

## SANDRINE DEUMIER

### FORMATIONS

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

### STATEMENT

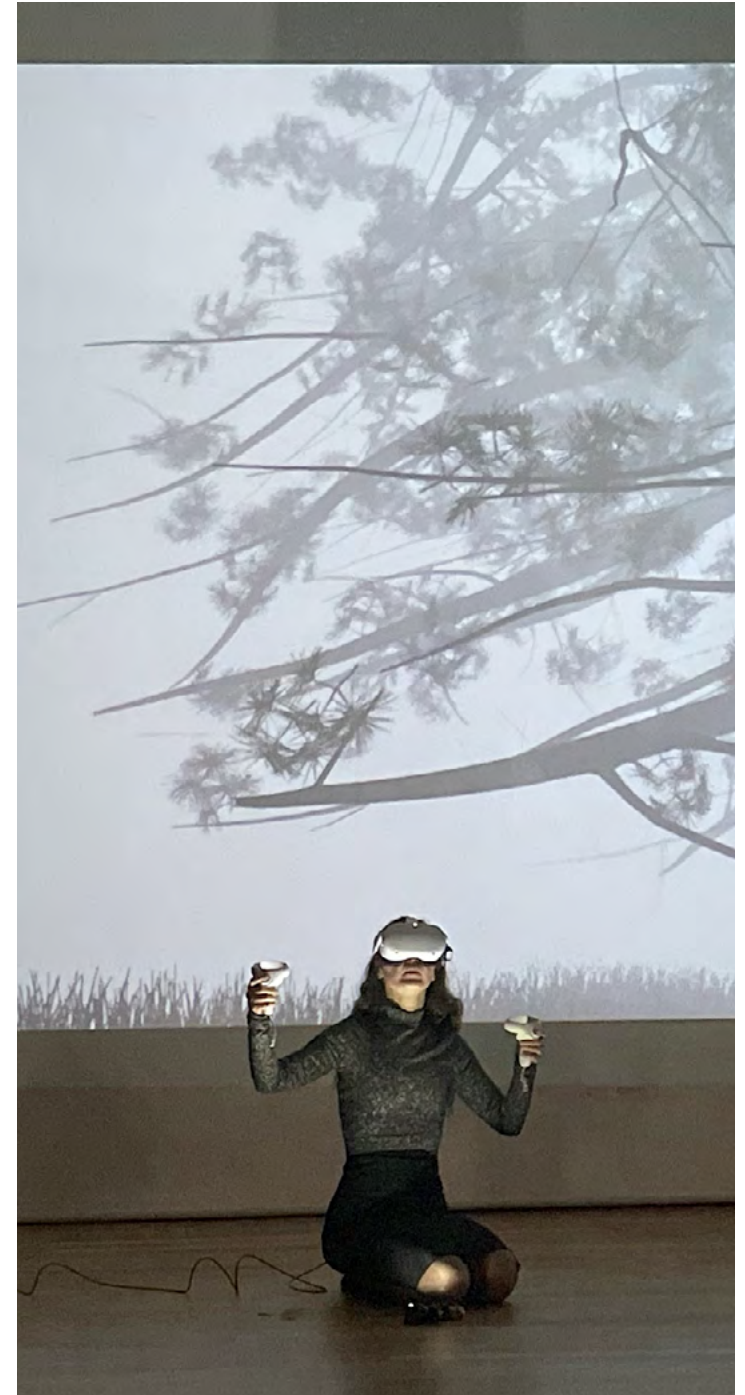
Sandrine Deumier is a pluridisciplinary artist working in the fields of performance, poetry and video art whose work investigates post-futurist themes through the development of aesthetic forms related to digital imaginaries.

Passionate about digital storytelling and immersive artistic experiences, she has been working for several years to develop poetic and visual fictions centred on the imaginary world of the living. Ecological concerns and speculative futures are at the heart of her research. Her various works focus on imagining new ways of inhabiting the world using new technologies from an animist perspective, where the preservation of natural balances takes precedence over that of predation, accumulation and unlimited growth.

Website : <http://sandrinedeumier.com>

### CONTACT

saemdre@aol.com



Le Jardin d'acclimation, VR experience 2023

## AWARDS

Expanded Media Award in the Category Network Culture (Stuttgarter Filmwinter, Germany) 2022 | Festival Platform Award (Dome Theater Category) Japan Media Arts Festival 2021

## RESIDENCIES

Saari Residence (Finland) 2026 | Absolute Space AIR (Tainan, Taiwan) 2025 | Leveld Kunstnartun KUNSTNARTUN AIR (Norway) 2025 | OpenARTs Residency (Busan, South Korea) 2024 | Soulangh AIR Program (Tainan, Taiwan) 2024 | Gueststudio Gleis70 (Zurich, Switzerland) 2024 | Moskosel Creative Lab Residency (Sweden) 2023 | Chartres-La Saussaye Residency (Chartres, France) 2023 | AIR Taipei (Taiwan) 2022 | OULU AIR (Finland) 2022 | Copper Leg Art residency (Tallinn, Estonia) 2021 | Casa d'Artistes (Minorca, Spain) 2021 | Planétarium de la Cité des sciences et de l'industrie Residency (Paris, France) 2020 | Vidéoformes Residency (Clermont-Ferrand, France) 2020 | Grant and residency prize MADATAC-Casa de Velázquez (Madrid, Spain) 2019 | Exchange grant Hangar-Casa de Velázquez (Barcelona, Spain) 2019 | Immersive narratives for 360° projection dome, MIRA-Hangar (Barcelona, Spain) 2019 | DAÏMÔN Art Center (Gatineau, Canada) 2016 | Espace Croix-Baragnon (Toulouse, France) 2016 | Agence Topo (Montreal, Canada) 2015 | Lieu Commun, Artist Run Space (Toulouse, France) 2014 | Le Labophone, APREM/Exploration #2 (Frameries, Belgium) 2012

## PROJECTIONS / SHOWS

### 2025

Obscura, Digerati Experimental Media Festival (Denver, USA) | *Entwined Memories*, SAT (Montreal, Canada) | *On the edge of the horizon*, RadianceVR x Blueshift Gallery Virtual Show | *Simulacra*, Athens Digital Arts Festival (Greece) | *Re-generative*, International Image Festival (Manizales, Colombia) | CHROMOSPHERE Fulldome, ADAF (Greece) + Fonix (Baja, Hungary) | Sous dôme #3 - Festival des Arts numériques immersifs (Paris, France) | Istanbul Digital Art Festival, *Connecting* (Turkey) | FVL Dome, TSMC Hsin-chu Art Festival (Taiwan) | DN [A] Festival des arts numériques (Grenoble, France) | *Event Horizon*, Festival of Alternative Art (Yerevan, Armenia) | Rencontres Traverse Vidéo (Toulouse, France) | Magmart Festival, CAM - Casoria Contemporary Art Museum (Casoria, Italy) | Fonlad Festival (Coimbra, Portugal) | *Kiosque de l'in-visible*, Captive Portal (Copenhagen, Denmark)

### 2024

CHROMOSPHERE Fulldome, PATCHLAB Digital Art Festival (Krakow, Poland) + *Alterfutura*, Planétarium de Vaux-en-Velin (France) + Fotonica Festival (Roma, Italy) | SAT Fest, the immersive film festival (Montreal, Canada) | Plexus Project, VITRINE EXHIBITION SERIES | *Life changes science*, Academy of Fine Arts and Design in Katowice (Poland) | Rencontres Internationales *Traverse, in situ, in tempore* (Toulouse, France) | *The hidden side of a mutated society*, openARTs Space (Busan, South Korea) | FIVA SPMAY (Brazil) | TRANSGRESSION art + technology (Portugal) | Projekt DUO - Videoinstallation im 6.Stock (Zurich, Switzerland) | DJTAL Humain, Ergastule (Nantes, France) | *Fragments of interests* (Košice city park, Slovakia) | Paadmaan Video Event, ROZENSTRAAT gallery (Amsterdam, Netherlands) | *Ecopoet[h]ics*, International Ecopformance Film Festival (São Paulo, Brazil) | *Light touch*, Cracow Art Week (Krakow, Poland) | OPEN NIGHTS Festival, «Earth» (Larissa, Greece) | ONED, Experimental Film Festival - Ullens Center for Contemporary Art (Beijing, China) | FONLAD (Coimbra, Portugal) | *Kippunkt*, Oberwelt e.V. (Stuttgart, Germany) | *Techspressionism*, Museum of Wild and Newfangled Art | Les Instants Vidéos Festival, *Because how do human live?* (Marseille, France) | CODAME ART+TECH (San Francisco, USA) | *Thriving, Abundant, Joyful Presents and Futures*, Pennant Place (Gainesville, USA) | *Field of View: 360 Video Festival*, The Institute for Applied Creativity (Texas, USA) | Italia Media Art Festival (Roma, Italy) | SAW-Sofia Art Week, Æther Art Space (Bulgaria) | KLEX Festival, *Being human* (Kuala Lumpur, Malaysia) | Vidéo Art #2, Novembre à l'Estrade (Athis de l'Orne, France) | EFFEMERA+UVM+SUBVERSO: EMERGÊNCIA/ECOPOÉTICA - Fulldome and Virtual Reality (Brazil) | TAA Video Competition | *AnimateC'24*, TENT Biennale for experimental film Kolkata (India) | CAIRO Video Art Festival, *Resilience* (Egypt)

