



PRESS KIT



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Digital art reinvents the city

Issy-les-Moulineaux / City centre (Metro Mairie d'Issy)

The Cube Festival, France's major digital arts event, invites the public to experience the city in a poetic and festive way, a city whose urban itineraries have been re-encharmed by artists. Over a 6-day period, this festival will give us a futuristic vision of life together, where digital creation reshapes the environment, encourages new forms of interaction and imagines the outlines of the 21st century city. A city that is multiple, communicating, ubiquitous and sensitive: A city of emotion.

Digital technologies such as the internet, mobile phones and wireless networks are creating new social interactions within the urban environment, and changing our ways of life. This change is altering our perception of space and time, and modifying our relationships with others. Much more than a technological revolution, this is a human adventure which designers, industrialists and other players in the city have seized upon.

Three years after the first event, the Cube Festival has put together an itinerary full of surprises, with interactive pieces set in the public space, as well as artistic events based on digital creation including multimedia shows, screenings, performances, and electro-visual live shows.

The Cube Festival has activities for everyone: multimedia workshops, a *Kid's Corner* for children aged from 3 to 12, guided tours, and special arrangements for the disabled.

The *Festival Village*, a convivial centre for information, meeting venues and innovations, is the real heart and festive agora of the event.

The Cube Festival also brings together artists and experts to discuss its theme "*No(s) Futur(s)*" (*our futures*) at get-togethers organised jointly with the renowned MIT publication "*Technology Review*".

The Cube Festival is organised by the Arc de Seine Urban Community, the city of Issy-les-Moulineaux and Le Cube.

Institutional partners: the Ministry of Culture and Communication, the Ile-de-France Regional Council, the Hauts-de-Seine General Council

With the support of: RATP, Apple Education, Violet, Talents, Espace Icare, France Télécom

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Thanks to: the Issy-les-Moulineaux multimedia library, Chantelivre library

Translation by our partner www.tradonline.fr



PROGRAMME

DIGITAL ART EXHIBITION IN THE CITY

Interactive itinerary / free entry

The Cube Festival has organized a poetic itinerary through the city-centre, consisting of some twenty interactive pieces that establish a sensitive and particular relationship with the public.

Created by artists from the international scene, these devices bring into play cutting-edge technologies in the field of interactivity, forging a genuinely personal relationship with spectators: image recording/analysis, gestural interfaces, sound spatialisation, mobile media and many more.

Some of the pieces are accessible 24 hours a day, conjuring up an unprecedented nocturnal and urban sense of magic.

PERMANENTLY VISIBLE PIECES (24 hours a day)

JOHN GERRARD - *Smoke tree* / Germany

3D interactive and generative installation

Esplanade de l'Hôtel de Ville

Smoke tree, a three-dimensional interactive and generative sculpture, invites us to contemplate nature in an intriguing form, continuously evolving from dawn to dusk. The spectator is faced with a tree whose foliage, at the centre of the screen, releases a greyish gas, identified as combustion-generated exhaust gas. John Gerrard positions the spectator to face a natural environment that is thriving, paradoxically, on toxic waste. His *Smoke tree* simultaneously evolves and is consumed through the action of carbon dioxide, conjuring up something of a paradox around the idea of environmental conservation.



Born in 1974, John Gerrard is a multimedia artist who lives and works in Dublin and Vienna. He has been awarded many prizes and internships, in particular at Ars Electronica FutureLab in Linz. He attempts to question our relation to environmental issues through digital technologies.

XAVIER BOISSARIE AND ROLAND CAHEN – *Bandoneon* / France

Interactive installation / co-production Arcadi, support Cube

Mail Raymond Menand

Inspired by William Klein's film *Broadway by Light* (1958), *Bandoneon* explores an urban, musical and visual virtual world. The city's architecture is made up of luminous elements: neon lights, light bulbs, traffic- and side-lights. It forms a musical score, which the user plays on a stylised surf-board that imitates the screen's design. Navigation is frontal, and the "spectator-player" navigates through this environment by changing posture and tilting the body. The sound environment – comparable to that of a fairground – is managed by a software synthesiser, which processes sounds taken from day-to-day urban life in real-time. *Bandoneon* is a "videotainment" experience, renewing itself constantly. Just as the city does not exist without its inhabitants, *Bandoneon* does not exist without its viewers.



Born in 1966, Xavier Boissarie is a designer of interactivity. He teaches game design and interactivity at French colleges specialising in videogames. He works with Roland Cahen (born in 1958), who composes and teaches electro-acoustic music at major French recording studios. Both of them are researching dynamic representations of cities by assigning behaviours to them.

"Bandoneon" will also be specially adapted to form Le Cube's first media building, permanently located on the MCD cultural island in Second Life. The virtual opening will take place at the same time as the Cube Festival officially opens, on Tuesday, June 3!

<http://slurl.com/secondlife/Cultures%20Digitales/58/46/23>

PERMANENTLY VISIBLE PIECES (24 hours a day)

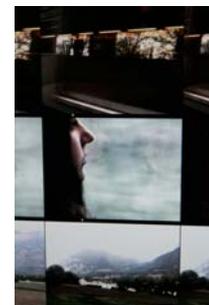
VADIM BERNARD – *Vibrations* / France

Interactive video installation

Passage de l'Auditorium / Esplanade de l'Hôtel de Ville

First appearing in 2002 on the web as an interactive video, *Vibrations* has become an interactive video installation for the Cube Festival. It consists of a series of micro-moments, which only follow on from each other if a spectator is present. Then landscapes scroll past as viewed from a train, landscapes caught between two very close moments in time. With the train going through translatory motion, the spectator is faced with an image that vibrates between two standpoints. This vibration emphasises the depth of the landscape, while transforming it, even dislocating it. The spectator moving in front of the image allows the narrative to move forward for a short while, until the next vibratory moment, in another section.

A graduate of the Arts Décoratifs in Paris (ENSAD), Vadim Bernard (born in 1980) is a graphic and interactivity designer. He is a member of the artistic network platform incident.net.



