

PRIX CUBE

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LE CUBE STAGES THE SECOND PRIX CUBE

THE INTERNATIONAL PRIZE FOR YOUNG DIGITAL ARTISTS

PRESENTATION OF THE **SIX WORKS NOMINATED FOR THE 2014 PRIX CUBE**

EXHIBITED AT THE ESPACE ST-SAUVEUR IN ISSY-LES-MOULINEAUX, GREATER PARIS

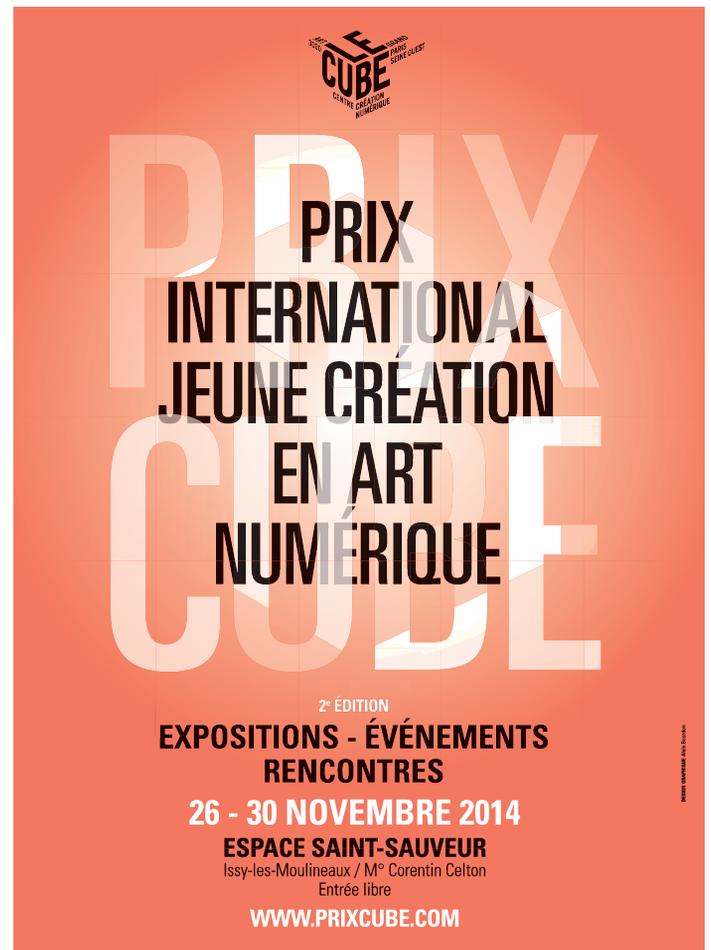
THE 2014 PRIX CUBE

After its highly successful first, Le Cube is staging the second edition of the Prix Cube, an international prize for young digital artists that puts the spotlight on **the most iconic approaches in today's art**. The Prix Cube acclaims a digital artwork created by an artist under 36, and puts out a strong signal in terms of support for artistic development by awarding the winning artist a prize of **€10,000**.

AN EXHIBITION FROM 26 TO 30 NOVEMBER 2014 AND A PROGRAMME OF EVENTS

The works of the **six artists competing** for the 2014 Prix Cube will be presented in the remarkable setting of the Espace Saint-Sauveur in Issy-les-Moulineaux: a large open space of 600 m² in a former 19th century chapel.

For the second edition, Le Cube is laying on a special programme of events at the Espace Saint-Sauveur, with round tables, performances, "exploring digital art" workshops and augmented guided tours... not forgetting a special focus on young Chinese artists at Le Cube as part of the 50th anniversary of diplomatic relations between France and China.



2014 PRIX CUBE EVENING AWARD CEREMONY: TUESDAY 25 NOVEMBER

During this inaugural evening, a jury consisting of major figures in the realm of the arts and culture and digital professionals will award the 2014 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.