### 2023

*Fluidity*, TOPO Digital Art Center (Montreal, Canada) | ISEA, *Symbiosis* (Paris, France) | WAVEFORMS, Boston Cyberart, Museum of Science (Boston, USA) | Sous dôme #1 - Immersive Digital Arts Festival (Paris, France) | Particle+Wave, *The Dimensions We Might Discover Together* (Calgary, Canada) | *Wired World: Exploring the Intersection of Technology and Humanity*, Artemis Gallery (Lisbon, Portugal) | Open Nights Festival, *Eros* (Larissa, Greece) | LCB Depot, Digital Season (Leicester, UK) | Fisura, International Festival of Cinema and Experimental Video (Mexico) | RADAR New Media Art Festival (Bucharest, Romania) | «Prémonitions», ré-CRÉATIONMTL (Montreal, Canada) | Madatatac - Biennial of New Digital Media Art (Madrid, Espagne) | International Image Festival, «Xenopaysajes» (Manizales, Colombia) | *Vacations in the Subconscious*, Torrance Art Museum (USA) | *I Am Another You, You Are Another Me*, Mediations Biennale (Istanbul, Turkey) | Pi Digital Multiverse ]ON[ SCREEN (Vienna, Austria) | ADAM MEETS EVE, The Wrong Biennale | Digerati Emergent Media Festival (Denver, USA) | *The Trace of Dawn*, New Media Caucus, H/F Gallery | ESCALATRÓNICA International Electronic Art Festival, *Fourth Step: Human.... Posthuman* (Buenos Aires, Argentina) | IMAGO Video Fest (Tel Aviv, Israel) | Ecosystem Festival (Bucharest, Romania) | 404 Festival, *Hominis Circus* (Mexico) | Chimera Platform | SoMe Festival (Bucharest, Romania) | *Futuristic nostalgia*, Momentum Gallery (Krakow, Poland) | Simultan Festival, *OSCILLATIONS: Things to Remember* (Timisoara, Romania) | *Liquid Image*, Puntomov Fest (Mexico) | *Electronic, New Media, Robotics*, Pandora Gallery (Berlin, Germany) | *Global Healing*, Miami New Media Festival | (NodoCCS Video Festival(Caracas, Venezuela) | *Technologia*, Kino Club Helsinki (Finland) | *EXPEPHAB* | Internationales Digitalkunst Festival (Stuttgart, Germany) | *Atomic Files*, Harddiskmuseum, Museum of the Republic in Bogotá (Colombia) | LUX Moving Image (London, UK)

### 2022

*Eco(Systems) of Hope*, <MTL> connect (Montreal, Canada) | *FUTURES PAST*, Arebyte Gallery (London, UK) | Frontier Gallery n°9, *Beyond Human* (Taipei, Taiwan) | SAT X MUTEK Montreal (Canada) | PATCHLAB Digital Art Festival, *Immersive Garden* exhibition (Krakow, Poland) | Xenoverse Exhibition (Foreign Objekt) | Vidéoformes (Clermont-Ferrand, France) | Night Lights Denver, Supernova 7th Dimension (Denver, USA) | Stuttgarter Filmwinter (Stuttgart, Germany) | *To spawn a door*, New City Festival + Mock Jungle (Bologna, Italy) | *VR one but many*, Centre Culturel de Bellegarde (Toulouse, France) | Fest Anca, International Animation Festival (Žilina, Slovakia) | WIDE Shot (Alger, Algeria) | Sidewalk Video Gallery (Boston, USA) | Lacuna Festival (Lanzarote, Spain) | European Digital Art Fair | *The Next* - online group show, Li Tang Gallery | #Post RE:SET@New Future (Vienna, Austria) | CODAME ART+TECH Festival «RAWTHENTIC» (San Francisco, USA) | Chaniartoon - International Comic & Animation (Greece) | PALAFANG Hualien Art Festival (Hualien, Taiwan) | International Image Festival, *SURTropias* (Manizales, Colombia) | *Beyond Code and Time*, Spazio Thetis - Palazzina Modelli (Venice, Italy) | Les Instants Vidéos Numériques et Poétiques (Marseille, France) | *Time machine*, Momentum Gallery (Krakow, Poland) | IMAGE PLAY International Video Art Festival (Funchal, Portugal) | ICIA, Faculty of Intermedia at the Jan Matejko Academy of Fine Arts (Krakow, Poland) and Time, Spazio Thetis - Palazzina Modelli (Venice, Italy) | Les Instants Vidéos Numériques et Poétiques (Marseille, France) | *Time machine*, Momentum Gallery (Krakow, Poland) | IMAGE PLAY International Video Art Festival (Funchal, Portugal) | ICIA, Faculty of Intermedia at the Jan Matejko Academy of Fine Arts (Krakow, Poland)

## 2021

«Welcome to Paradise», NRW-Forum Museum (Dusseldorf, Germany) | FUTURE VISION LAB (Taipei, Taiwan) | Akousma Festival, MTL-Connecte, SAT (Montreal, Canada) | PIKSEL Festival (Bergen, Norway) | CADAF Crypto and Digital Art Fair | Harddiskmuseum | Currents New Media (Santa Fe, USA) | L'Odyssée IV, planétarium de Vaux-en-Velin (France) | Cairotronica, «Data Fiction» (Cairo, Egypt) | Climate Action and Visual Culture, University of Huddersfield (UK) | Harddiskmuseum | Nuit européenne des Musées, Planétarium de la Cité des Sciences et de l'Industrie (Paris France) | V-Art platform, *Art Spaceship* digital art exhibition | The Garden of Digital Delight, Festival Zero 1 (La Rochelle, France) | WetDoveTail Digital exhibition | FIVAC (Camaguey, Cuba) | Umede biennial festival (Vilnius, Lithuania) | Cadavre Exquis face filter show (Enschede, Netherlands) | *Du Vert à l'infini*, Music Festival (Fresne-Saint-Mamès, France) | ALC Video Art Festival, Museo de Arte Contemporáneo de Alicante (Spain) | UNCG Sustainability Shorts Film Competition (Greensboro, USA) | «In Absentia» Digital Art Pavilion, The Wrong Biennale | RECTO VRso Virtual Exhibition/Real Exhibition : Online Art (Laval, France) | Homeostasis Lab, virtual platform | UNFIX Festival (Glasgow, Scotland) | International Image Festival, *INTER / ESPECIES* (Manizales, Colombia) | ChinaVis 2021, Arts Program (Wuhan, China) | *Windows that Whisper*, Synthesis Gallery x Sky Fine Foods project (Berlin, Germany) | Supernova Silent Screen (Denver, USA) | GOGBOT Festival (Enschede, Netherlands) | FONLAD (Coimbra, Portugal) | Puntomov Video Festival (Toluca, Mexico) | Cinematica festival (Ancona, Italy) | *Sustainable Views*, Espronceda - Institute for Art and Culture (Barcelona, Spain) | *TIMELINE:BH#6* (Belo Horizonte, Brazil) | Blooming festival (Pergola, Italy) | *This Show is Curated by a Machine*, The Museum of Wild and Newfangled Art | International Forum of Performance Art (Drama, Greece) | Ukrainian Biennial of Digital and Media Art (Kyiv, Ukraine) | Sottodiciotto Film Festival (Torino, Italy) | The Sublime 3.0: Fear and Awe, VR Exhibit | The Overkill Festival, Collective Masquerade (Enschede, Netherlands) | VR one but many, The Wrong Biennale | VRJAM, Virtual Reality Festival (Toulouse, France) | MUMIA, Palácio das Artes (Belo Horizonte, Brazil) | Ars Electronica .ART Gallery, ConcreteHouse.art Exhibition | Novembre Numérique, Dovzhenko Center (Kyiv, Ukraine)

## 2020

Meta.Morf X - *Digital Wild*, Trondheim Electronic Arts Centre (Norway) | Digital exhibition / Art and Ecology / Project for Aksenov Family Foundation and Paris Peace Forum | Athens Digital Arts Festival, *Technotribalism* (Athens, Greece) | DIGITAL POWER: Activism, Advocacy and the Influence of Women Online, SIGGRAPH conference (Washington, USA) | Disartive, Digital art and design fair (Moscou, Russie) | CASA and CO, Casa de Velázquez (Madrid, Spain) | Vidéoformes, International Digital Art Festival (Clermont-Ferrand, France) | ISEA - Re | *Search, Archiver le présent*, Laboratoire Nideux (Montreal, Canada) | Synthesis Gallery (Berlin, Germany) | V Art Reality (St-Petersburg, Russia) | MIDEN Festival (Kalamata, Greece) | HOT STEAM III : A Science/Video/Art Festival, Cambridge Community Television's Channel (USA) | Thessaloniki Queer Arts Festival, *What is fear ?* (Thessaloniki, Greece) | Speculum Artium, *DigitalBigScreen 360°* (Trbovlje, Slovenia) | MADATAC XI (Madrid, Espagne) | Nature Art Video Exhibition - Geumgang Nature Art Biennale (South Korea) | TEKS. Studio (Trondheim, Norway) | The Overkill Festival (Enschede, Netherlands) | 404 International Festival of Art and Technology, «MediaDemic»