BRUNO ROSIER - *Ciel!* (Heavens!) / France

Interactive behavioural installation / co-production Le Cube

Esplanade de l'Hôtel de Ville / Terminal de bus

Ciel! is an animated weather chart, similar to those seen on TV news. Except that this chart reacts to the public's behaviour, as its forecasts depend on the onlooker's attitude. Too passive and the forecast will be gloomy; too restless and it will unleash a storm. While entertaining in appearance, this installation helps the spectator to grasp existential balances.

Bruno Rosier (born in 1956) is a visual artist who has been working for a few years now on a project entitled "*A propos du monde*" (About the world), which is also the name he has given to the fictitious artistic group formed by his different pseudonyms.



THIERRY FOURNIER - *A+* / France

Video installation/Mail Raymond Menand

A+ is a video installation, broadcast on a plasma screen billboard, located at the heart of the urban environment. The video image corresponds to what is behind the screen, except that the video was recorded on the previous day, at the same place and from the same vantage point. Designed to be in line with the landscape when the spectator faces the screen, this projection will last for the whole day, from sunrise to sunset, reproducing what was filmed on the previous day, at the same points in time. *A+* ironically questions the proliferation of advertising screens in the urban environment, removing what they show and replacing it with time in its purest form, generating a sense of spatial fracture. By bringing together, within the same perspective, two dissociated states of time, the device creates a temporal depth and an "impossible closed circuit": two different states for the same players and onlookers.

A visual artist and composer born in 1960, Thierry Fournier's investigations cover a host of disciplines: installations, musical creation, performances. He focuses mainly on the body, questioning how it reacts when faced with these devices.



ANTOINE VISONNEAU/JOSEPH POIDEVIN (development) - *Pixels animés* (animated pixels)

France / co-production Le Cube

Behavioural installation / Place Leca

Pixels, those small electroluminescent squares which make up the images on our screens, often appear as docile units, coming together to transmit information. But what becomes of them when no one is watching? *Pixels animés* questions the relationship between spectator and screen: the behaviour of the pixels plays upon that of their spectators.

Antoine Visonneau, founder of the OODA, an innovation consultancy, is a government-appointed architect (DPLG), and a graduate of the Harvard University School of Design (GSD). He teaches interactive design at the *Ecole des Gobelins* in Paris.



PERMANENTLY VISIBLE PIECES (24 hours a day)

GRÉGORY HERVELIN - *The dead man box* / France **Video installation / Produced by Elegangz and Akira** **Terminal de bus, Esplanade de l'Hôtel de Ville**

The dead man box takes spectators on a motionless tour of the block! In the context of the Cube Festival, *The dead man box* offers the opportunity for a thrilling, motionless voyage through the city of Issy-les-Moulineaux. In order to do so, visitors must enter a spacecraft-like booth, and operate the joystick to trigger the video. The one-minute long film shows the area surrounding the piece. As the film is launched a small engine starts up, pushing into action the springs placed underneath the booth and making it vibrate. During the tour, the video switches between accelerated and jerky views. As the film goes on to show aerial views, the booth appears to take off from the ground and the image becomes very steady. Inside the booth, stereo sound-effects are broadcast during the visit, enhancing the spectator's sense of motion. Film director and photographer, Grégory Havelin (born in 1972) shoots short fiction films, videos and documentaries in France, Spain, and in the USA. His work is characterised by his humorous research into fiction.

JENS BRAND - *Brand: We play the world* / Germany **Mobile sound device gPod/gPlayer / Terminal de bus, Esplanade de l'Hôtel de Ville**

Jens Brand presents us with an opportunity to listen to the planet through a modified iPod: the G-Player. Thanks to a three-dimensional model of the planet, the G-Player enables us to listen to the imaginary groove a celestial body would imprint onto the Earth's surface in real-time. It functions as a CD or a record-player, interpreting the contours of the Earth's crust, and translating altitude into sounds. It is able to determine the actual position of more than 1000 registered satellites. As one of them is selected, its orbital altitude, its longitude and latitude position are displayed. The satellite probes the Earth's surface in the same way a needle would a micro-groove. Topographical data are interpreted as audio data. Seas engender silence. Mountains produce more dynamic acoustic structures than plains. *We play the world* perceives digital data as a tactile and analogical reality, metaphorically captured by a record-player, whose needle also tries to open up paths through networks.

Born in 1968, Jens BRAND is a composer, musician and multimedia artist.

FRÉDÉRIC PÉRIÉ – *Mur (Wall)* / France **Generative video (2005 – 2005)**

Chantelivre bookstore window – Esplanade de l'Hôtel de Ville / 24 hours a day

Red liquid drips slowly from a wall in vague, winding tracks. The process goes on until the wall's surface is almost entirely covered. Then, in a second phase, the drops become translucent, erasing the red. Still on a random trajectory, they do not entirely clean the wall. The red returns, but this time the dripping seems not to leave any trace in some places. Little by little, as if revealed by colour, signs appear which are understood to be crossed-out handwriting. Then the translucent drops appear once more and the cycle starts again, revealing a new page of the manuscript. The process is accompanied by generative music, which mixes piano notes and speech fragments, using the same formulas as the ones engendering the drops' trajectory. This produces variations that all differ from what might initially be identified as a unique shape.

PIECES VIEWABLE WHEN THE RECEPTION POINTS ARE OPEN (VARIOUS OPENING HOURS)

FRÉDÉRIC PÉRIÉ - *Sans titre, à... (No title, to...)* / France **Non-linear poetic montage**

Chantelivre bookstore – Esplanade de l'Hôtel de Ville/Tuesday to Saturday, 10am to 8pm

This installation consists of two screens laid out flat onto a table, showing a non-linear montage of short videos, animations, and photographs, most of which are combined with original poetic texts. This was taken from an e-mail chronicle entitled *Liste rouge (Ex-directory)*, which started in 2002. The texts are neither captions, nor commentaries on the images. Elements follow on from each other, going along a variable path that cuts through text and image space, and according to intuitively elaborated navigation charts. It is forever changing, as the sequences are randomly selected from those adjacent on the chart. Each sequence has a time frame, but spectators can stop time by pressing a button, in order to read the text in their own time or freeze an animation.

