

# PRIX CUBE

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## YOUNG INTERNATIONAL DIGITAL ARTISTS

### EXHIBIT AS PART OF PRIX CUBE

### 13 TO 17 APRIL 2016 IN ISSY-LES-MOULINEAUX



After two very successful editions, that rewarded Russian artist *Yevgeny Semyonov* and Dutch artist Matthijs Munnik, Le Cube is now organising the **3rd edition** of the Prix Cube. This **international digital art prize** highlights emerging artists and innovative practices in today's art.

The Prix Cube and its **€10,000 prize** rewards a digital artwork created by artists under 36 years old within the last two years, in the fields of interactivity, generativity, network, Internet and mobility. It illustrates Le Cube's long-standing commitment to support and promote emerging digital artists.

#### PRIX CUBE | THE EXHIBITION FROM 13 TO 17 APRIL 2016

The **6 shortlisted artworks** will be exhibited during the Prix Cube in April 2016 in the exceptional setting of the Espace Saint-Sauveur, a desacralized 19th century chapel in Issy-les-Moulineaux (Paris, France).

#### PRIX CUBE | THE EVENTS FROM 13 TO 17 APRIL 2016

**There is always something going on during the Prix Cube**, as part of the collective thinking process led by Le Cube on digital technology and society's transformations. **Le Rendez-vous du Futur Festival** will be taking place on 14 and 15 April 2016: two days of outstanding broadcasts with numerous guests, who will be exploring change through different although complementary viewpoints in order to question the world of the future. Audiences will be invited to attend the recordings of these programmes within the Prix Cube exhibition, which will also be broadcast live online to encourage the interactions of as many people as possible.

Throughout the exhibition, Le Cube is also organising **meetings, guided tours** and **workshops** dedicated to digital technology, for children and adults alike.

#### PRIX CUBE AWARD CEREMONY: TUESDAY 12 APRIL 7-10 PM | BY INVITATION ONLY

During this inaugural evening, a jury consisting of major figures in the realm of the arts and culture and digital professionals will award the 2016 Prix Cube to one of the six works on show. These will be judged for their artistic qualities, the effectiveness of their message and the technical challenges they involve.

#### PRIX CUBE 2016 | 13 TO 17 APRIL 2016 (12 AM - 8 PM) | FREE ADMISSION

Espace Saint-Sauveur | 4 Parvis Corentin Celton 92130 Issy-les-Moulineaux | M° Corentin Celton | [www.prixcube.com](http://www.prixcube.com)

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The stage of Prix Cube at the Espace Saint-Sauveur in 2014 © Le Cube  
Below: artwork by Nonotak, competing for Prix Cube 2014 © Le Cube



Le Cube, centre for digital creation | [www.lecube.com](http://www.lecube.com) | Created in 2001 at the initiative of the Town of Issy-les-Moulineaux, Le Cube is a digital art and creation centre in the Grand Paris Seine Ouest Combined District. It is managed and coordinated by the ART3000 association. **Official partners:** French Ministry of Culture and Communication, Ile-de-France Regional Council and Hauts-de-Seine Departmental Council. **With support from:** Trad'Online, Orange. **Media partners:** Arte Actions Culturelles, The Museum Channel, L'œil, Kib Lind, A Nous Paris, Télérama.



© Michael Candy

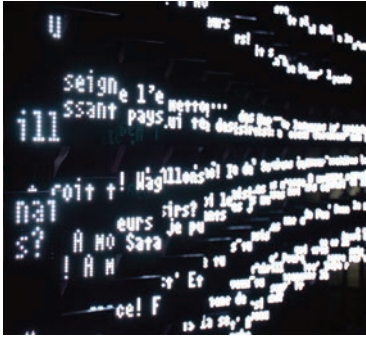
## PRIX CUBE 2016 | EXHIBITION OF THE 6 NOMINEES ARTWORKS

13 TO 17 APRIL 2016 AT **ESPACE SAINT-SAUVEUR** IN ISSY-LES-MOULINEAUX - FRANCE

### MICHAEL CANDY | AUSTRALIA

#### *BIG DIPPER* (2015) - Kinetic installation

*Big Dipper* is a kinetic light sculpture. Suspended in space, it creates a hypnotic sensation with its undulating white neon lights, whose movements are reminiscent of a propeller or a wave. By naming his work after a constellation, the Big Dipper, Michael Candy alludes to the origin of all life, evoking the creation of matter and light's journey through the universe.