## 2019

Cube Fest Cyclorama - Moss Arts Center and The Institute for Creativity, Arts, and Technology (Blacksburg, USA) | MIRA Festival (Barcelona, Spain) | SUPERNOVA, Digital animation festival - NXT STG (Denver, USA) | CYFEST-12: ID, VR program (St-Petersburg, Russia) | Sur la page, abandonnés - Palais de Tokyo (Paris, France) | FILE Circular Cinema (Sao Paulo, Brazil) | CODAME Art + Tech (San Francisco, USA) | THE WRONG - New Digital Art Biennale, "Bad Habits" | DigitalBigScreen 360° (Trbovlje, Slovenia) | Novembre Numérique, Institut Français Barcelona (Spain) | Cairo Video Festival (Cairo, Egypt) | MADATAC - *Post Digital Star*, NH COLLECTION EUROBUILDING (Madrid, Spain) | Traverse Vidéo, *l'Expérimental{recherche/art}* (Toulouse, France) | 360 Film Festival (Paris, France) | ANIMATE EXPERIMENT X: FUTURE, School of Art Union (Glasgow, UK) | CYBERIA - A New Media Playground (Pune, Inde) | «Deep-Fake», Haimney Gallery (Barcelona, Spain) | Presente Perfecto «Neo Origenes» (Toluca, Mexico) | International Electronic Art Festival Timeline: BH (Belo Horizonte, Brazil) | Take away process, Loompa Studio (Madrid, Spain) | Cyborg Cinema, Batiment 7 (Montreal, Canada) | LIF (Amorgos, Greece) | CYLAND Video Archive (Kirov Oblast, Russia) | KLEX Fest (Kuala Lumpur, Malaysia) | Eneagrama Festival Internacional de Cine Experimental (Córdoba, Argentina) | Cineteca Nuevo León (Monterrey, Mexico) | FIVAC (Camaguey, Cuba) | Radical, Hyperflexion Contemporary Art (Walmer, South Africa) | Museo Francisco Sobrino, Cuvo festival (Guadalajara, Spain) | Les Editions Extensibles - exposition d'artistes-écrivains, Au Lieu (Paris, France) | Mobile Design Box, International film exhibition (Milwaukee, USA) | Atenea - Women in Artistic Technologies, Universitat Politècnica de València (Spain) | Ibrida Festival (Forlì, Italy) | Silent Film Festival (Vallejo, USA) | CIAM (Toulouse, France) | Expoésie (Périgueux, France) | Green Cube Gallery, IRL/URL exhibition (Viareggio, Italy) | IVAHM, Museo Zapadores Ciudad del Arte (Madrid, Spain) | AIVAF (Dhaka, Bangladesh) | "The Road Is Clear", In De Ruimte (Gent, Belgium) | «Futures of sexuality», TIFA working studio (Pune, India) | Art laboratory PinkGrig, Mutatio (Moscow, Russia) | Espacio Enter - Creativity, Innovation & Digital Culture (Canaria, Spain) | Transmediale Vorspiel, *Interleaved Space II* (Berlin, Allemagne) | *Function*, Digital Art Festival (Palma de majorque, Spain) | OSMOSIS - Audiovisual Media Festival (Taipei, Taiwan)

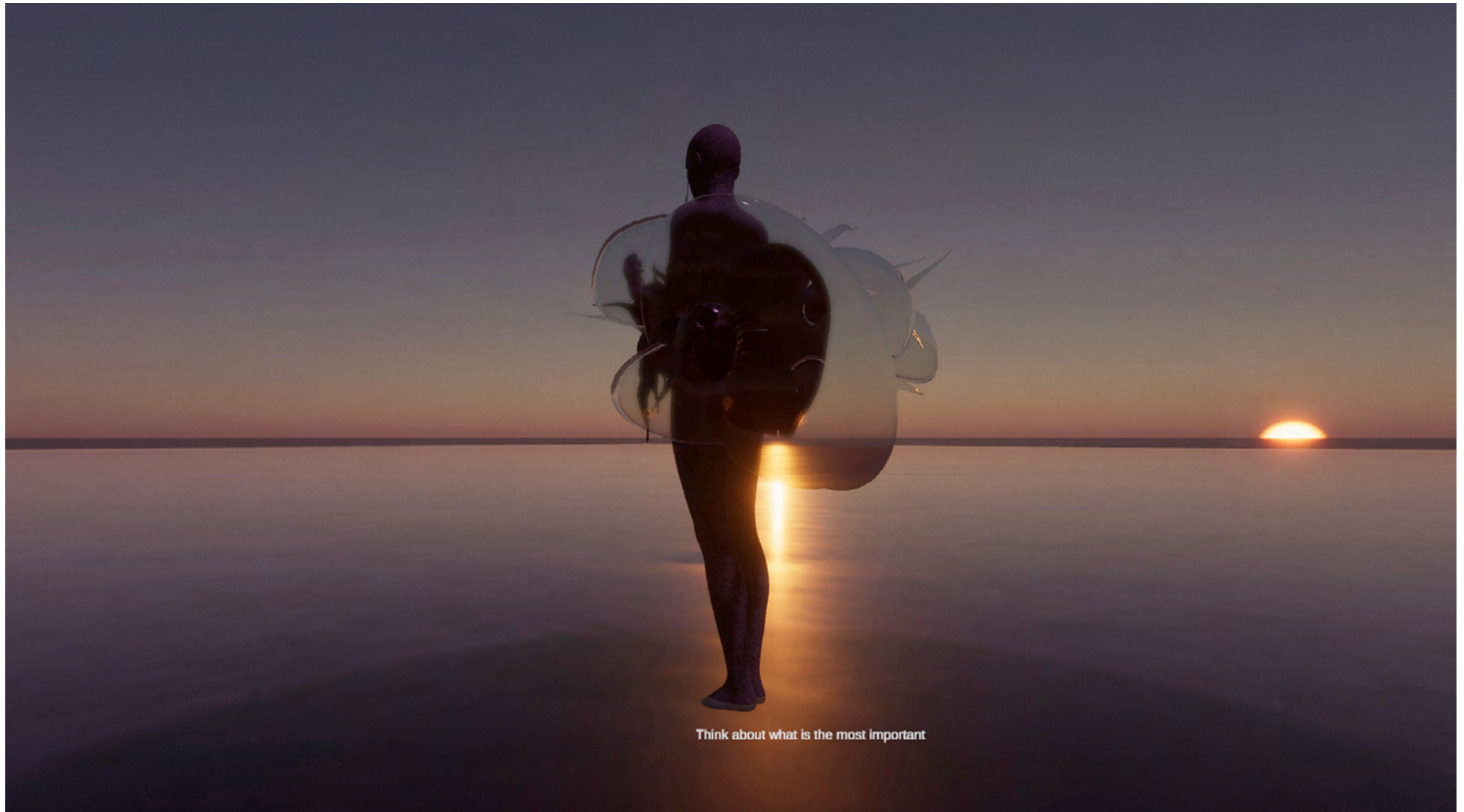
## 2018

Digerati REDLINE - Reality Bytes (Denver, USA) | Blindsite Satellite, *New Intimacies* (Melbourne, Australia) | FILE Anima+ (Sao Paulo, Brazil) | Electrofringe - *Your privacy is very important to us* (Sydney, Australia) | Upfor. digital, Upfor Gallery (Portland, USA) | Cairotronica, Symposium of Electronic and New Media arts (Cairo, Egypt) | FILE BELO HORIZONTE - Electronic art in the disruptive age (Belo Horizonte, Brazil) | Atenea - Women in Artistic Technologies, Universitat Politècnica de València (Spain) | Images Contre Nature, Videodrome 2 (Marseille, France) | Video Art Film Club, Leyden Gallery (London, UK) | TIME is Love.11 [Show 1], Lily Agius Gallery (Sliema, Malta) | TIME is love.11 [Show 2], Centre for Contemporary Arts (Glasgow, UK) | TIME is love.11 [Show 3], EX-NEW Contemporary Art Center (Milan, Italy) | TIME is love.11 [Show 4], Casablanca International Video Art Festival (Morocco) | Maldito, Festival de Videopoésia (Albacete, Spain) | Ibrida Festival (Forlì, Italy) | Moving Silently, Essanay Silent Film Museum (Fremont, USA) | Hansaplatz - VR project (Berlin, Germany) | WUU2?, *url\_life drawing project* | Cyborgrrls Technofeminist Meeting (Mexico) | Festival de Videopoésia UNGS (Los Polvorines, Argentina) | DSP @ [BOX] Videoart project space (Milan, Italy) | *Nous sommes aujourd'hui*, Annie Gabrielli Gallery (Montpellier, France) | Inner Space Gallery (Dallas, USA) | Festival de Poesia y Musica PM III (Santiago, Chile) | Façade Video Festival (Plovdiv, Bulgaria) | Wärmflasche (Verné ovce, Czech Republic) | POÉTICA (Talavera de la Reina, Spain) | TIME is Love.11 [Show 5], Mulhouse Art Contemporain (Mulhouse, France) | Art League Gallery, Unwhiteme (St-Petersburg, Russia) | Muestra Intermediaciones (Medellín, Colombia) | Presente Perfecto 4.0 - Inclusiones Utópicas (Metepec/Toluca, Mexico) | New Materialities in the Digital Age, Harlesden High Street Gallery (London, UK) | Generate!\_lab Festival for Electronic Arts (Tübingen, Germany) | ICIA, Jan Matejko Academy of Fine Arts (Kraków, Poland) | ScreenSaverGallery - *Inhuman Art* - PAF, festival of film animation and contemporary art (Olomouc, Czech Republic) | Résonance, Centre National d'exposition (Saguenay, Canada)