A trained architect and engineer, Frédéric Perié (born in 1957) is pursuing a visual arts career by focusing his research on urban environment, politics and landscape.



PIECES VIEWABLE DURING OPENING HOURS (9am – 9pm)*

*Late night opening on Tuesday and Saturday: 10pm

EMMANUEL VANTILLARD - *Paranoid architecture* / France **Interactive immersive installation / Production Le Fresnoy** **Esplanade de l'Hôtel de Ville**

This interactive immersive installation takes the shape of a corridor eight meters long, one meter wide and three meters high, which the spectator is invited to enter. On one of the walls, ghostly, human-scale bodies appear in black and white, depending on the spectator's position in space. Facing us is a floating and translucent city - from which these bodies emerge – that has been reduced to its barest geometrical expression. Generated in real-time, it comes near and then draws back, revolves on itself continuously, disappears and reappears. Erik Minkkinen's music, electronic and minimal, is in tune with the dissolving of these beings as it too interacts with the onlooker's movements. Spectators, immersed in this uncertain environment, sense that space is closing in upon them. Urban enclosure, which *Paranoid architecture* alludes to, acts as a counterpoint to an ever more sought-after sense of freedom.

Emmanuel Vantillard, born in 1969, is a philosophy graduate and a Fresnoy (Studio National des Arts Contemporains) alumnus. He delves into the physical and mental reactions of Man immersed in and channelled by the urban environment.

Last visit: 6pm Sunday 8th June.



WOLF KA - *Moving by numbers* / France **Installation / interactive choreographic performance** **Co-production Arcadi, Festival Scopitone / diffusion Arcadi** **Jardin pour enfants du Mail Raymond Menand**

Moving by numbers is an opportunity to experience reciprocal body reactions between a spectator and a dancer. The performance takes place in an enclosed original architecture, where spectator and dancer inhabit two distinct spaces. They are invited to communicate through a two-way mirror, onto which a graphic display reflecting the dancer's movements is projected. Communication is enhanced for the spectator through this vision and sound interface, and for the dancer through a luminous costume and a motion-capture system. There are four possible sequences, each representing four categories of movement. The spectator can navigate through these categories by operating a simple remote control. The dancer follows the spectator's instructions, as conveyed through the graphic interface. The spectator becomes a partner with whom the dancer constructs an image-based itinerary. *Moving by numbers* operates a shift in the way dance is represented, turning it into an open form in which technology shapes choreography as an experience involving others.

Born in 1968, Wolf KA studied art history, psychology, theatre, dance and music, and then went on to create his "Res publica" company in 1996.



DATENSTRUDEL - *Standard Time* / Germany **Video loop / at the Festival Village**

Made by Formanek and Datenstrudel, this video shows a digital clock whose digits are in fact planks of wood several meters high. Modelled precisely to fit actual time and executed over a 24 hours course, this installation shows 70 workers assembling and dismantling, each minute and without interruption, the great planks that form the digits. This video will be the festival's official time-keeper!



KYOKO NAGASHIMA - *Jewel box: baton pass* / Japan **Video jewel box / at the Festival Village**

Jewel box: baton pass is a videotext device made up of a video-enclosing jewel box. As it is opened, the box reveals a hidden treasure: the negative image of a woman in an interior space. With her hands clasped, the long-haired woman appears to be holding onto something precious. As if presenting the spectator with a gift, she releases from the clasp of her delicate fingers something invisible. Through the medium of this jewel box, the artist is offering an intangible gift. Is it a reward, a message of hope or courage? Kyoko Nagashima, a video-artist born in 1964, stayed with Le Cube and the Tokyo Wonder Site in Japan for a joint artistic residency.



PIECES VIEWABLE DURING OPENING HOURS (9am – 9pm)*

*Late night opening on Tuesday and Saturday: 10pm

MAURICE BENAYOUN / JEAN-BAPTISTE BARRIERE(musical conception) - *Emotion vending machine*

France

Support CITU, EESI, ARCADY, Le Cube

Interactive installation / at the Festival Village

Emotion vending machine looks like a beverage vending machine, where users can select a range of emotions, shaped as dynamic cards, updated in real-time with web data. Users select three from a list of nine emotions, such as “fear”, “joy” or “ecstasy”, and validate their choices. The machine, built around a search-engine application, browses the world network and displays the result in the shape of words representing the previously selected emotions, accompanied by sounds composed by Jean-Baptiste Barrière. Users can then connect their USB flash drive and collect their audiovisual emotional cocktails, each of which is prepared in real-time and therefore unique.



Born in 1957, Maurice Benayoun is a highly qualified teacher of visual arts, and has been teaching since 1984 at the Paris I University. Awarded the “Villa Medici hors les murs” (*Villa Medici « beyond the walls »*) prize in 1993 for his “AME” or “Après Musée Explorable” (*Out-of-museum investigation potential*) project, he is also in charge of artistic direction, and co-founder of CITU or Création Interactive Transdisciplinaire Universitaire (*Interactive Interdisciplinary University Creation*).

TALE OF TALES - *The endless forest* / Belgium

Online game / At the Festival Village

Created in 2005, *The endless forest* is not a game in the literal sense, rather an idyllic animal environment in the shape of a multiplayer screensaver. Players are embodied by stags with human masks. Going through five different worlds, they are invited to stroll about, lie back in the long grass or even metamorphose into other animals. They can only communicate through body movement or sounds. Each player has his own randomly generated pictogram between his antlers, and may come across the Twin Gods, divinities lurking in the undergrowth. These are operated directly by the game’s designers, and can intervene in real-time to make rain fall, flowers grow or stars shine, and regularly arrange for the players to meet. Constantly evolving, *The Endless Forest* favours poetry and emotion. Auriea Harvey (born in 1971) and Michaël Samyn (born in 1968) both work for The Tale of Tales, a videogame development studio. Respectively named Entropy8 and Zuper, they merged seven years ago and took on the name of Entropy8Zuper.



