

MATTER

press kit

<http://matterproject.live>



WHO ?

Born out of the meeting of **Julien Bayle** & **Sebastian Sarti**, two artists with very different cursus, **MATTER** duo is named about their first eponymous project. Sharing common intellectual inspirations as much for scientific investigations processes as for dense and mythological fiction of H. P. Lovecraft author, both artists work out on their collaboration during two years. In 2017, they achieved these thoughts into a first audiovisual live performance project which was aiming, at first, at the exploration fragility of instant. Having defined a common working basis consisting in capturing of sound textures on a side and of visual textures on the other, and also in designing a proper advanced and custom system, **MATTER** takes shape in June 2017 during an artist-in-residence program at AMI non-profit organization (Aide aux Musiques Innovatrices) in Marseille, supported by RIAM Office. **MATTER** explores decontextualization by playing with time & space scales change allowed, for the sound part, by modular system and especially granular synthesis and sampling/resampling too, and for the video part, by a software specifically designed using MaxMSP which provides a way for playing and doing video cut in on the fly. **MATTER** allows the artists to explore intuitively new fields of audiovisual live performance improvisation by making them focused only on sensitive material and immersed as the audience within decontextualized scales of time and space. Non-linearity and non-euclidean processes are also magnified all along the live performance and artwork.

JULIEN BAYLE

<http://julienbayle.net>

Julien Bayle is a multidisciplinary artist based in France and working at the juncture of sound & visual.

He merges visual art, music composition, physical approach of sound art and data visualization by creating advanced programmed installations and audio/visual live performances.

He tries to address the question of disrupted continuum, interferences and representation of concepts by using physics of sound and error/artifact magnification. His work is based on both experimentations and programming, using concepts of time expansion & contraction as main guidelines. His interests for all microsound and granular synthesis expand his work and open a new way of including field recording and previously designed sound into his own practices.

He depicts a world saturated of informations often meaningless, societies complexity through a positive-nihilist kind of deconstruction of processes, structures and results.

He performed his audio-visual live performances in international festivals like ELEKTRA in Canada, or ACT Festival in South-Korea or also Day for Night Festival and exhibited his work in galleries in Europe. He's also a art teacher and he provides advanced technical courses about the place of technology in new media creation, invited by different art schools in Europe.

He co-leads the Bordille Records art label with François Larini and works closely with & records for Canadian imprint Yatra Arts.

SEBASTIAN SARTI

<http://sebastiansarti.fr>

Sebastian Sarti Canals grew up in Central America and lives a traveling childhood. He evolves in a particular era where politics hazards transform the countries, their inhabitants, their habits like the representations and their aspirations. Sebastián was trained as a journalist in Guatemala City. The general amnesty allows young Sebastian to return to live in Guatemala City, where he begins his artistic career. He's fed and inspired not only by Guatemalan and pre-Columbian cultures, but also by the concerns of a society that lives at the rhythm of violence and narco-trafficking. Sebastián was trained as a journalist in Guatemala City before devoting himself fully to drawing

Emigrated to France, he now lives in Marseille, where his drawing is refined according to various influences: old books of botany, black and white images, comic strips, mangas, books of architecture, photos and illustrations from archaeological discoveries on The America before Columbus - he is particularly marked by the figure of Balam, the god Jaguar, whom he declines in series. So protean characters emerge in the midst of urban landscapes, pre-Columbian masks are adorned and merged with modern symbols ... Questioning societies, relationships between people and what conditions them, Sebastian Sarti Canals proposes a work of contemporary drawing in constant technical and stylistic evolution.

With nearly 10 years of experience in the production and direction of documentaries geared towards the field of social study, he began in 2015 to explore new ways of drawing and visual expression with the film of the " Animation Motion Drawing (Ren Hang Exhibition, Atelier 72, 2015). In 2017, Sebastián detaches paper to concentrate on the experimentation video-macro and the situation of various materials for the design of **MATTER**.

According to the artist, even if the support changes, he considers his video production as an extension of his drawing work.

WHAT ?

MATTER is an audiovisual live performance presented by **Julien Bayle & Sebastian Sarti**

In a world saturated by digital data traveling at light speed without ever stopping by, **MATTER** addresses instant & raw reality through an audiovisual improvisation performance using prepared raw matter and analog technologies. **MATTER** seeks constantly a kind of unstable equilibrium amongst sound & visual textures, attempting to stretch and slow down the now, to make it infinitely dense.

Julien Bayle, artist & coder, performs using hardware synthesizers all along a set of contexts artistically representing different states of matter. In the same time, **Sebastian Sarti**, visual artist and painter, plays video raw captures in which he has merged substances, and enlightened them on various discrete or continuous ways, created matter movements and other artefacts, making the border between space scales tiny and blurry.