## 2017

VIDEOFORMA 5 - Future Vision, Kuryokhin Art Center (St-Petersburg, Russia) | Kunst Film Fest #3, Centrum Art Space (Berlin, Germany) | [ANTI]MATERIA, Empty Vessels - Vulnerable Bodies (The WRONG Biennale) | Future Resonance, Spazio Ridotto (Venice, Italy) | Instant Vidéo, Bibliotheca Alexandrina (Egypt) | FILE Anima+ (Sao Paulo, Brazil) | FILE BRASILIA - Electronic art in the disruptive age (Brasília, Brazil) | FILE SAO LUIS - *Don't let the wave slip away*, Centro Cultural Vale Maranhão (Sao Luis, Brazil) | Future Visions @ HyperPavilion, Venice Biennale | Pink Pink Moon, curated by Fabio Paris (The WRONG Biennale) | Tokyo Video Art Festival (Tokyo, Japan) | DE-FORMAL Online Gallery (New York, USA) | Presente Perfecto Festival, ARTHOUSENT Gallery (Toluca, Mexico) | 20th Traverse Vidéo (Toulouse, France) | Continuum Festival, Future Futures (London, UK) | Miami New Media Festival (Miami, USA) | Festival de Videopoésia UNGS (Los Polvorines, Argentina) | Maps-dna-and-spam (USA) | Greylight Projects - Out of the blue (Hoensbroek, Belgium) | Images Contre Nature, Videodrome 2 (Marseille, France) | Wärmflasche, Greenhouse (Berlin, Germany) | TILT Platform, Exhibition Nameless (Loutraki, Greece) | Making Waves - Online group show by Soft Within (Berlin, Germany) | Espacio Enter - Creativity, Innovation & Digital Culture (Canarias, Spain) | Schwules Museum (Berlin, Germany) | LAPsody, 6th International Festival and Conference at the Theatre Academy Helsinki (Finland) | Büyükc Efes Sanat Gallery (Izmir, Turkey) | MADATAC 08 «Humantrope» (Madrid, Spain) | FILE VITORIA - *touch here*, Sesi Art Gallery (Vitoria, Brazil) | Play - Semana de Videoarte (Corrientes, Argentina) | Deepwhitesound (Portland, USA) | NTS Radio (London, UK) | Les recombinants, ART-0-RAMA (Marseille, France) | Wake Up!://self-imaging (artvideoKOELN & The New Museum of Networked Art) | Post-Videos To London, Clouds Express Delivery (London, UK) | *Chambres*, Mois de la poésie de Québec (Canada) | Espace Cercle Carré (Montréal, Canada) | Videohouse II (Tijuana, Mexico) | FIVAC (Camaguey, Cuba) | Athens Digital Art Festival #PostReality (Athens, Greece) | CYFEST 10, Hermitage Youth Educational Center (St-Petersburg, Russia)

**Sandrine Deumier**  
Portfolio



Think about what is the most important

## ***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](http://sandrinedeumier.com/Unnatural_Sandrine_Deumier_EN.pdf)



***Unnatural - of humus and artifact***  
Interactive fiction, 2023

With the support of OULU AIR (Finland)



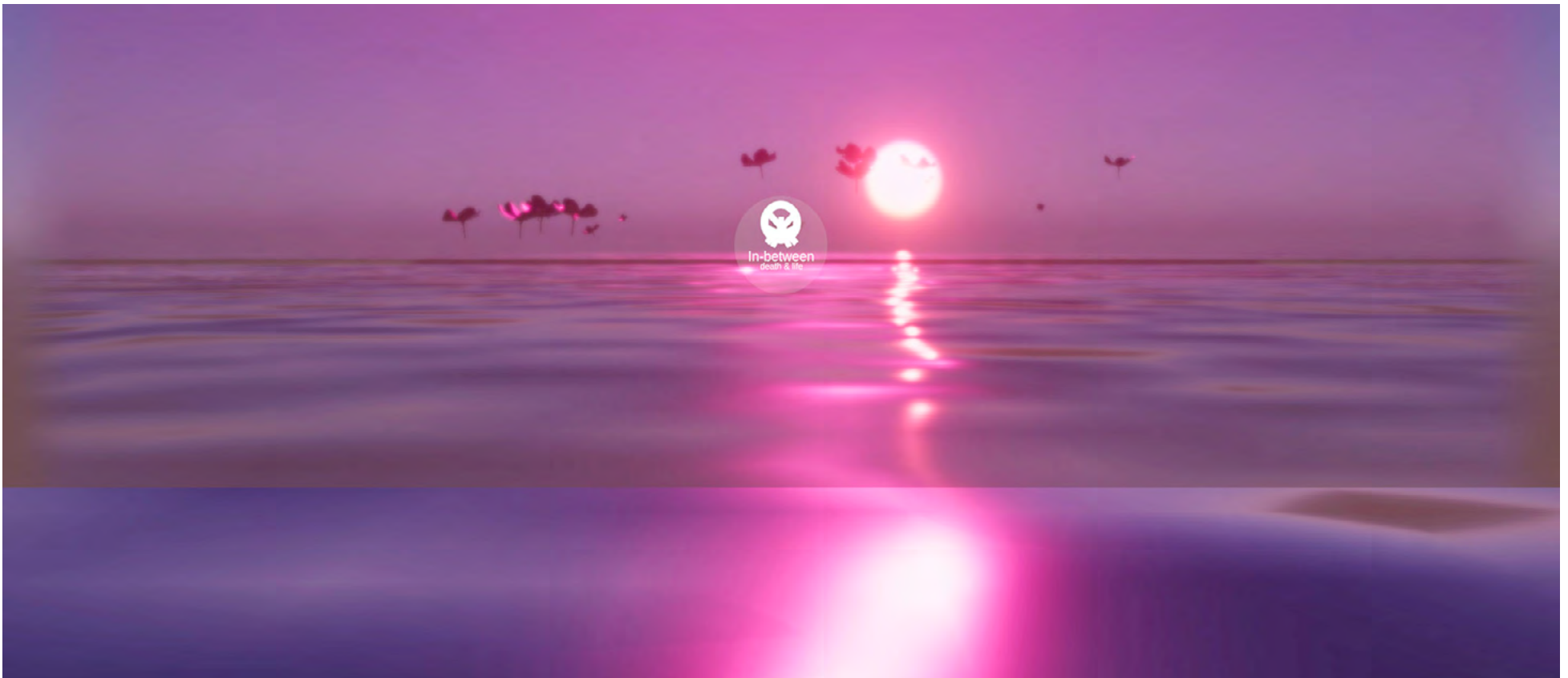
# ***Electrical-darkness***

Interactive fiction, 2024

Located in a Garden-City, in-between a suburban nature and a world-city, Electrical-darkness is a place where different perceptions can be experienced through a body interface implemented under the epidermis. In this ultra-sensitive metaverse, the body is the site of all kinds of self-fictions. The epidermal interface has been designed on the basis of hyper-sensitivity phenomena. Coupled with an internal eye that allows these phenomena to be visually re-translated, the interface enables multiple levels of perception, time distortion and the infiltration of different bodily materials. In this hyper-intuitive metaverse, every form of individuality is plural. Electrical-darkness is a metaverse constructed like a set traversed by immobile speeds, where perception leads to explorations with fluid contours and where the body is subjected to varying degrees of emotional variation. Mutualism, symbiotic mutations, processes of perceptual multiplication and emotional hyper-activity form a framework in which to insert and dilute oneself. Electrical-darkness is an experiment in the dematerialisation of the self in exponential fictions.

**Demo : <https://saemdre.itch.io/electrical-darkness>**

**Documentation : [http://sandrinedeumier.com/Electrical-darkness\\_Sandrine\\_Deumier\\_EN.pdf](http://sandrinedeumier.com/Electrical-darkness_Sandrine_Deumier_EN.pdf)**



# ***Electrical-darkness***

Interactive fiction, 2024

With the support of ADAGP and Gastatelier Gleiz 70 (Switzerland)



***Following the deer***  
Interactive animation, 2024

With the support of Soulangh Cultural Park and JS Ltd. (Taiwan)



## ***Following the deer***

Interactive animation, 2024

*Following the deer* has been imagined as a visual poem. This fiction describes the various stages of an archery deer-hunting session as it might have been practised 400 years ago by members of the Siraya tribe. Tracking and tracing, reading animal footprints and deciphering the flight of the birds, invocation and thanks to the spirits of the forest, stalking and pursuit, death and sharing, are all crucial stages in this ancestral practice and highlight the ecological implications of a practice concerned with preserving natural balances in a world seen through a whole system of interrelationships. Understanding how to live in a world in which all living beings are linked may enable us to reconfigure our imaginations for viable futures. This work is an invitation to enter the forest in search of the essential.

**Video :** <https://vimeo.com/986176130>

**Documentation :** [http://sandrinedeumier.com/Following-the-deer\\_Sandrine\\_Deumier\\_EN.pdf](http://sandrinedeumier.com/Following-the-deer_Sandrine_Deumier_EN.pdf)



***Following the deer***  
Interactive animation, 2024



# ***Endangered Landscape***

Digital animation, 2024

With the support of Art In Nature (South Korea)



## ***Endangered Landscape***

Digital animation, 2024

Endangered wildlife species are those in danger of extinction due to natural or human factors. Questioning the ambivalent and fragile place of protected natural area in our contemporary societies, *Endangered Landscape* highlights the silent disappearance of animal species in deafening invisibility. How can we be concerned about the disappearance of living beings whose existence we don't even know exist alongside us ? This project attempts to highlight on how the perception of the natural world has changed in the imaginations of hyper-urbanized societies. What are the implications of these sacralized natural spaces in the imagination of urban societies, where the natural park is perceived as a recreational space bordered by prohibited areas ? What do these preservation practices say about our understanding of the natural world ?