2014 Prix Cube exhibition: from 26 to 30 November 2014 in the Espace Saint-Sauveur | Free admission
4 Parvis Corentin Celton 92130 Issy-les-Moulineaux | M° Corentin Celton | www.prixcube.com

PRIX CUBE 2014 ORGANIZERS



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OFFICIAL PARTNERS



MEDIA PARTNERS



Le Cube, centre for digital creation | 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. **Media partners:** Arte Actions Culturelles, We Demain, Paris Mômes, Kibland, A Nous Paris, Télérama.



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2014 PRIX CUBE: THE WORKS OF THE SIX ARTISTS NOMINATED EXHIBITION FROM 26 TO 30 NOVEMBER AT THE ESPACE SAINT-SAUVEUR IN ISSY-LES-MOULINEAUX, GREATER PARIS

Theresa Schubert | GERMANY

Bodymetries - Generative interactive installation

Through a generative interactive setup, *Bodymetries* proposes a map of the human body adapted to each person's body shape. In real time, spectators see a living organism appear on the skin of their arms, which grows from their beauty spots. Taking inspiration from the work of Marshall McLuhan, this work explores the body as an "experimental laboratory".

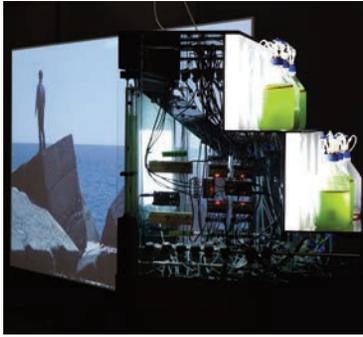


© Nonotak Studio

Nonotak | FRANCE-JAPAN

Daydream v.2 - Audiovisual installation

Daydream v.2 is an audiovisual installation that blurs the borders between real and virtual space. It is an exploration of space, time and luminous geometric material. Alternating distortions, bursts of light, accelerations and sound impacts, this installation immerses the viewer in a virtual architecture that metamorphoses over time. The superimposition of translucent screens and the symmetry of the set-up create a hypnotic, immersive perspective.

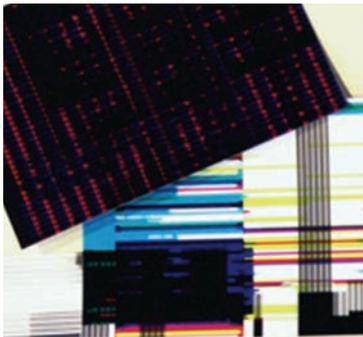


© Lia Giraud & Alexis de Raphélis

Lia Giraud & Alexis de Raphélis | FRANCE

Immersion - Live audiovisual installation

Like a laboratory that viewers can enter, *Immersion* is an independent set-up that changes through flow exchanges, capture and regulation, enabling the formation of a living image. This living image, made up of micro-algae, interacts in real time with the projection of a film tracing the life of Hidetoshi, a man whose destiny is to "become an alga".



© Dmitry Morozov (:VTOL:)

::VTOL:: | RUSSIA

Post Code - Interactive installation

Post Code is an interactive device that transforms barcodes of manufactured objects into works of abstract art. By scanning any packaging containing a barcode, visitors obtain a "glitch" work (aesthetic of the bug) in post card format. The sound and image produced are generated in real time from the coded figures. Here barcodes, symbolising consumerism and technological non-communication, become a vector for personal communication.



© Nils Völker

Nils Völker | GERMANY

Seventeen - Generative light installation

Seventeen appears like a living work that emits its own breath. Consisting of 17 white cushions made of Tyvek (a non-woven synthetic material), the installation hangs over the visitors heads. The undulating movement, combined with a subtle integrated light system, creates a kind of breathing, which seems to guide viewers as they move through the exhibition.



© Stefan Tiefengraber

Stefan Tiefengraber | AUSTRIA

User Generated Server Destruction - Interactive installation

With *User Generated Server Destruction*, visitors decide on the fate of the work. By logging onto the website, www.ugsd.net, audiences can remotely trigger six hammers in real time, letting them drop heavily onto a computer server... A server that houses the site making it possible to activate the hammers! If the server breaks, it is impossible to log onto the site, and thus to make the installation work. This is a masochistic game where the very existence of the work depends on the spectator's decision whether or not to participate.