SIGHTS AND SOUNDS ALSO AVAILABLE ALONG THE INTINERARY...

TALENTS/LE CUBE DVD - *Special Issue 2: Archi & Design* / Talents publishing

Video projection/Multimedia library / Tuesday to Saturday, 2pm to 6pm

This is a collection of pieces which all tackle issues relating to city, town planning and design. It’s an in-depth look at individual artistic worlds, offering different views of the city and its representations, seen through each artist’s environment, experience and temperament.

ARTE RADIO - *Sound Creations* / Arte France

Listening terminal / Festival Village / Tuesday to Sunday, 9am to 9pm (Saturday and Thursday: until 10pm)

ARTE Radio is an on-demand web radio, broadcasting hundreds of sound features and creations, with unlimited access. It makes and broadcasts short audio features, whether elaborate, moving or funny, educative or tongue-in-cheek, relating to intimacy, lifestyles, politics, worldly affairs, poetry or imagination.

www.arteradio.com

ITINERARIES WITH SOUNDS AND MOBILE PIECES (FROM 9AM TO 9PM)*

*Late night opening Tuesday and Saturday: 10pm

ANTONIN FOURNEAU - *Oterp* / France

**In collaboration with Tokyo Wonder Site, La ville de Paris, Le Cube
Urban and sonorous online game / meeting point : Festival Village**

Oterp is a game prototype for PSP (a handheld game console by Sony), in which a GPS sensor allows for the music to be manipulated in real-time, depending on the player's Earth-position. The player generates new melodies according to his position. He is also able to uncover and gather different types of sound, as if he were on a treasure hunt. *Oterp's* goal is to merge our environment's reality with a videogame. This is a new way of conceptualizing our daily movements, inside an ever-more mobile society. Saitone, TM and Jankenpopp have also worked on *Ortep's* music during a 2007 residency in Japan.

Born in 1980, Antonin Fourneau studied at Aix-en-Provence Art School and at the Workshop on Interactive Research at ENSAD in Paris.



IVO FLAMMER AND WOLF KA - *MYHT* - *Meet your heartbeat twin* / France

**Mobile phone online game, for the urban space / Produced by Xilabs, with the support of Cube
Leaving from the Festival Village**

Meet Your Heartbeat Twin is an entertaining and urban event, relying on a participant's position in emotional terms. The aim of the game is to physically meet another participant that has exactly the same heartbeat rate. The participants' terminals only show the position of players sharing a similar pulse. The difficulty lies in the fact that, on approaching his "heartbeat twin", the player risks erasing his partner's position, through a rush of excitement. So it really is an ephemeral twinning, the promise of an encounter. In this sense, it maps out a real physical and geographical chart of the participants, modified in real-time according to their physical efforts and emotional states.

Born in 1968, Ivo Flammer is a designer of enhanced-reality games. He is at the head of *XiLabs*, an up-and-coming start-up that designs and develops pervasive games. He works with Wolf Ka (born in 1968), a German artist, founder of the "Res publica" company, researching into modes of functioning for body and space through technology and communication paradigms.

XAVIER BOISSARIE - *Paysage éphémère (ephemeral landscape)* / France

Mobile phone urban itinerary / along the festival's itinerary / With the support of Cube

Paysage éphémère is an entertaining, narrative walk. Participants use their mobile phones to generate a track of their walk, which takes shape in the form of sounds, impressions, images, video sequences or spatial progression. They thus construct the imprint of their own experience of the city, and help to create a collective memory. They are able to play around with time in order to re-live the creation of the landscape. Strollers are able to pick up the thread left behind by a previous author, and follow it to share his experience, after it has taken place. They move in stages, and are able to access creations at the very same place in which they were produced.

An interactivity designer and Virtools developer, Xavier Boissarie (born in 1966) has 15 years' experience of designing and carrying out real-time 3D applications. He sees his own work as creating languages that are in the process of becoming autonomous, passionate about life mechanisms as he is.



JANE MULFINGER AND GRAHAM BUDGETT - *Regrets* / United-States

Intervention within the public space/along the festival's itinerary

Regrets is an urban itinerary, along which city-dwellers are invited to put their regrets into words. Two persons walk across the city, carrying mobile computer devices on their backs. They each collect regrets from passers-by, by capturing them onto their computers. This public-space intervention not only has a metaphorical aspect in that it allows city-dwellers to get rid of their regrets by having someone else "shoulder" them, it also serves a sociological purpose: namely to build up a database on people's regrets at a given place and time. *Regrets* is sponsored by Microsoft Research in Cambridge and by the University of Westminster in London.

The British-born artists, Jane Mulfinger and Graham Budgett, are teachers at the University of California in Santa Barbara. They have had exhibitions in many institutions, such as the Camden Arts Centre, St Pancras Station and the Victoria & Albert Museum. They work with Carl Magagnosc, an independent developer, engineer and consultant.

HYBRID EVENINGS

Electro-visual live performances

From Tuesday 3rd to Friday 6th June, 9pm / Cube ticket office

Price: 10 € per evening / 4-evening pass: 25 €

Tickets can be purchased at Le Cube and directly at the Festival Village or at the venue (until stock lasts)

The Cube Festival offers some most surprising finds: performances and *cinemixes* that bring together with spectacular virtuoso electronic music, digital image, and special effects. These Hybrid Evenings explore points where artistic disciplines meet, and their cross-breeding with digital techniques. Watch out for multimedia events, hosted by established artists and up-and-coming young talents: not to be missed!