**Video : <https://vimeo.com/1019056859>**

**Documentation : [http://sandrinedeumier.com/Endangered\\_Landscape\\_Sandrine\\_Deumier\\_EN.pdf](http://sandrinedeumier.com/Endangered_Landscape_Sandrine_Deumier_EN.pdf)**

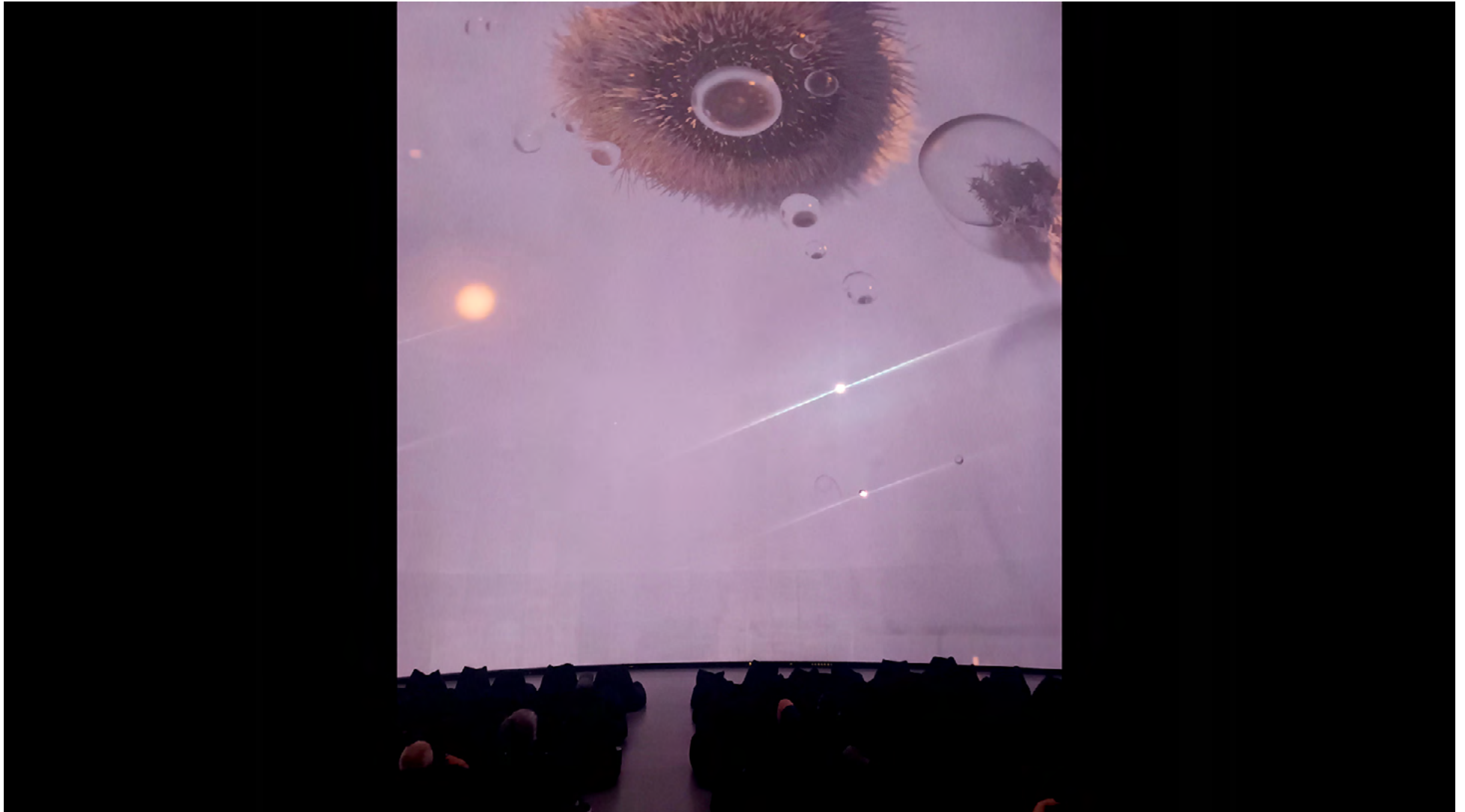


## ***Across the Lake / Kòe Ô***

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

With the support of Moskosel Creative Lab (Sweden)

@ «Entwined Memories», SAT, Montreal, Canada, 2025



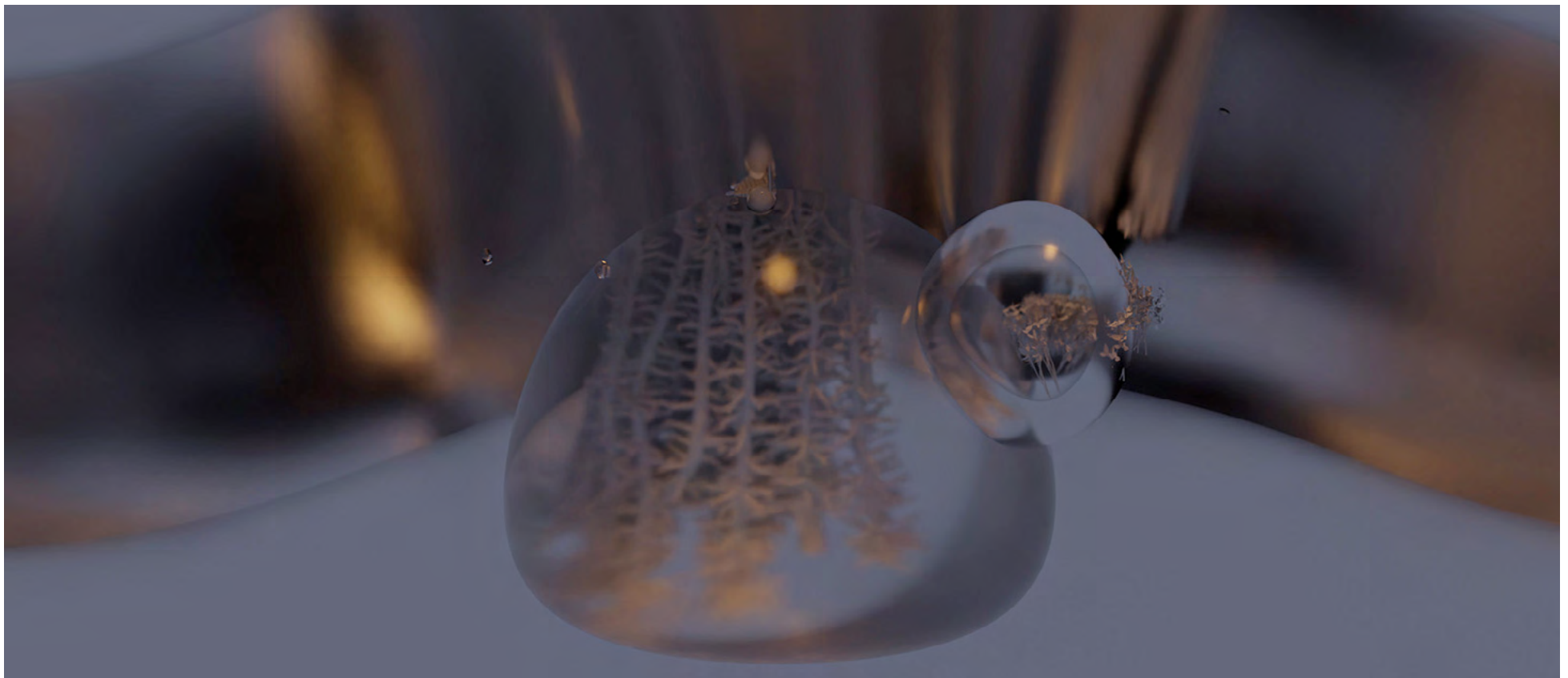
## ***Across the Lake / Kòe Ô***

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

*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](http://sandrinedeumier.com/Across-the-Lake-Koe-O-SandrineDeumier-CiaHimianLi_EN.pdf)



## ***L'alter-Monde***

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

With the support of Cité des Sciences et de l'Industrie (France), CALQ and Canada Council for the Arts



## ***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.

Festival Platform Award (Dome Theater Category), Japan Media Arts Festival 2021

Teaser : <https://vimeo.com/1025299262>

@ Future Vision Lab (Taipei, Taiwan) 2021



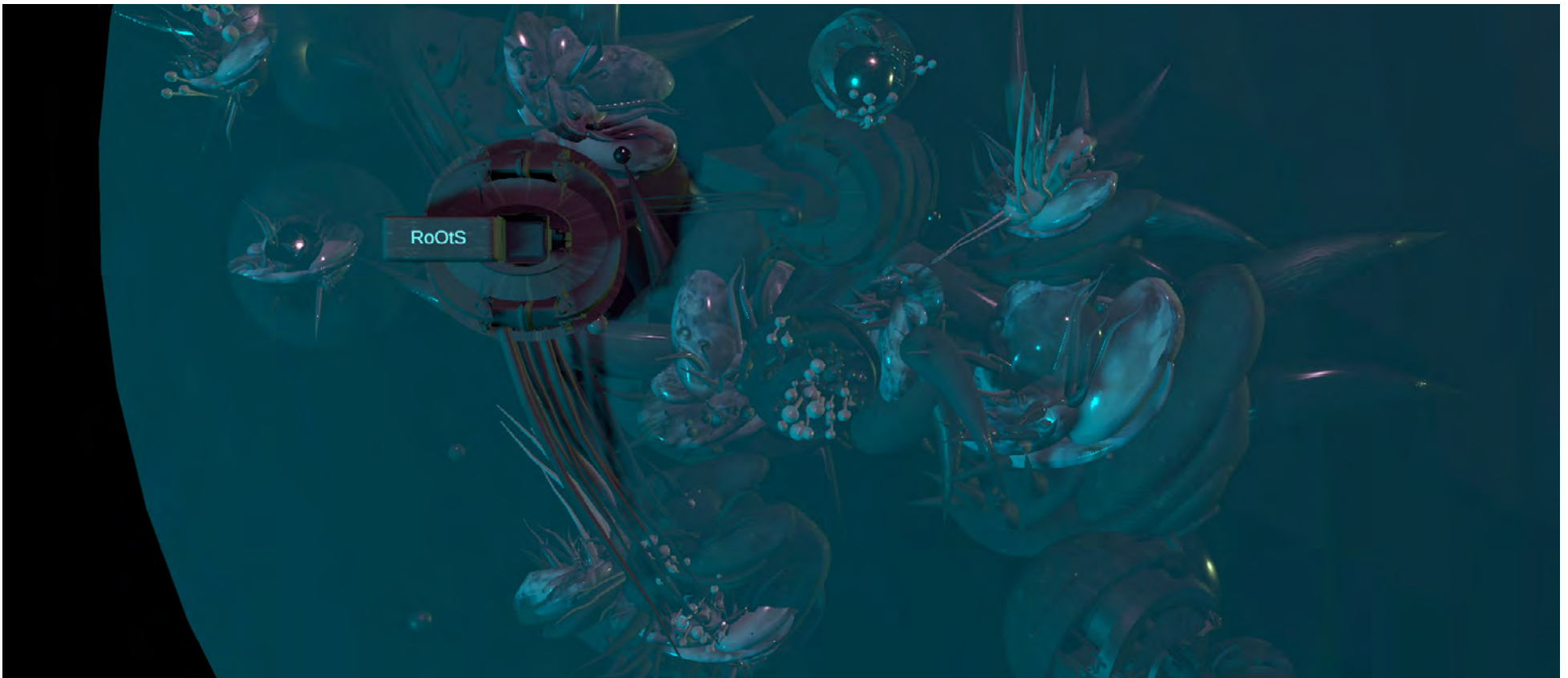
## ***Beyond Matter - in imitation of the survival orchids***

