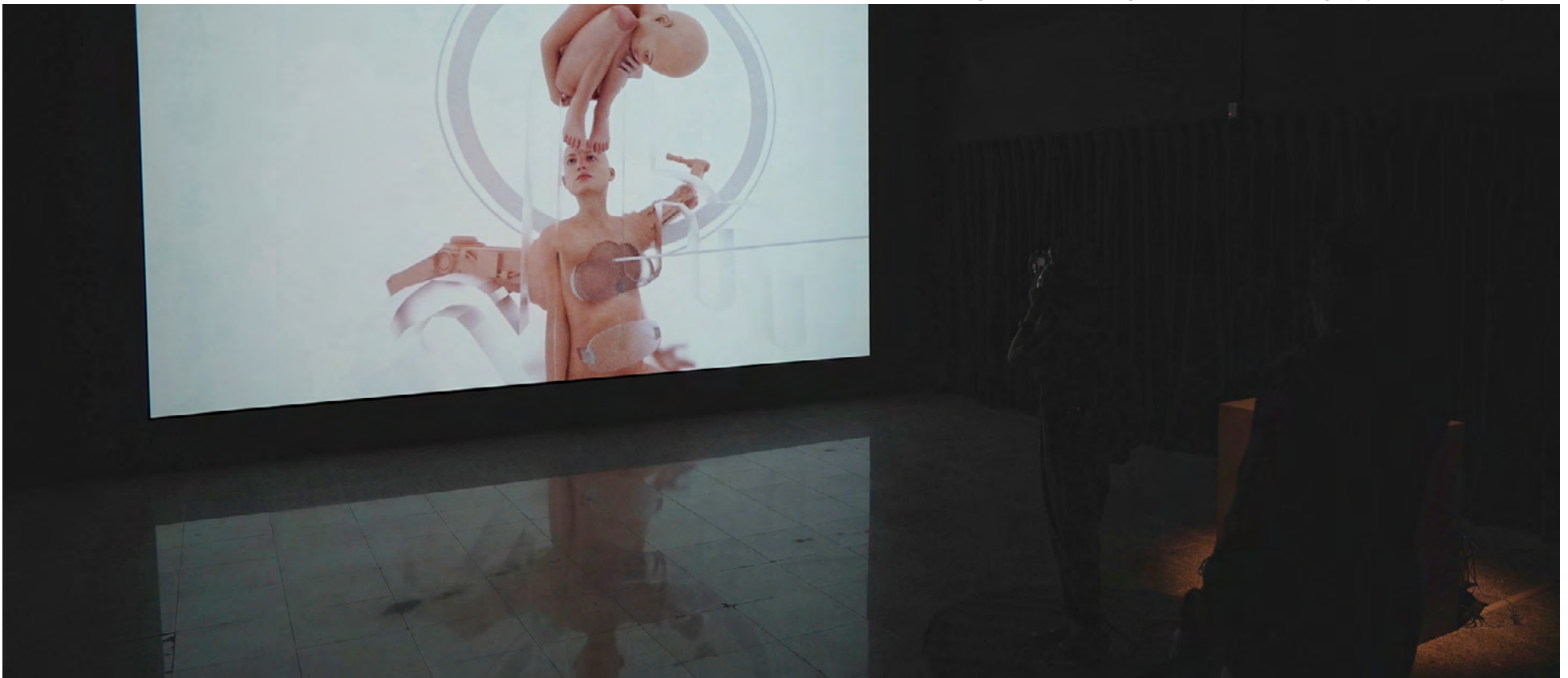
VR installation / 360° video, 2020

This project attempts to explore / anticipate processes of technological witchcraft. By imagining future technological tools centered on phenomena of empathy and interconnections between species, it proposes to invent forms of multi-consciousness and strategies for reappropriating animist imaginaries.

Video : https://www.youtube.com/watch?v=a-rA_NjRcpQ

Documentation : http://sandrinedeumier.com/DELTA_Sandrine_Deumier_EN.pdf

@ Palafang Festival - *Breaking Ball, Landscape of fragility* (Hualien, Taiwan) 2022