Tuesday 3rd June: EZ3KIEL

Issy-les-Moulineaux Auditorium/Metro Mairie d'Issy

EZ3KIEL

Support Région Centre, DRAC R2gion Centre, Centre de l'Astrolabe d'Orléans and CNV

Ez3kiel came together in 1993 as a French electro-dub trio. Joan Guillon, Yann Nguema and Mathieu Fays developed a dub- and jungle-oriented trip hop, and show much musical - as well as visual - creativity. Their latest L.P., *Battlefield*, was released in January 2008. In the vein of an emergent artistic scene, Ez3kiel modulate light effects, image and video projection to fit an explosive sound. Mixing dub, electro, and rock, their music is both instrumental and electronic. On stage, in the background, Yann Nguema the bass-player works on his latest software, making the projections on stage interactive. This ranges from the computer-generated images of an opera house on fire (the Wedding) to an animated mechanical doll who leads into dancing and tripping. Mixing phases of melancholy studded with electro cracklings and brutal lyrical flights, Ez3kiel explore, break new ground, frighten before they appease. Prepare for a fabulous trip laden with anachronisms, violence and enchantment.



Before Ez3kiel's concert, don't miss Eleganz' DJ set taking place at the city hall esplanade at 6.30pm, for the opening of the Cube Festival. (See next page).

Wednesday 4th June: CINEMIX BY FRÉDÉRIC ELALOUF/VÉRONIQUE HUBERT PERFORMANCE

Espace Icare/Metro Corentin Celton

FRÉDÉRIC ÉLALOUF - *Mac Laren Cinemix*

VJ Oof (aka Frédéric Elalouf, born in 1973) specialises in Cinemixes: the synchronised re-editing and re-mixing of hundreds of images and sound sequences taken from - sometimes very popular - films. In 2006, he was appointed by Canada's National Film Office to create a sound and image performance based on the work of the animation film genius Norman Mac Laren (1914-1987). He created a singular body of work, characterised by inventiveness, research and humanism. To this end, VJ Oof put together a dozen video clips. The whole stands as a bridge between generations, bringing out of oblivion past cultural milestones. His desire to pass on his knowledge is helping to make cinema, music and the French language known abroad.



VÉRONIQUE HUBERT - *Utopia fait son cinéma #5 (Utopia is making films)*

The *Utopia fait son cinéma* installation is a real mix of diverse and electronic music, original soundtracks and film dialogues. It constitutes a whole, not to be separated from the video montage, punctuated with musicals, contemporary choreographies, and film intrigues. Véronique Hubert represents "Utopia", one of the artist's recurrent characters, as an improbable fairy, carrying a cubic frame and strolling across urban spaces. Happy or discouraged, she appears intermittently, always with a tune in her head: "I am small but full of hope". Depending on the atmosphere, she leads us into slow rhythms with Totoro or into punk salsa that invite us to dance. It's a stroll around video installations, during which the fairy noisily bumps into things and haunts places. Represented by the Vanessa Quang Gallery, Véronique Hubert (born in 1970) has, for more than ten years now, been building up a visual arts body of work mixing videos, drawings, performances, installations, photographs and musical mixes.



HYBRID EVENINGS

Thursday 5th June: THREE AUDIO AND VIDEO PERFORMANCES

Issy-les-Moulineaux Auditorium/Metro Mairie d'Issy

JEAN-JACQUES BIRGÉ AND ANTOINE SCHMITT - *Nabaz'mob, opera for 100 rabbits*

Co-production Violet and Web Flash Festival

One hundred Nabaztag rabbits have set the date, just as flash mobs would, for this single performance of an opera made especially for the occasion. Summoning John Cage, Steve Reich, Conlon Nancarrow or György Ligeti, this music and choreographic score is divided into three movements. Broadcast via Wi-Fi, it plays upon the tension between communion of the whole and individual behaviour, in order to create a simultaneously strong, committed and entertaining piece. This opera questions social togetherness, organisation, decision and control, which are the most central and sensitive issues of our world today. Jean-Jacques Birgé (born in 1952) is a music composer, a sound designer, a film-maker and a multimedia author. A visual artist and programmer, Antoine Schmitt (born in 1961) uses programming as a material in its own right to produce installations, online exhibitions, performances and CD-ROMs.



NICOLAS MAIGRET AND NICOLAS MONTGERMONT - *The voice*

Support La Filature, Scène Nationale - Mulhouse

The Voice is produced by tweaking a software programme designed for visually-impaired persons, which translates video images into sounds. Here, it is used as a performance tool in which objects chosen on site become a series of instruments producing different sounds according to their size and colour. The artist is able to compose music with a series of objects (on paper or in 3D) and to interact simultaneously with the video projection or the resulting sound. Spectators are able to watch the objects being manipulated and experiment the direct link between image and sound. Nicolas Maigret (born in 1980) is building his body of work through different media such as installations, sound, video, radio or multimedia. He experiments with the techniques of our times, and their capacity to self-generate aesthetic forms. Researcher and artist, Nicolas Montgermont (born in 1981) founded the association Basses Lumières (*low lights*).

CÉCILE BABIOLE AND LAURENT DAILLEAU - *Mexican standoff*

Co-produced by LA filature, Scène nationale – Mulhouse, support Kabardock, Le Part (La Réunion)

Mexican standoff is a re-reading of popular culture from the last fifty years, questioning the move from analogical to digital technology. Cécile Babiole manipulates and feeds photos, torn magazine pages, cut up record sleeves under an animation stand. Laurent Dailleau modulates analogical sounds, as well as voice-recordings from a vast range of sources (films, radios, short waves, conferences...), thanks to a theremin (early electronic musical instruments, played without being touched) and a computer. By doing so, Cécile Babiole and Laurent Dailleau construct and deconstruct a story that tells nothing, but triggers many deep-buried memories of films, television series and concerts. A video director born in 1956, Cécile Babiole works on creating dynamic environments favouring real-time manipulation of image and sound. Born in 1959, Laurent Dailleau is an electronic music composer. He co-founded the S.S.S Sensors_Sonics_Sights trio in 2003 with Cécile Babiole and Atau Tanaka.