Interactive animation / poetry, 2022

A virtual environment composed of 20 interactive scenes, *Beyond Matter - in imitation of the survival orchids* 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>

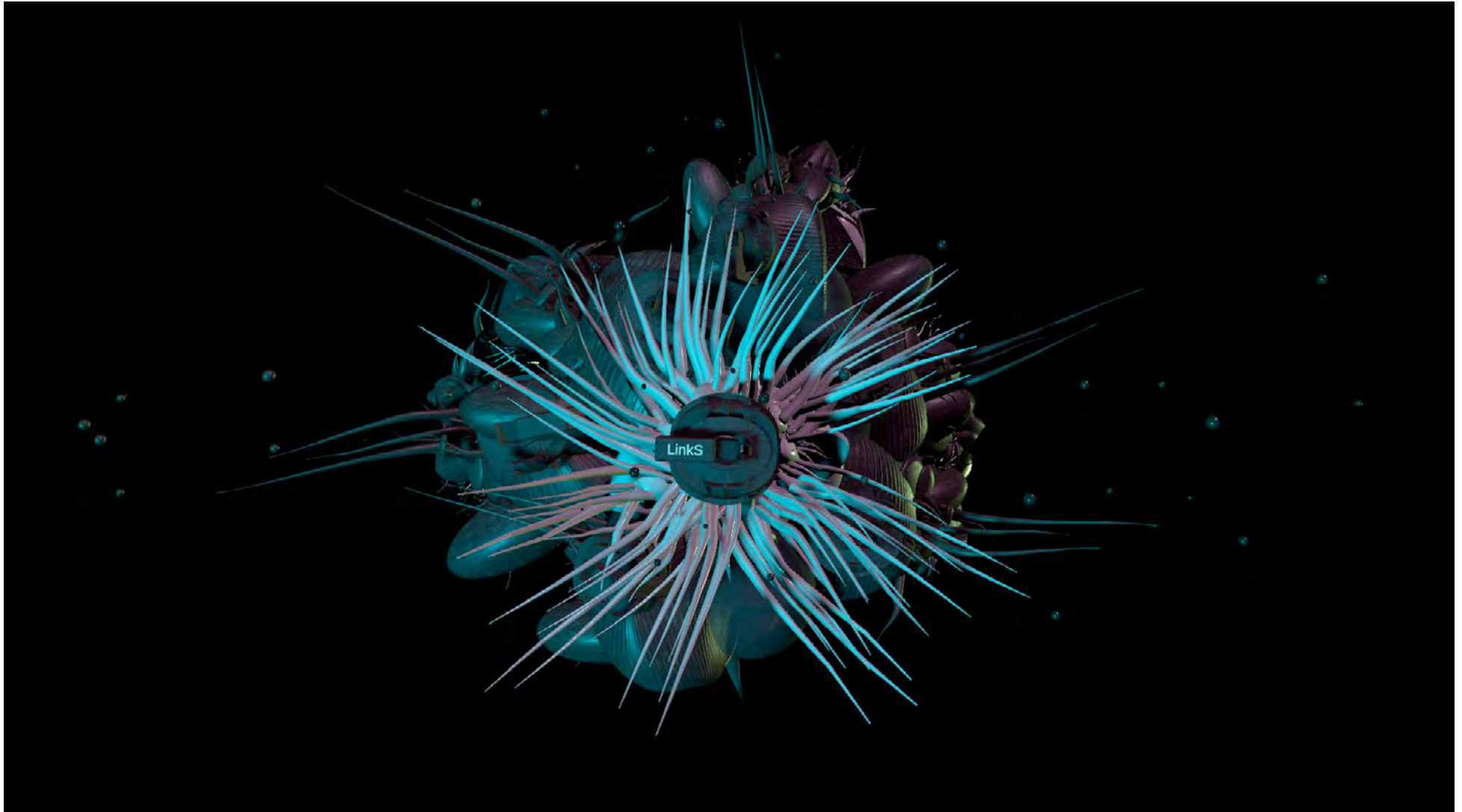
Documentation : [http://sandrinedeumier.com/BeyondMatter\\_Sandrine\\_Deumier\\_EN.pdf](http://sandrinedeumier.com/BeyondMatter_Sandrine_Deumier_EN.pdf)



## **Beyond Matter - in imitation of the survival orchids**

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 - in imitation of the survival orchids***  
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

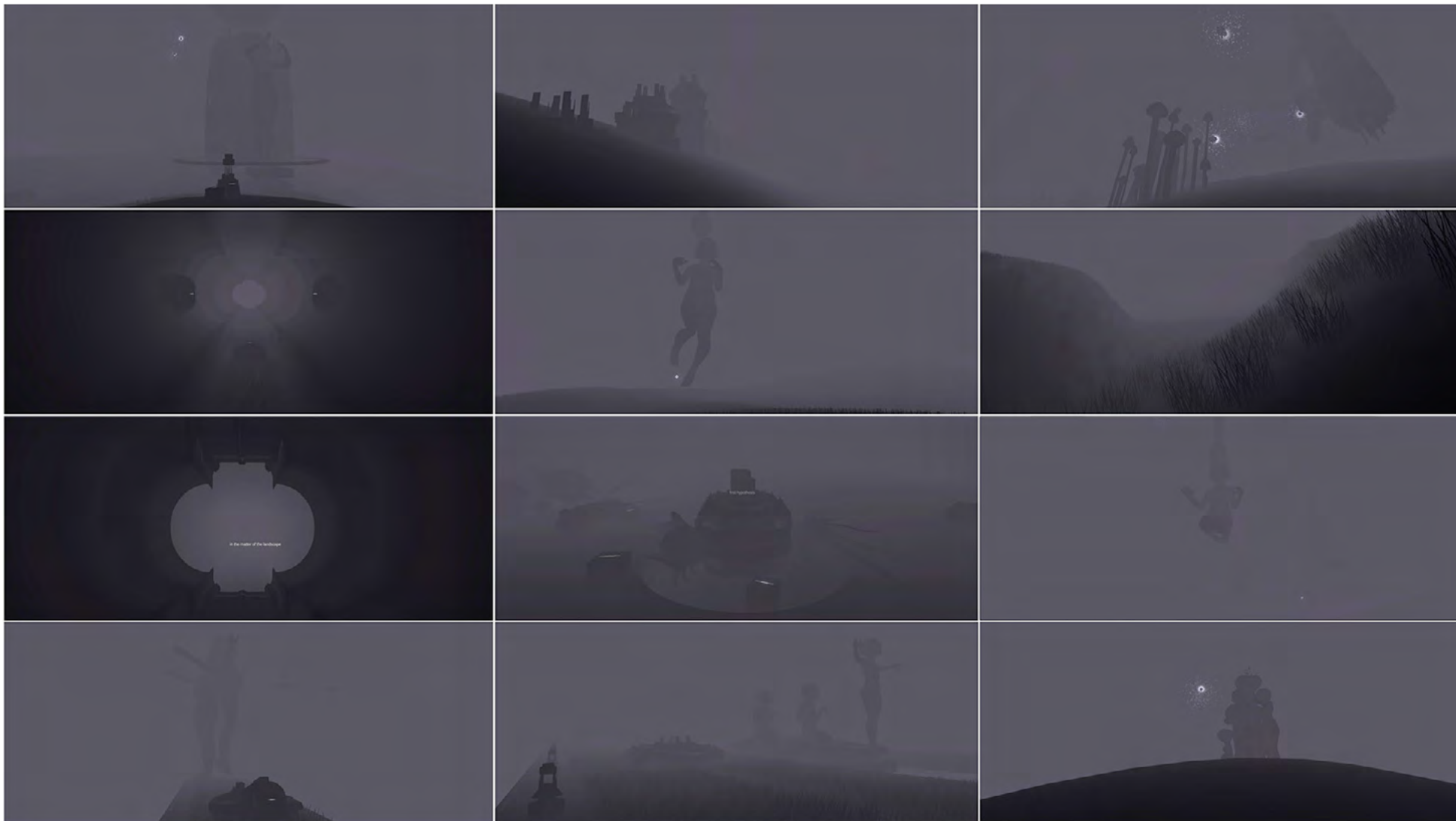
With the support of EPLEFPA-CHARTRES, DRAAF and DRAC - Région Centre-Val de Loire (France)