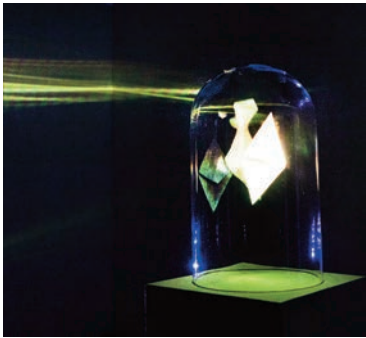


© Lukas Truniger

### LUKAS TRUNIGER | SWITZERLAND

#### *DÉJÀ ENTENDU / AN OPERA AUTOMATON* (2015) - Generative installation

The structure of language and its musical origins provide the starting point for this installation playing with the borders of perception. With the aid of algorithms and learning software, opera lyrics and melodies inspired by the legend of Faust – the ultimate story of human curiosity and its limits – are reproduced in the space as light and sound by 102 screens and as many loudspeakers. Pushed to its limits, retaining only a purely rhythmic and melodic structure, language becomes abstract. Its organic nature, imitated by a machine, is what reveals the true poetry of digital technology.



© Barthélemy Antoine-Lœff

### BARTHÉLEMY ANTOINE-LÖEFF | FRANCE

#### *LJÓS* (2014) - Audiovisual and generative installation

An invitation to a hypnotic, poetic contemplation halfway between natural and artificial light, *Ljós* makes us realise our inability to master the immaterial. Fragile and mysterious entities, two light prisms are shown in a constant flow of exchanges that is nonetheless cyclical, like the seasons or the passing days. The accumulated energy burns and crackles, and is materialised as a kind of aurora borealis constantly renewed by video projection (mapping video), here used to produce not images but light.



© Damjan Švarc / Kapelica gallery photo archive

### SAŠA SPAČAL, MIRJAN ŠVAGELJ, ANIL PODGORNİK | SLOVENIA

#### *MYCONNECT* (2013) - Interactive installation

*Myconnect* provides the experience of a symbiotic connection between humans, nature and technology. The viewers become players by lying down in a capsule, equipped with a headset and body sensors that measure their heartbeat. These data are modulated and transmitted to a closed world of mycelium culture (mushroom spawn), producing changes in it by means of electric resistors. These variations in turn generate signals, sent back to the participant by means of vibrations, sound and light. Each cycle differs according to whether the experience is stimulating or soothing. This type of perceptive exchange enabled by technology reveals how far human beings are an integral part of the complex system linking them to their environment.



© Cedar Zhou

### I & C (CEDAR & IRIS) | CHINA

#### *SURVEILLANCE* (2014) - Real-time installation

*Surveillance* is a performance by two fish – Sharky (red) and George (black) – constantly tracked by an IT system that analyses their speed and the distance they travel in their bowl. Projected onto a screen, these data are combined with those of a stream from a news site, updated every ten seconds and presented in the form of text bubbles, like a series of text messages. With humour that has a certain gravity, this curious set-up reports a real time discussion between two beings, no matter how insignificant, based on events in a world in constant movement.



© Victor S. Brigola

### VERENA FRIEDRICH | GERMANY

#### *THE LONG NOW* (2015) - Installation

A perfectly spherical form whose iridescent surface reflects the world around it, a soap bubble only generally remains stable for a few seconds before vanishing for ever. Using its chemical and physical properties, together with recent scientific and technological developments, Verena Friedrich gives an eternal dimension to this symbol of life's vanity, fleeting-ness and fragility. She has created a machine that generates a soap bubble placed in a hermetically sealed chamber, and maintains it in suspension indefinitely, as though by magic.