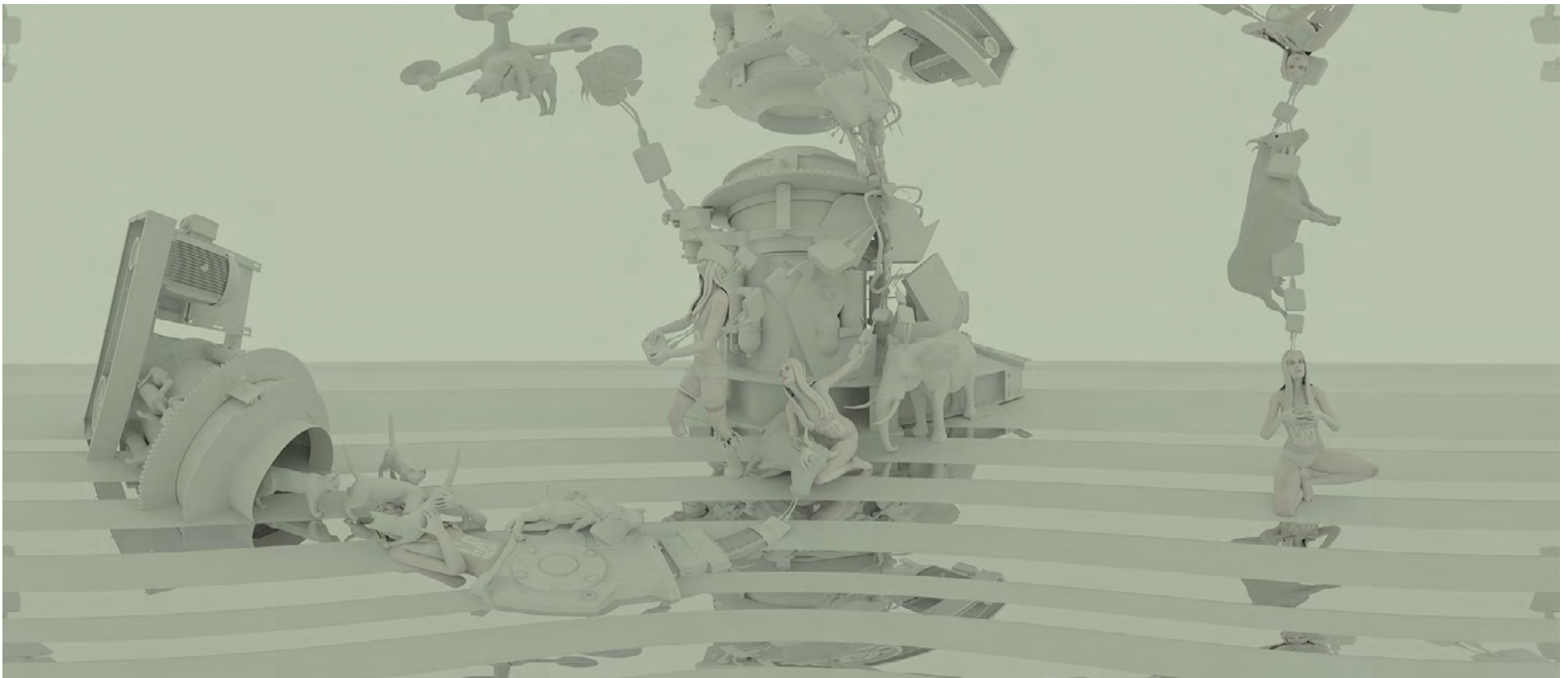
Falling

VR installation / 360° video, 2019

« *Falling* is a study of collapse both literally and allegorically. Making creative use of 360 degree video, and drawing inspirations from network culture, it constructs an open fantastic space that confronts viewers with a series of enigmatic falling of mannequin-like female figures or female read cyborgs in the midst of a minimal monochromatic wasteland. Why are they falling? What are they falling from? These are some of the questions that one cannot help but ask while immersing oneself within the soundless panorama. With a constant change of scale and perspective in relation to the falling figures in the virtual world, viewers are continuously being subject to and challenged by a sliding position and shifting attitude, creating a perplexing and yet poetic experience that oscillates between skepticism and spatial disorientation. The work invites us to dive into techno-feminist speculations, to construct or critically requestion them. It has the power of a narrative engine. » Christiane Hütter, IP Yuk-Yui (Jury of the International Competition Media in Space & Network Culture)

With the support of Casa de Velázquez, Hangar and Institut Français Barcelona
Expanded Media Award in the Category Network Culture (Stuttgarter Filmwinter, Germany) 2022

Video : <https://vimeo.com/439010770>



Falling
VR installation / 360° video, 2019

@ Stuttgarter Filmwinter (Stuttgart, Germany) 2022



Realness - Intimate Garden

VR installation, 2019

Sensory immersion in a cybernetic garden, *Realness - Intimate Garden* is the exploration of a possible identification to a mutant nature. At the interstices of an artificial nature and a renatured humanity (artificially reconnected to a prefabricated natural world), these landscapes neither human nor non-human are a dive into an artifact of nature.