## 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

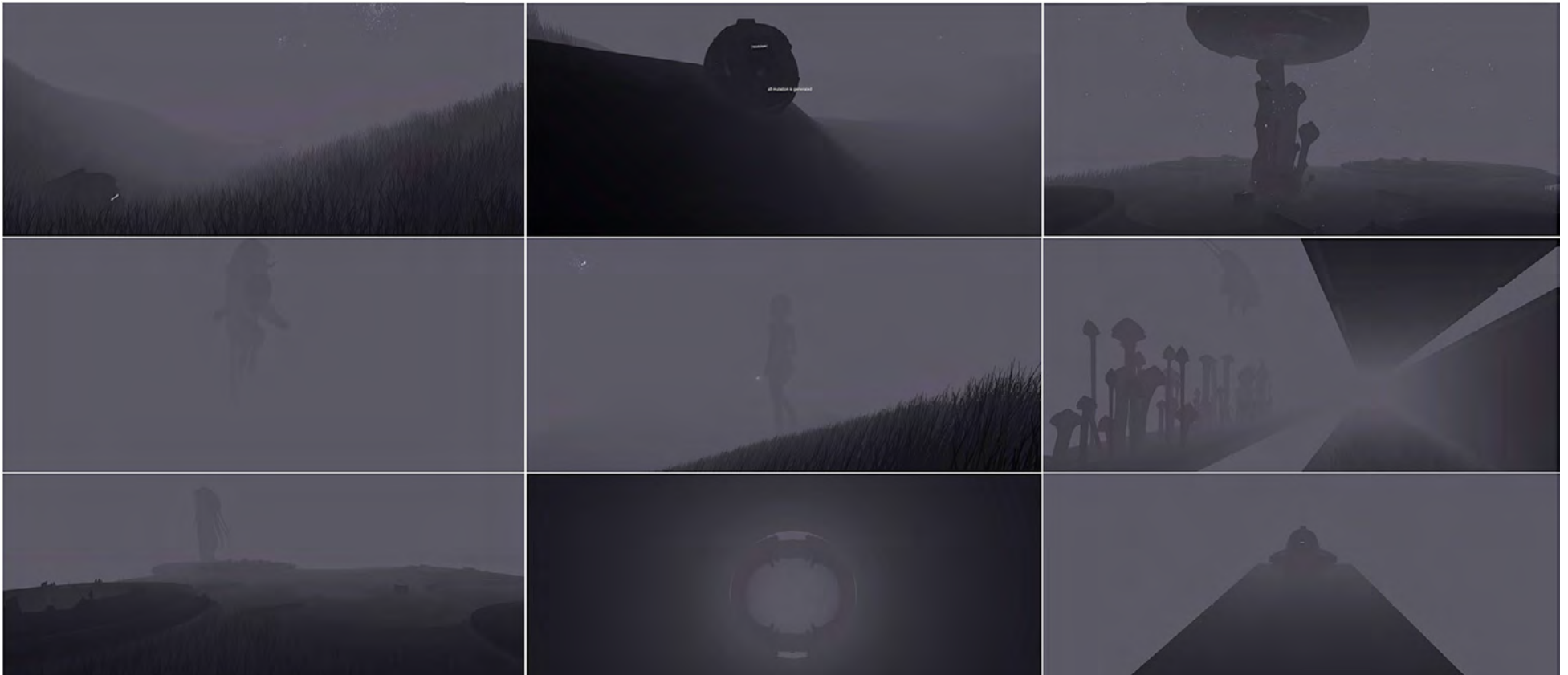
By weaving imaginaries in the mode of biomimicry, *Nh-9* is an immersive poetry experience that attempts to develop notions of interrelationships between humans and non-humans. The aim of this project is to allow to be immersed in a state of sensory modifications (and/or mutations) in order to construct 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 (France) and Taipei Artist Village (Taiwan)

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

**Documentation :** [http://sandrinedeumier.com/N-h9\\_Sandrine\\_Deumier\\_EN.pdf](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 (France)

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

**Documentation :** [http://sandrinedeumier.com/LotusEaters\\_Sandrine\\_Deumier\\_EN.pdf](http://sandrinedeumier.com/LotusEaters_Sandrine_Deumier_EN.pdf)

@ Ukrainian Biennial of Digital and Media Art (Kyiv, Ukraine) 2021



# Vibrissae

Face filters in augmented reality, 2021

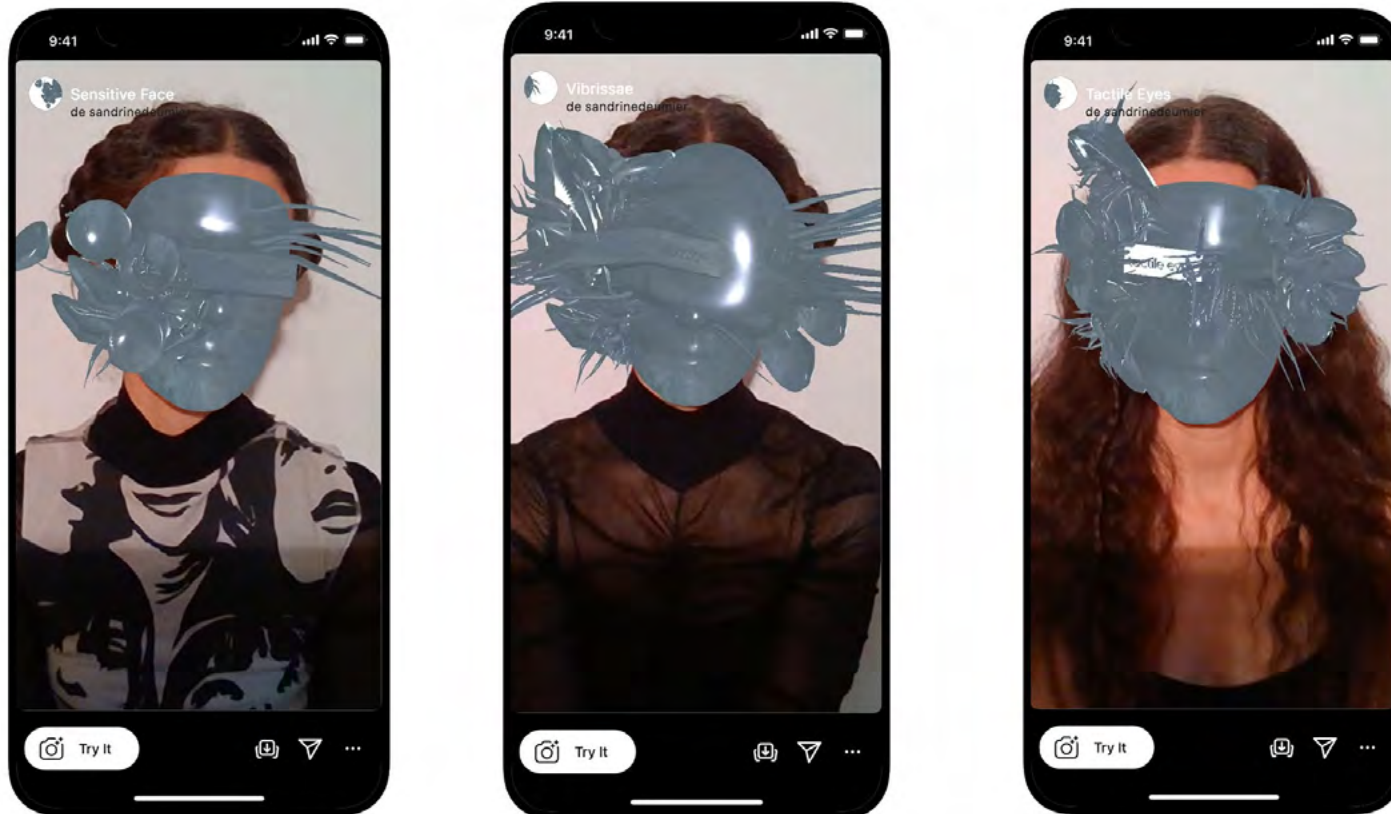
*vi·bris·sae /vai 'brise/*

*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?