MATTER involves a complex interaction system which consists in two part: a set of analog and hybrid analog-digital sound and triggers generators (eurorack modular system) and a software coded by **Julien Bayle** (Max MSP framework) that provides some advanced features for playing and displaying videos content to **Sebastian Sarti**. All along the live performance, the visual system pops out simple pulses to the sound generators. Simultaneously, these latter disturbs the video playing by changing direction, reversing them, flipping them. This advanced and custom system allows artists a very high level of improvisation freedom while providing also a way for writing things before. During the performance, artists surprise each other taking benefits of the underlying system that can sometimes run away and become out of control. This behavior also criticize the concept of *meaning loss while data saturation occurs*.

MATTER also figures a new interpretation of some musique concrète's principles as described by Schaeffer. From the extrapolation of various synchronization concepts like tempo changes, on-the-fly audio sampling/resampling/cutting and granular synthesis to the temporal fragmentation of video playing like real-time looping and reverse playing, **MATTER** push the limits of the usual concepts of audiovisual live performance that takes benefit of digital tools for manipulating analog matters.

MATTER is an immersive sound experiment. It can be adapted for quadriphony sound system and also for dome 360° sound spatialization. By the use of state-of-art ambisonic sound field synthesis with High Order Ambisonic Library for MaxMSP, **MATTER's** system can virtually position all sound source in 2D planes or even 3D space, allowing a very high level of immersion. It also involves some psycho-acoustic concepts providing advanced methods for provoking auditory illusion by disorientation, blurring or locating precisely sources.

MATTER narration is generative. Artists can perform different contexts as if they were traveling between different drawings, different landscapes, continuously. Each performance can be very different each time.

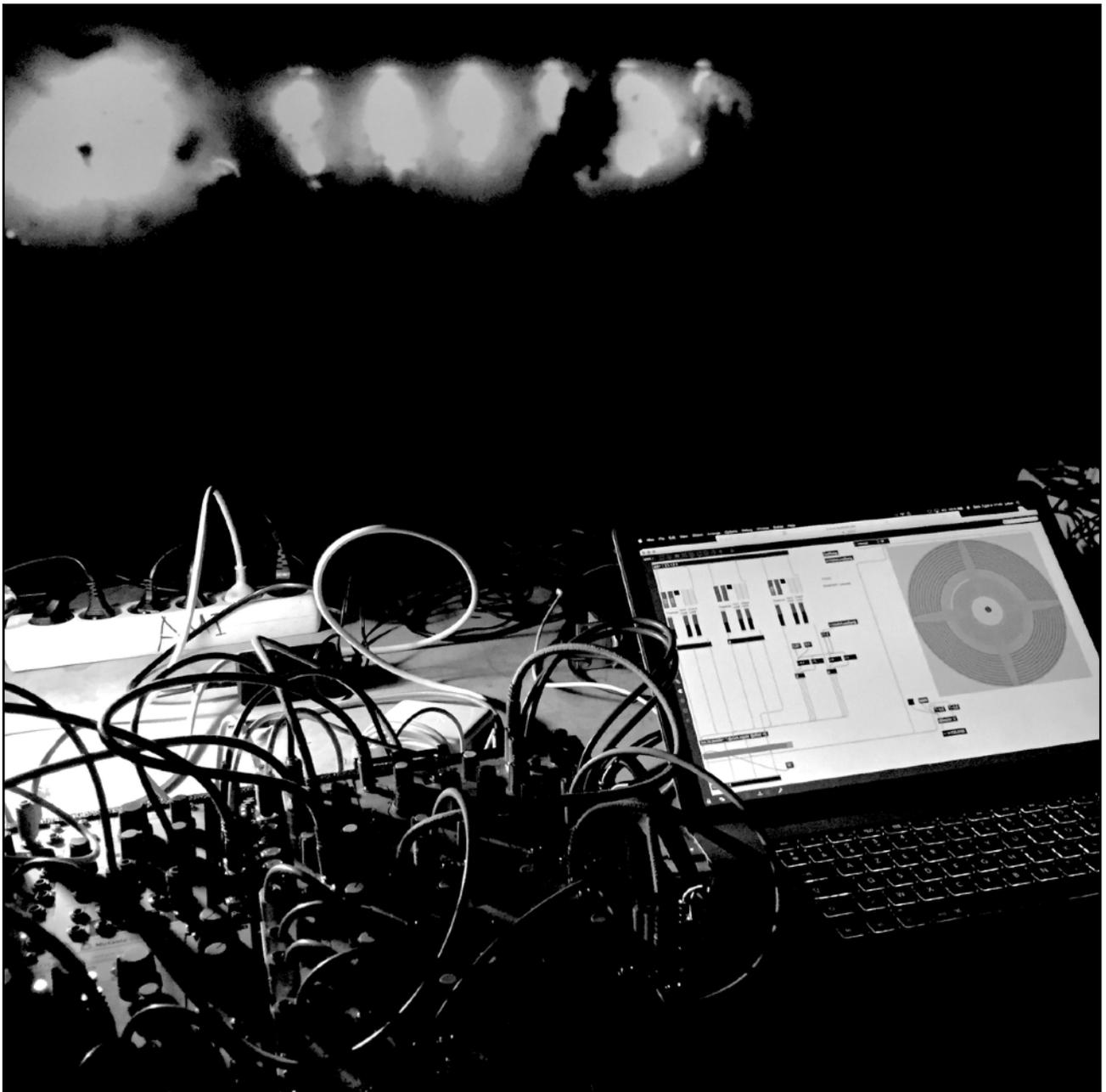
At last, **MATTER** explores fragility. Indeed, audiovisual textures spread sometimes seem to become coherent, sometimes to destroy themselves into a maelström of chaos without any visible structure, as if they would seek to accidentally find an harmony.