"Deumier creates virtual environments where amorphous, anonymous, beautifully complex humanoids live in organic symbiosis with their natural environment. The cybernetic garden by Deumier is ever mutant with its creatures adjusting to it naturally and gracefully, creating boundless kinetic energy and a chaotic, dense process of highly intricacy containing an almost hidden scaling natural order. *Realness - Intimate Garden* explores the boundaries within an artificially created nature and a freshly conceived form of humanity as harmony and osmosis between the two are finally reached." George Vitale (Synthesis Gallery, Berlin)

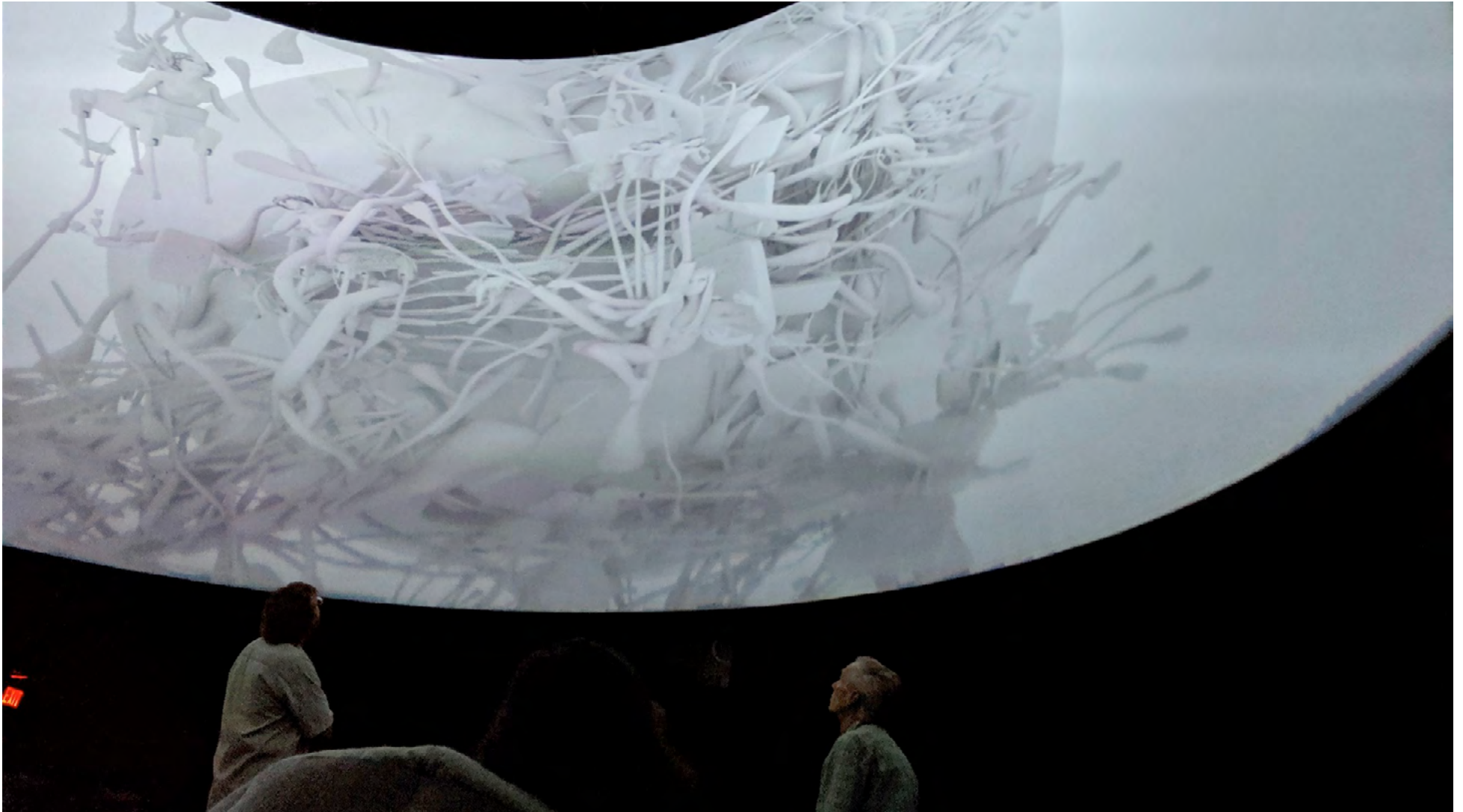
Demo : <https://vimeo.com/425051313>

(Meta.Morf X - Digital Wild / Trondheim Kunstmuseum - Gråmølna, March 5 - May 3, 2020)



Realness - Intimate Garden
VR installation, 2019

@ Cube Fest - Moss Arts Center and The Institute for Creativity, Arts, and Technology (Blacksburg, USA) 2019



Realness - Intimate Garden
VR installation, 2019

@ Speculum Artium - New Media Festival, Digital Big Screen (Trbovlje, Slovenia) 2020



[Play:]

Digital narrative performance, 2016

[Play:] is the recalling of a trip in a virtual space, pairing a visual navigation and a poetic narrative which influence each other and evolve in a constantly multiplied tale. Translucent and hermetic virtual spaces are daisy chained mirroring various degrees of consciousness of an avatar left alone with her reflection. Cross-examining a possible dehumanising, re-appropriating of oneself exponential identity, *[Play:]* is a game of creation of permutable identities. This performance inquires the gaps between real time and virtual realities through a virtual autofiction game - where the issue is none other than becoming our own avatar.

Demo : <https://vimeo.com/173166138>



[Play:]
Digital narrative performance, 2016

@ OSMOSIS - Audiovisual Media Festival (Taipei, Taiwan) 2019