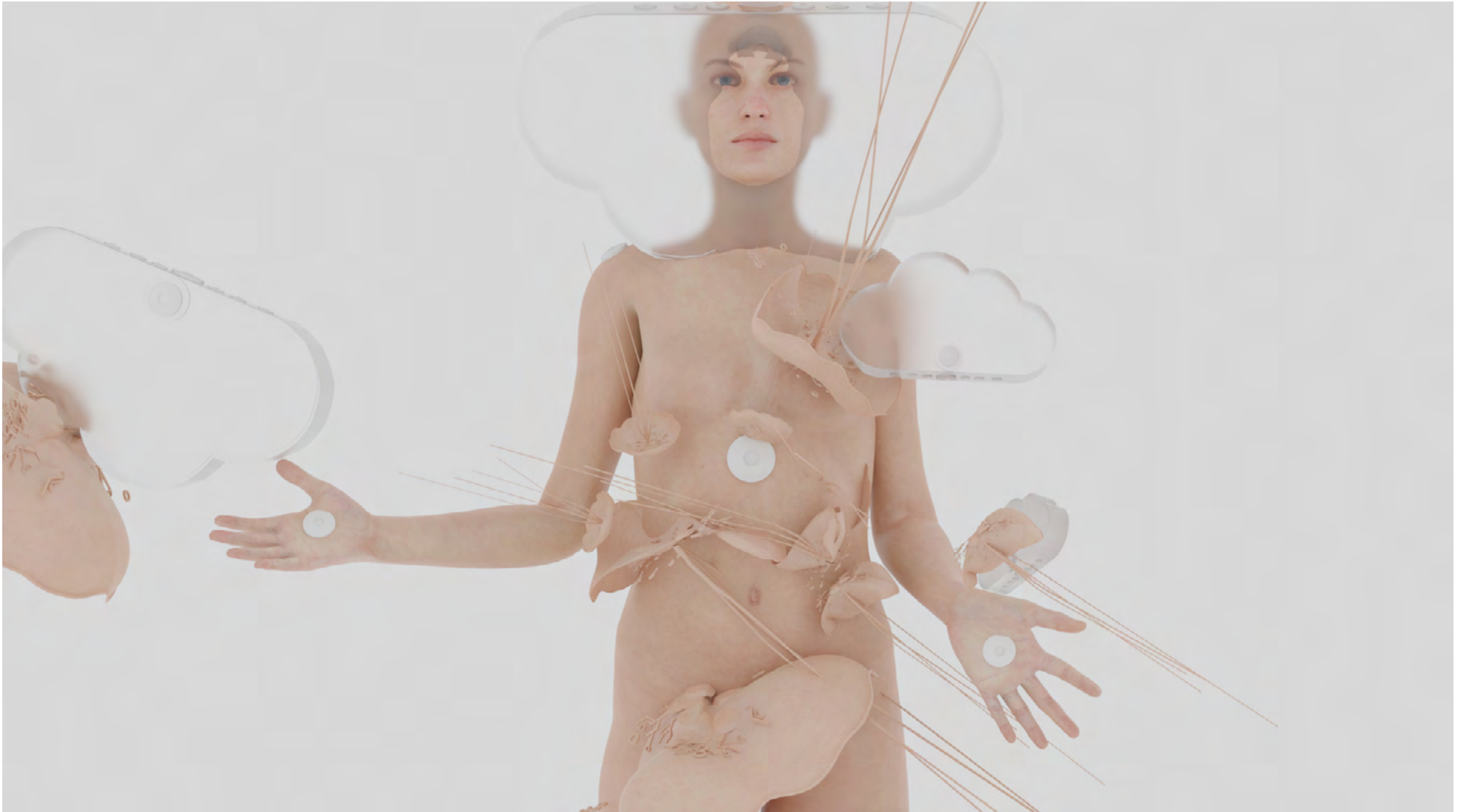
Demo : <https://vimeo.com/664220571>

@ 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***

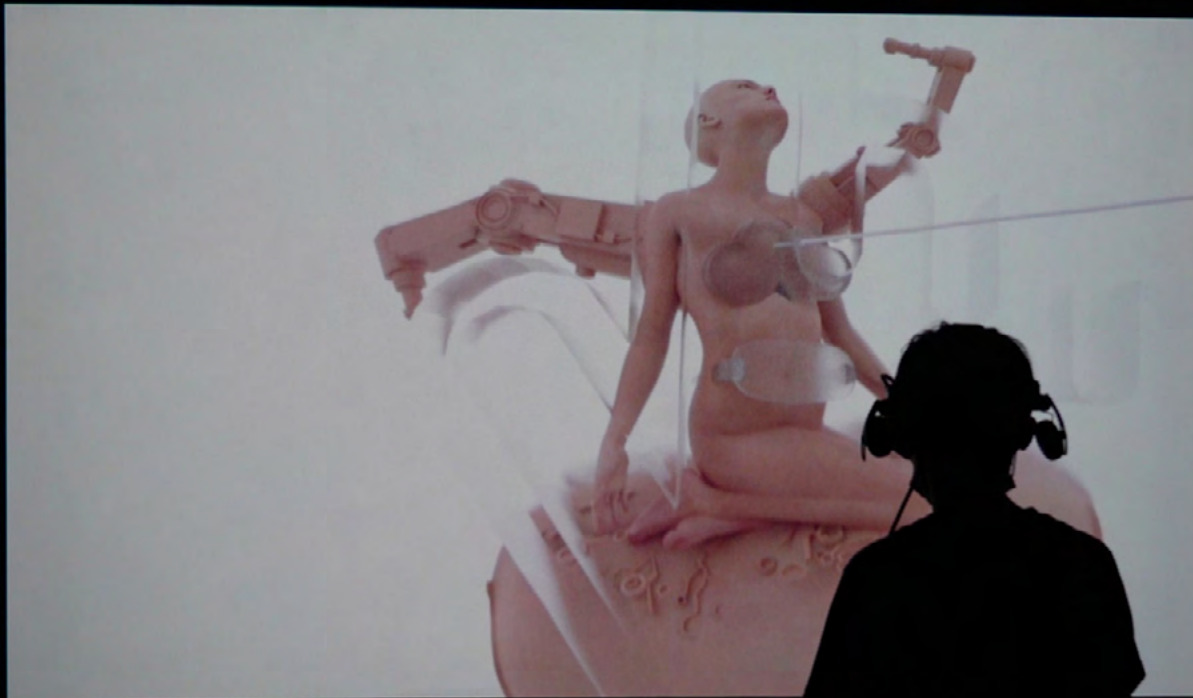
VR installation / 360° video, 2020

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](https://www.youtube.com/watch?v=a-rA_NjRcpQ)

Documentation : [http://sandrinedeumier.com/DELTA\\_Sandrine\\_Deumier\\_EN.pdf](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)

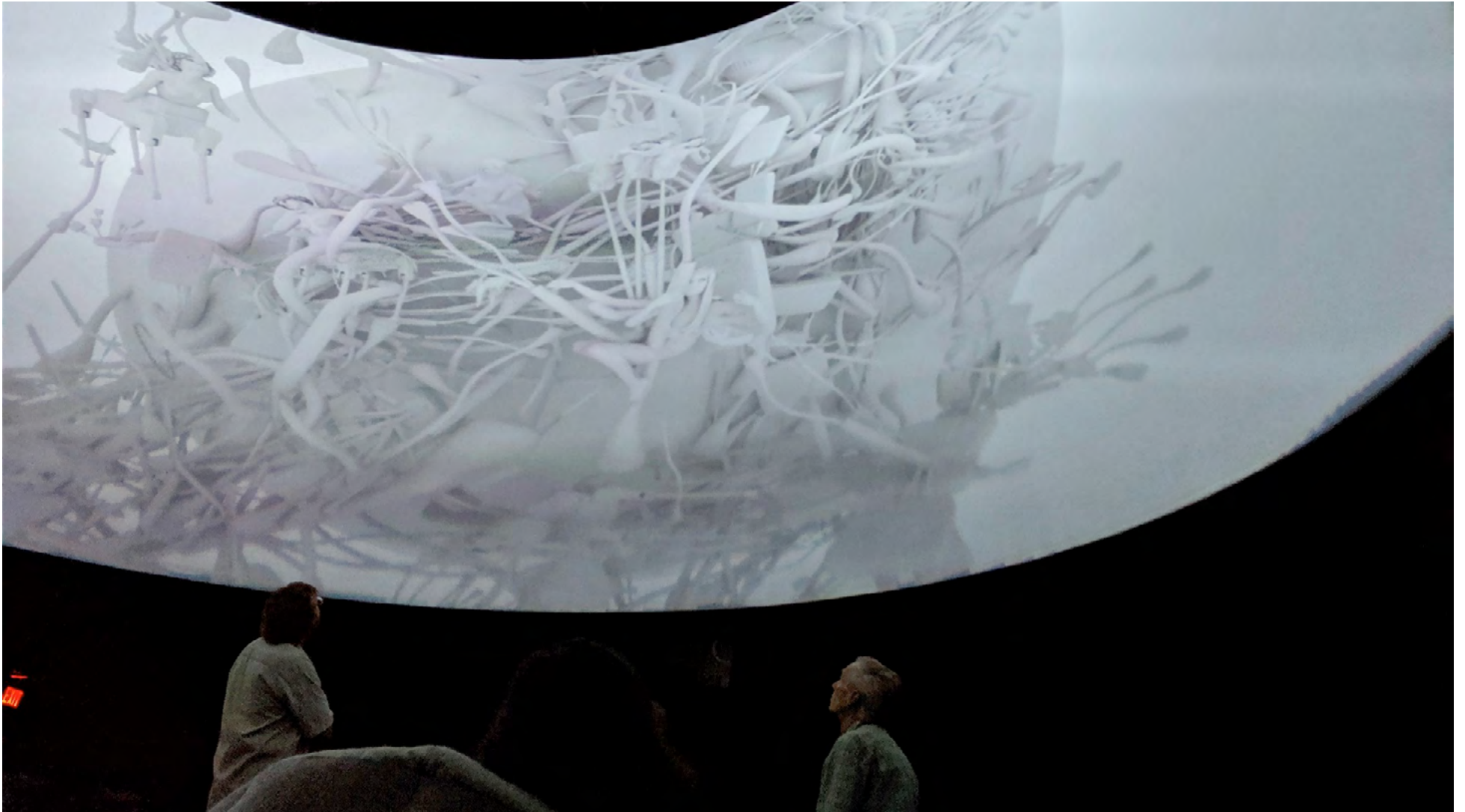
With the support of Casa de Velázquez, Hangar and Institut Français Barcelona  
Expanded Media Award in the Category Network Culture (Stuttgarter Filmwinter, Germany) 2022

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



***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

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

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

