



*A stationary journey
through the history of
photography.*

DATE 2019

DIMENSIONS 3x3x3m

MEDIUM Swing, camera, computer, projector, screen

SOFTWARE Three.js, OpenGL, SciPy, OpenCV

AUTHORS Cyril Diagne & Béatrice Lartigue, Lab212

SYNOPSIS *_Field* juxtaposes a reality perceived through the object with an imaginary projected environment. By swinging, we control the movement, itself induced by the swing. Through our physical experience, *_Field* induces a profound immersive feedback. The suspension of the body and its shifting in a universe distinct from reality disrupts our bearings. The proposed corpus of photographs has been selected in the Musée de l'Elysée's database. The projected photographs highlight the framing and composition of the subjects, playing on perspective and vanishing points. The feeling of balance and depth are enhanced, echoing the apparatus in perpetual movement. *_Field* offers a stationary journey through the collections of the Musée de l'Elysée and its main protagonists. The point of view of the photographer and ours dialogue and draw an invisible link that gives a singular meaning to the maze of images at work.

COMMISSIONED BY Photo Elysée, Lausanne, CHE

CURATED BY Manuel Sigrist

DEVELOPMENT Bastien Girschig

PHOTOS Yannick Luthy

INFOS https://elysee.ch/en/exhibitions/_field/

17.09.2019→05.01.2020

EXHIBITION *_Field*

Photo Elysée, Lausanne, CHE

29.01.2020→02.02.2020

EXHIBITION *ArtGenève, PLATEFORME 10*

Palexpo, Genève, CHE

30.01.2020

PRESS *À Art Genève, Loop remplace le PAD*

Le Journal des Arts

10.04.2021→31.07.2021

EXHIBITION *_Field*

Librairie Payot, Lausanne, CHE



_Field is an adaptation of the work *Starfield* created in 2012 by Cyril Diagne.

Starfield is an interactive physical installation that hijacks an icon born from the democratization of computing: the screensaver of Windows 3.1. The piece is composed of a swing allowing to interact with a big starry sky. The visitor travels to the rhythm of his swing. *Starfield* encourages the imagination, by evoking an infinite space: the visitor discovers a collection of white pixels on a black background. The projection of black and white pixels animated by the movement of the swing, queries the juxtaposition of a fictional universe and a tangible object. The intentionally low-tech device hijacks a device belonging to the world of video games: the Microsoft Kinect.