# Tanukis::performance

Virtual puppetry

Technical sheet

## General

Lead artist: François Zajéga
Type : performance
Artists on stage : 2
Artists names : Loïc Reboursière & François Zajéga

## Contacts:

frankie@frankiezafe.org, +32484263917
loicreboursiere@gmail.com, +33681088633

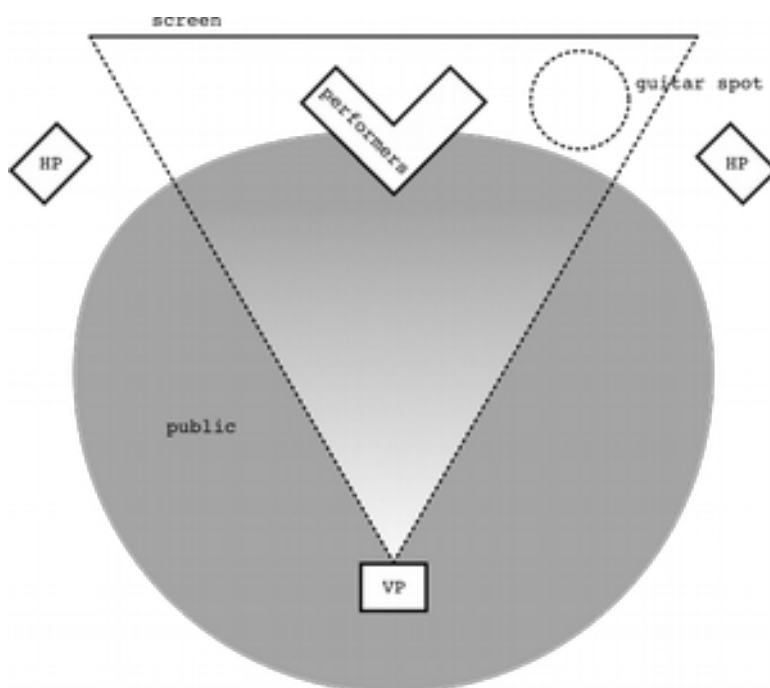**Video: https://vimeo.com/195811208**

## Synopsis

Tanukis is a polymorph art project investigating:

- the anatomy of virtual avatar;

- human/virtual beings relationship;

- video game as a medium;

- the relation between sub and high culture;

- the relation between art, technology and science.

In the performance, a puppeteer and a musician works during an hour on stage to give life to an avatar. Its movements, shape and textures evolve all along the set, from the standard 3D avatar to abstract shapes, landscapes and pure graphical composition.

## Setup

A big white screen is placed at the back of the stage. The performers are in front of the screen, puppeteer on the left, musician on the right. The video projector hangs from the ceiling and project the image above just the heads of the performers.

The public is free to sit or stand up and move during the performance. Big cushions are placed randomly in the middle of the room, chairs or bench on the sides.

The musician starts the performance on the main tables. At a moment, he leaves the table and goes to a spot on the right, sits on a chair and plays guitars. Once done, he comes back at the table for the rest of the performance.

The image is running at public entrance.

## Material

### Video

| | | | | |
|---|---|---|---|---|
| FullHD video projector, 4000 Lumens (min) + stands | 1 | x | | |
| Good quality white screen, 5x3 meters | 1 | x | | |
| HDMI/DisplayPort cable 20 meters | 1 | x | | |

### Son

| | | | | |
|---|---|---|---|---|
| Loud Speakers + stands | 2 | x | | – |
| Jack(male) to XLR (female) – 5 meters | 2 | x | | – |
| Mix table | 1 | x | | |
| Moog Guitar | 1 | | x | 3500 |

### MIDI Controller

| | | | | |
|---|---|---|---|---|
| Behringer BCF2000 | 1 | | x | 200 |

### Furnitures

| | | |
|---|---|---|
| Tables | 2 | x |
| Chaise | 1 | x |
| Cushions | 20 | x |

### Electricity

| | | |
|---|---|---|
| Power strip 10 outlets Type E/F grounded. | 1 | x |

## Planning

Prepartion: 5 hours

Performance: 45 minutes

Packing: 1 hour

**Artists**

**Loïc Reboursière**

After a university career that led him from multimedia (Laval), to cinema and theater (Caen), to arrive at the digital scenography (Valenciennes) and the electro-acoustic composition (Valenciennes – Art Zoyd), he is currently working as a researcher at the Polytechnic Faculty of Mons on the NUMEDIART Excellence Program (http://www.numediart.org), in which he specializes on augmented guitar.

In parallel to this research, he works on his own creations and collaborates in the development of various artistic projects: When two truths meet that they say? (Loïc Reboursière), Resonance (Otso Lähdeoja and Loïc Reboursière), La Machine (Philippe Asselin, Espace Pier Paolo Pasolini and Loïc Reboursière). In each of these projects, he tries to have a dual approach both technical and artistic, the two being, for him, inseparable and compulsory.

Last name : Reboursière
First name: Loïc
Age: 34
Adress: 46 rue Jeanne d'Arc, Lille, France
Mobile: +33 (0) 6 81 08 86 33
Email: loicreboursiere@gmail.com
Web: http://soundcloud.com/MedicationTime | http://vimeo.com/user2896549

**François Zajéga**

François is a programmer/artist living and coding in Brussels.

After a training in computer graphics, a training in drawing, a professional career as web-designer / web-master as an employee and entrepreneur, he explored the scientific area at the Numédiart Institute of the University of Mons as a specialized researcher In video processing and human-machine interaction.

He is now assistant in the digital arts section directed by Michel Cleempoel at Arts², the school of the arts of Mons. He presents his work in international exhibitions and festivals, gives lectures and organizes workshops around the place of the machine in artistic production and the relationship between arts and science. He is currently working on a game engine based on Ogre3D and Puredata as part of a project named Polymorph.

Last name : Zajéga
First name: François
Age: 37
Adress: 32, rue de l'Autonomie, 1070, Bruxelles, Belgium
Mobile: 0032 (0) 484 26 39 17
Email: frankie@frankiezafe.org
Web: http://www.frankiezafe.org / http://polymorph.cool/
VAT: BE 0896.755.397