HOW ?

MATTER can be adjusted for many different show contexts. For specific requests, please contact us directly: contact@matterproject.live

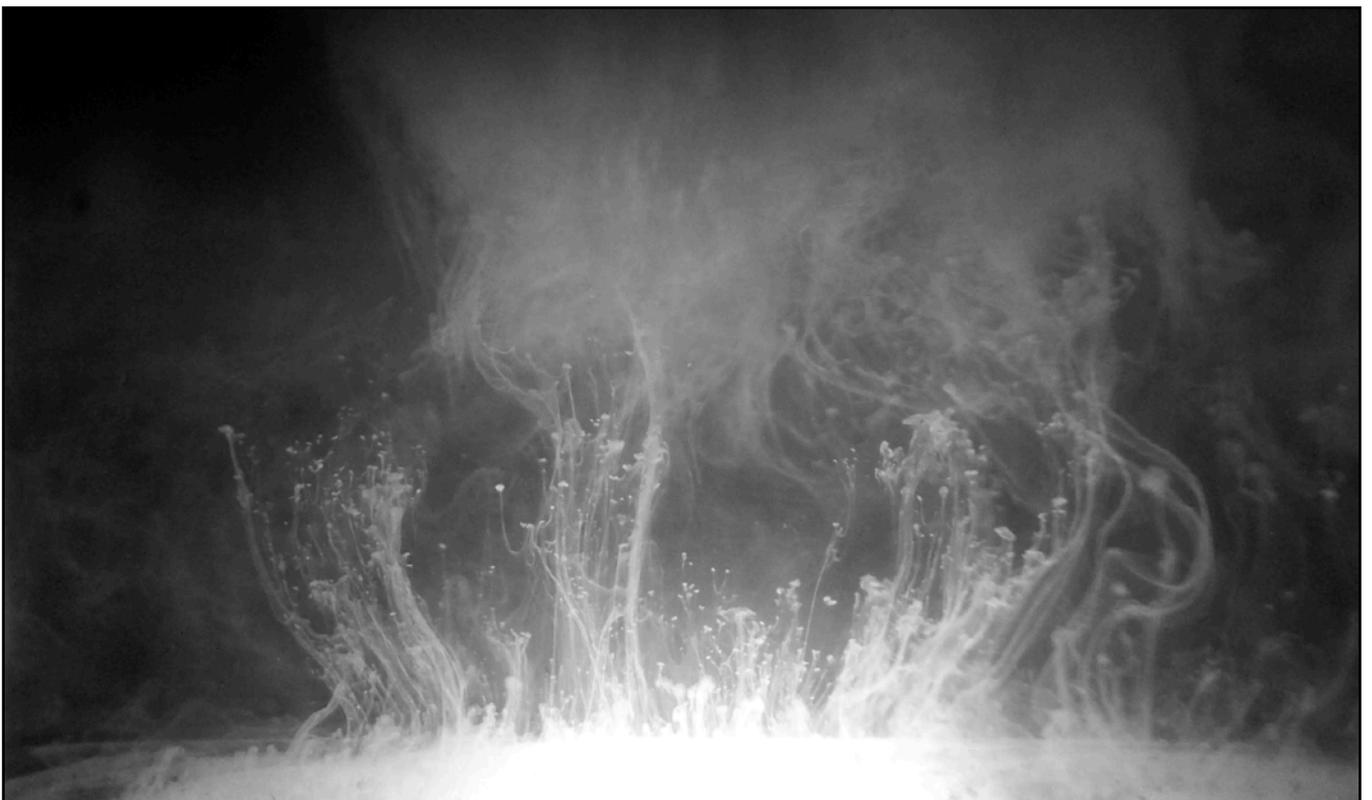
Basically, **MATTER** requires:

- 1 widescreen + 1 videoprojector
- 1 stereo or quadriphonic sound-system able to spread low-frequencies well enough



Artist-in-residence creation at AMI, Marseille, France, 2017

VISUAL CAPTURES & LIVE



CONTACT

site : <http://matterproject.live>

facebook: <https://www.facebook.com/matter.project>

twitter: https://twitter.com/matter_project

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official scientific partner : Acoustic and Mechanic Research Lab (LMA - CNRS)



Showcase at AMI, Marseille, France, 2017