Friday 6th June: GONG GONG live

Issy-les-Moulineaux Auditorium / M° Mairie d'Issy

GONG GONG

Co-produced by WART, l'Olympic de Nantes and Collectif Novö, support CNV and Fair

Gong Gong came together in 2003 as a French electro duo, made up of Thomas Baudriller (programming, machines, bass guitar and double-bass) and Jean-Christophe Baudouin (programming, sampler, drums). This band is open-mindedly navigating between the lyrical flights of acoustic music, unbridled post rock and the euphoric spheres of electronic music. Using complex rhythmic patterns, these two activists of original music compose a subtle and entertaining form of music, filled with abstract cuts. Mixing it all up with energy, Gong Gong frees itself from its influences and digs into the imaginary world of sampled music, in which plenty of bass/double-bass, acoustic or electronic drums instrumentations are up for grabs.

On stage, two VJs immerse the duo in an unusual – yet human - space: Laurent Rouvray and Pierre Le Gall shatter our sense of perception through constantly mutating stage arrangements. Gong Gong blends into electro and ambient sounds to create a singular and living universe, where experimentation meets the sensitive interplay of instruments and machines.





THE CUBE FESTIVAL'S GET-TOGETHERS

From Wednesday 4th to Saturday 7th June at the Festival Village

The Crazy Toad Chronicles: chat and coffee, from 1.30pm to 2.30pm

Small get-togethers in the Tent: chat and drinks, from 7.30pm to 8.30pm

Free entry/Open to all (M° Mairie d'Issy)

THE CRAZY TOAD CHRONICLES

In partnership with the Technology Review

Original idea and moderation by **Pierre de la Coste**, hypertext writer

Is Pierre de la Coste a crazy toad? Above all, he has invented this very serious theory, which he developed in an article published in the "NO(S) FUTUR(S)" special edition of the renowned MIT's Technology Review, on this occasion co-published by Le Cube.

During the Cube Festival, Pierre de la Coste will talk about *The Crazy Toad Chronicles*, along with invited key-figures who will present their visions of the future, as far as major social issues are concerned: the school of the future, the communicating city, virtual worlds... And many other surprising subjects! These get-togethers are open to all, everyone is invited to debate, in a convivial and impassioned environment, coffee provided.

From Wednesday 4th June to Saturday 7th June, from 1.30pm on, at the Festival Village / Free entry and access

The crazy toad theory

Crazy toads are those who do not follow the rest of the group when the breeding season comes, and therefore face certain death. But it is these same toads which, following the wrong direction, discover new areas and so may ensure the species' survival, in cases when a highway suddenly crosses the path the normal toads have to take to reach their breeding grounds. *"Human behaviour is sometimes comparable: weren't Christopher Columbus, Leonardo da Vinci or Newton considered mad by their contemporaries, because they seemed to be following the 'wrong path'? What they did, in fact, is open up new paths for humanity, which allowed it to progress, and perhaps survive its errors."* Pierre de la Coste.

Pierre de la Coste's full article and other contributions to the "NO(S) FUTUR(S)" special feature are to be found in the 7th edition of the Technology Review, co-published by Le Cube.

On sale at 6.50 € at the Festival Village.

SMALL GET-TOGETHERS IN THE TENT

Every evenings at 7.30pm, the Cube Festival suggest to the public to bandy with one or several artists. One unique occasion to take contact with the artists, to understand their artistic approach and share viewpoint on the Cube Festival!

From Wednesday 4th June to Saturday 7th June, from 1.30pm on, at the Festival Village / Free entry and access

Crazy Toad Chronicles and Small Get-together in the tent's programme are to be found at the Festival Village and at www.cubefestival.com

And rendez-vous at the blog of the Cube Festival of Arte.tv to follow the meetings and chat.

<http://blogs.arte.tv/CubeFestival>



THE FESTIVAL'S OPENING NIGHT

Visits, music and picnic!

Tuesday 3rd June, from 6.30pm

Free entry/open to all (Metro Mairie d'Issy)

Le Cube Festival has organised a grand opening night, open to all, with a wide range of festive events. With family, friends, alone or as a couple, coming out of the *métro* or in virtual worlds, there will be something for everyone on the opening night!

TOURS AND GET-TOGETHERS

From 6.30pm to 10pm, Esplanade de l'Hôtel de Ville, free access

Special tours of the exhibition will be arranged throughout the evening, from 6.30pm onwards. The festival's mediators will welcome all, children and adults, to the pieces placed along the itinerary. Visitors will also be able to meet the artists whose pieces are exhibited, present on the opening night, to share their mutual experience of the festival.

ELEGANGZ DJ SET

From 8,30pm on, Esplanade de l'Hôtel de Ville, free access

The musician and actress Mathilde Mallen, part of the Elegangz collective, teaming up in order to lead the festival-goers on an atypical audio walk, riddled with intrigue and suspense.

Navigating between seventies rock, funk, dark disco and electro, Mathilde Mallen constructs a hybrid universe. Elegangz is a production company and an international artist collective, promoting digital creation and the bringing together of different artistic disciplines. The duo's mutual influence will vouch for an eclectic mix of sounds.



EZ3KIEL live

9pm, tickets (10 €), at the Issy-les-Moulineaux Auditorium (M° Mairie d'Issy)

Ez3kiel will open the Cube Festival's Hybrid Evenings with a live show that will take us through enchanted worlds, whether through sound or vision (see previous page).

PICNIC

From 7pm on, Esplanade de l'Hôtel de Ville / bring your picnic!

The month of June will be hot and sunny! Well, we like to think so anyway. In celebration of the festival's opening, but also the coming summer, the Cube Festival declares the picnic season open! Fill your baskets with food and drink, and we'll bring chequered cloths, nibbles and nice bottles to what promises to be a great place to meet new friends and have a pleasant time together.

