

How to explore the notion of balance through a device?

DATE 2009

MEDIUM Cube, electronics, computer, projector, sound system

SOFTWARE Arduino, Processing

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SYNOPSIS *Face to Face* is an audible and visual interactive device. The cube is an interactive link between the viewer and the screen. The audience interacts in real time on the screen pixels by manipulating a cube. The particles move, stain and emit sounds based on its rotation.

27.01.2009

EXHIBITION *Ubimedia*

Alcatel-Lucent x Institut Telecom, Paris, FRA

20.10.2010→19.12.2010

EXHIBITION *Alter Ego*

Maison Folie Moulins, Lille, FRA

13.10.2012

EXHIBITION *Nuit Blanche Amiens*

Centre Culturel Léo Lagrange, Amiens, FRA