SECOND LIFE PARTY: unveiling of the Cube's first media building / from 6.30pm

For all those who can't make it to Issy-les-Moulineaux or who prefer to walk their avatar around virtual worlds, the Cube Festival invites you to the opening night on the MCD cultural island, with a similarly rich programme: get-togethers, performances and discoveries! It will also be a great occasion to unveil the Cube's first media building, created by Xavier Boissarie and Roland Cahen. They have adapted their "Bandonéon" piece for the occasion, also viewable along the festival's itinerary. This piece will take its place on the Cube's virtual façade for the whole year.

Second Life address: <http://slurl.com/secondlife/Cultures%20Digitales/58/46/23> (from 3rd June onwards)



ORIENTATION OF THE PUBLIC

More than 40 digital-art-specialised mediators welcome the public and orient them along the itinerary, for the whole 6 days of the festival. Different types of free-entry and themed tours are available: individual audio-guided tours, mediator-guided tours, young people's tours, etc. Also available are special tours and workshops for professionals, works councils and schools. Teaching workshops will take place before and during the festival, with schools and recreation centres.



FESTIVAL VILLAGE

At the heart of the Cube Festival, the *Festival Village* is a meeting point, a place for discussion set in a convivial and festive atmosphere. Located at the Esplanade de l'Hôtel de Ville, it will provide documentation (map of the festival, a "Petit Journal" co-published with *Beaux Arts magazine*, partner magazines, etc.), as well as a shop with cultural content, either co-published or promoted by Le Cube. The *Festival Village* also contains a *Lounge* space, with a different programme of video-art screening each day. Opportunities for the public to meet artists or actors in the field of digital creation will be organised every night from 7.30pm. Several pieces on the itinerary will also be permanently exhibited at the *Festival Village*.

THE KID'S CORNER (6 to 12 YEARS OLD)

Le Cube Festival has also arranged a 6-day programme of activities for children aged from 6 to 12: multimedia workshops, exhibition tours, projections or get-togethers with artists. Kids will be able to discover digital art while having fun. The Kid's Corner, specially made with children in mind, is located at the heart of the Festival Village. Entertaining learning kits will be given to children free of charge, to help them improve their understanding of the exhibition and digital creation in general. On Wednesday 4th and Saturday 7th June, a "Cube en Kit" workshop will take place at the Kid's Corner, in which children will be asked to reassemble the Cube's 6 sides, with the help of clues found on the Cube Festival's emblematic pieces. On Sunday 8th June, from 2.30pm to 6pm, the Paris Mômes magazine will hold a workshop on its photo competition, and a philosophical afternoon tea tackling the "parents-children" theme, moderated by Brigitte Labbé, writer and director of Milan Publishing's "Goûter Philo" collection.

A NOVEL SCHOOL PROJECT: "LES LAPINS DU FUTUR" (Rabbits of the future)

This is a novel school project, bringing together five CM2 (fifth year) classes, from areas in the *Arc de Seine* urban community, involving the towns of Chaville, Issy-les-Moulineaux, Meudon, Vanves and Ville d'Avray. Each school will provide a home, before and during the festival, to one "communicating electronic rabbit", the well-known Nabaztag. The children will be able to communicate with it, discuss and imagine the future of their city. These rabbits will witness and relay the story built up by the children. They will eventually put together an "interactive book", which will be read by the Nabaztag rabbits. A presentation evening will take place at the Issy-les-Moulineaux Auditorium on Thursday 5th June, from 7pm, followed by the *Nabaz'mob* performance, an opera with 100 communicating rabbits, as imagined by Jean-Jacques Birgé and Antoine Schmitt.

This school project is organised in partnership with *Violet* and *Apple Education*. The workshops will be moderated by *La Ligue de l'Enseignement 92*, Claude Delafosse, illustrator and multimedia designer, and Le Cube's team.





RELEASE OF THE NEW TALENTS / LE CUBE DVD

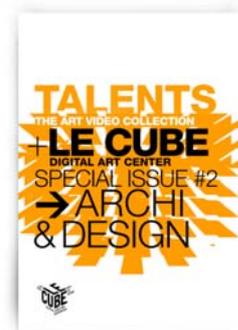
“SPECIAL ISSUE 2: ARCHI & DESIGN”

In celebration of the Cube Festival, Le Cube and Talents release their new DVD: “Special Issue 2: Archi & Design”. This is a new collection of pieces which all tackle issues relating to city, town planning and design. This is an in-depth look at individual artistic universes, offering different views of the city and its representations, seen through the prism of each artist’s environment, experience and temperament.

The pieces have been selected because of their inquisitive approach, combining digital interventions (video/photo mix, 2D and 3D animation, etc.) and because they delve into the relationship between sound and image, as is often the case at Le Cube. Here, a moment’s poetry, be it dark or full of hope, poses questions about the relation between Man and his environment.

“Special Issue 2: Archi & Design”, along with the other Talents DVD, will be available for purchase from the *Festival Village* shop and from other usual sales-points, for 30 Euros.

Programme broadcast along the Festival’s itinerary, from Tuesday to Saturday, 2pm to 6pm, at the Issy-les-Moulineaux multimedia library.



THE CUBE FESTIVAL IN SECOND LIFE:

MEDIA BUILDING AND EVENTS

Already present in Second Life, on the “Digital Music and Cultures” cultural island, Le Cube has chosen the Cube Festival to unveil the first “virtual Media Building” whose walls are made with a proper “screen skin”.

Xavier Boissarie and Roland Cahen’s piece, *Bandonéon*, will be specially adapted and re-imagined for Second Life, so as to constitute Le Cube’s media building. This piece, also visible along the festival’s itinerary, will be visible all year long on Le Cube’s virtual façade.

And throughout the festival, Le Cube has also put together a programme of exceptional events in Second Life, as well as a discovery workshop on this virtual world, every day from 6pm at the Festival Village.

This virtual presence is part of the Cube Festival’s reflection on relations between virtual territories and real territories, and on the new boundaries of the dematerialised public space.

Programme of events in Second Life from 3rd to 8th June

Special unveiling event: Tuesday 3rd June from 6pm on, in Second Life

More information at <http://slurl.com/secondlife/Cultures%20Digitales/58/46/23>



THE “CUBE FESTIVAL” SUPPLEMENT

Co-published with Beaux Arts magazine

As the Cube Festival is taking place, Beaux Arts magazine and Le Cube are co-publishing an 8-page colour supplement dedicated to the Cube Festival. Available for 2 Euros at the Festival Village, this is a real “Petit Journal” that contains more information on the pieces and artists taking part in the itinerary. Visitors will also receive a map/programme free of charge.

THE CUBE FESTIVAL’S PUBLISHING PACK

SPECIAL PRICE: 32 Euros instead of 38.50 Euros

This publishing pack contains the “Special issue 2: Talent / Le Cube” DVD + Beaux Arts magazine’s “Cube Festival Special” supplement + the Technology Review magazine with a “No(s) Futur(s)” feature. Take the whole of the Cube Festival home with you!



ORGANISATION

LE CUBE - Centre for digital creation

As the first centre for creation entirely dedicated to digital practices, Le Cube provides a singular experience which has no equivalent in France. Founded in 2001, as an Issy-les-Moulineaux city initiative, Le Cube, as a space, is part of the Arc de Seine Urban Community. It is managed and run by the association ART3000, which has been active since 1988 in the digital arts' field.



Open to all, Le Cube is a place dedicated to the practice, the production and the diffusion of digital arts. It is aimed at educating the public in the artistic and cultural practices of digital technology, at putting together an artistic programme reflecting the richness and diversity of multimedia arts, at supporting cutting-edge artistic production, and at facilitating discussion between actors of the "creation - research - innovation" ecosystem.

www.lesiteducube.com

ARC DE SEINE - Urban Community

Arc de Seine was set up on 1st January 2003 by the towns of Chaville, Issy les Moulineaux, Meudon, Vanves, and Ville d'Avray. The Urban Community manages to strike the balance between an economically vibrant locality and a pleasant environment for its 165 000 inhabitants. Arc de Seine acts on behalf of five towns and is responsible for developing the area, improving transport, managing public spaces (waste disposal, road and highway maintenance), reconciling economic innovation and environmental protection, developing sports activities, as well as promoting education and the practice of cultural activities, in conjunction with Le Cube in the field of digital technology and with the education authorities in the field of dance, theatre and music.

www.agglo-arcdeSeine.fr



ISSY-LES-MOULINEAUX

Under the impetus of its mayor André Santini, the city of Issy-les-Moulineaux has achieved, within a few years, the status of one of the world's leading cities in terms of digital technology. For example, it is the only city in France to have been ranked twice among the "Top 7 Intelligent Communities". It owes its reputation to the success of many innovations, putting NICTs to good use in social, educational, economical or cultural fields. With three-quarters of its population connected to high-speed internet, innovative tools available on issy.com (web TV, podcasts, RSS feed, contributions from internet surfers, online administrative services), in public places (free access points, multichannel reception, Cyber-nurseries, cyber-tearooms, internet access for schools, town planning and sustainable development workshops, etc.) or outside (hotspots, presence of Second Life, 3D model of city searchable on the Yellow Pages' website), Issy has positioned itself as a pioneering and audacious city.

www.issy.com





PRACTICAL INFORMATION

Cube Festival: Tuesday 3rd to Sunday 8th June 2008

Issy-les-Moulineaux town centre/Metro Mairie d'Issy (Line 12)

Digital art exhibition in the city: 24 hours a day*

* Some pieces are only visible during the festival's opening hours (9am – 9pm) or when the reception points are open (Multimedia library, Chantelivre bookstore).

Festival Village: 9am – 9pm / late night opening on Tuesday and Saturday: 10pm

Visitors' guidance, information point, bar, lounge, presence of mediators along the itinerary...
Esplanade de l'Hôtel de Ville

Guided tours: everyday

For all: at 1pm, 5pm and 7pm

Families: Wednesday, Saturday and Sunday at 10am, 2pm and 4pm

Groups and special-needs visitors: book in advance

Booking is advised: 01 58 88 3000 or mediation-festival@art3000.com or at the Festival Village

Meeting point: Festival Village

Kid's Corner: Wednesday, Saturday and Sunday from 2.30pm to 6pm

Various activities for children aged 6 to 12

Information and booking: 01 58 88 3000 or mediation-festival@art3000.com

Esplanade de l'Hôtel de Ville

Hybrid Evenings: Tuesday 3rd to Friday 6th June, 9pm

Tuesday, Thursday and Friday at the Auditorium, Mail Raymond Menand (Metro Mairie d'Issy)

Wednesday at the Espace Icare, 31 bd Gambetta (Metro Corentin Celton)

Price: 10 € per evening/4 evenings pass: 25 €

Tickets can be purchased at Le Cube and directly at the Festival Village or just before the events (until stock lasts).

Get-togethers in the tent: Wednesday 4th to Saturday 7th June, from 7.30pm to 8.30pm

Convivial get-togethers and discussion (drinks provided) with artists exhibiting at the festival

The Festival's opening night: Tuesday 3rd June, from 6.30pm to 10pm

Special line-up, tours, get-togethers with artists and picnics...

7pm: Eleganz DJ Set, City hall esplanade / free entry

And at 9pm: Ezekiel live at the Issy-les-Moulineaux Auditorium (tickets).

Le Cube Festival on Second Life: opening on Tuesday 3rd June, from 6.30pm

Unveiling of the Cube's first media building in Second Life, on the MCD cultural island.

"Bandonéon", by Xavier Boissarie and Roland Cahen will be visible all year long on the Cube's virtual façade.

Special events will take place in Second Life from Wednesday 4th to Saturday 7th June.

Second Life address: <http://slurl.com/secondlife/Cultures%20Digitales/58/46/23> (from 3rd June on)

CONTACT:

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www.cubefestival.com