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折衷

DANCE - MUSIC - VIDEO  
in real time

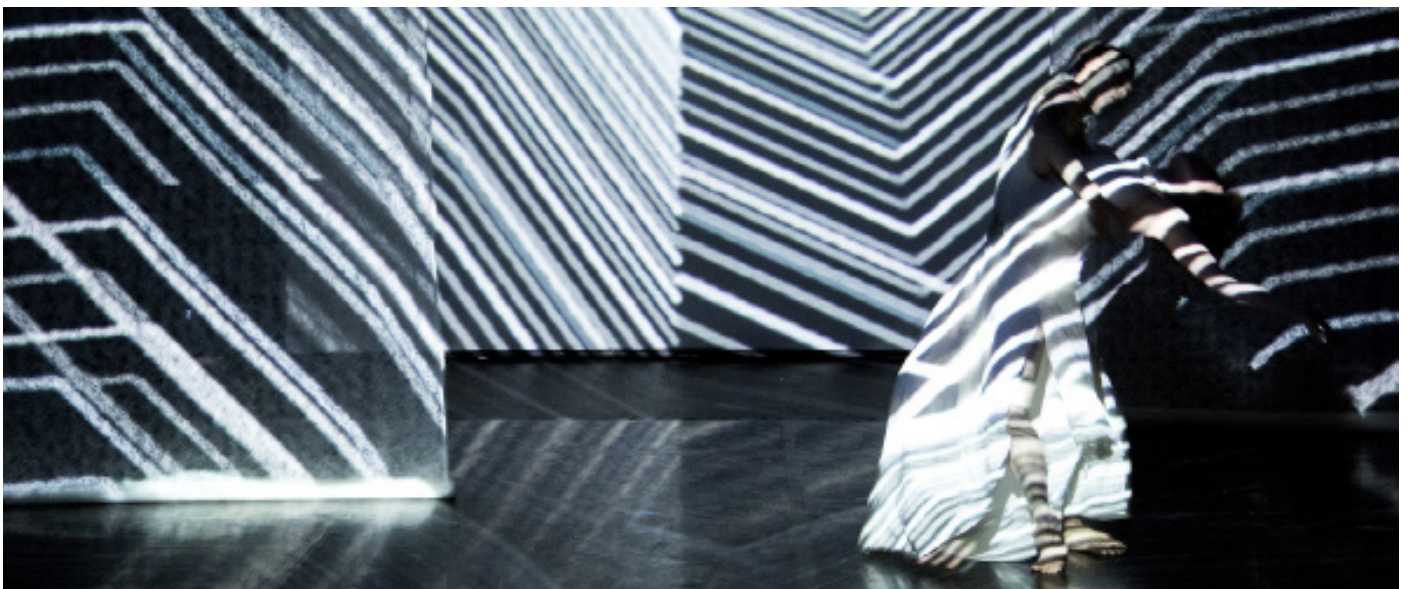
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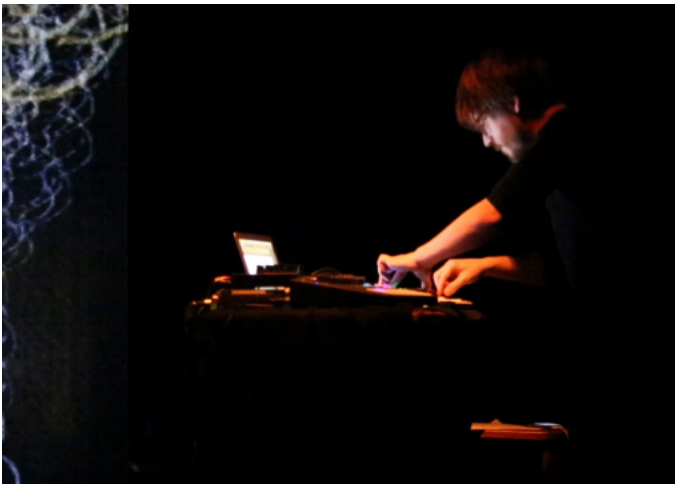
MOBILIS IMMOBILIS COMPANY

[suru-performance.tumblr.com](http://suru-performance.tumblr.com)

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## I - Intention note

*SURU* speaks about bursts of energy, reconciliation, destructive and creative forces in a singular aesthetic mixing disruption of senses, reconciliation of cultures and media through the body embodied in the dance.

The movement is rethought in a sound and visual environment becoming soaked with the physicality of two bodies on stage. The analog sound follows the gesture, the image integrates the sound following the gesture while building itself in real time, under our eyes, all this sending

back to the dancers as materials to be reacted to or suppressed. The dancers go out of their comfort zone.

*SURU* is about impregnation, embodiment, dissolution, appearance. The change operates permanently. The used technologies knock down the perception of the senses to reconstruct a space time where the audience loses its marks as the dancers perform on the stage in a fusion of French-Japanese culture.





*« All Beings run into each other, so all species, any animal is more or less a man; any mineral is more or less a plant, any plant is roughly animal... Any thing is more or less ground, water, air, light, more or less of a reign or another one ! » Diderot*

### **The moving of energies : a scenography evoking interiority et external world.**

*SURU* is a representation of the motion, the energy flowing between two individuals of the motion between the inside of one individual, and an outsider: the other. But it 's also the motion of human relationship facing the environment outside.

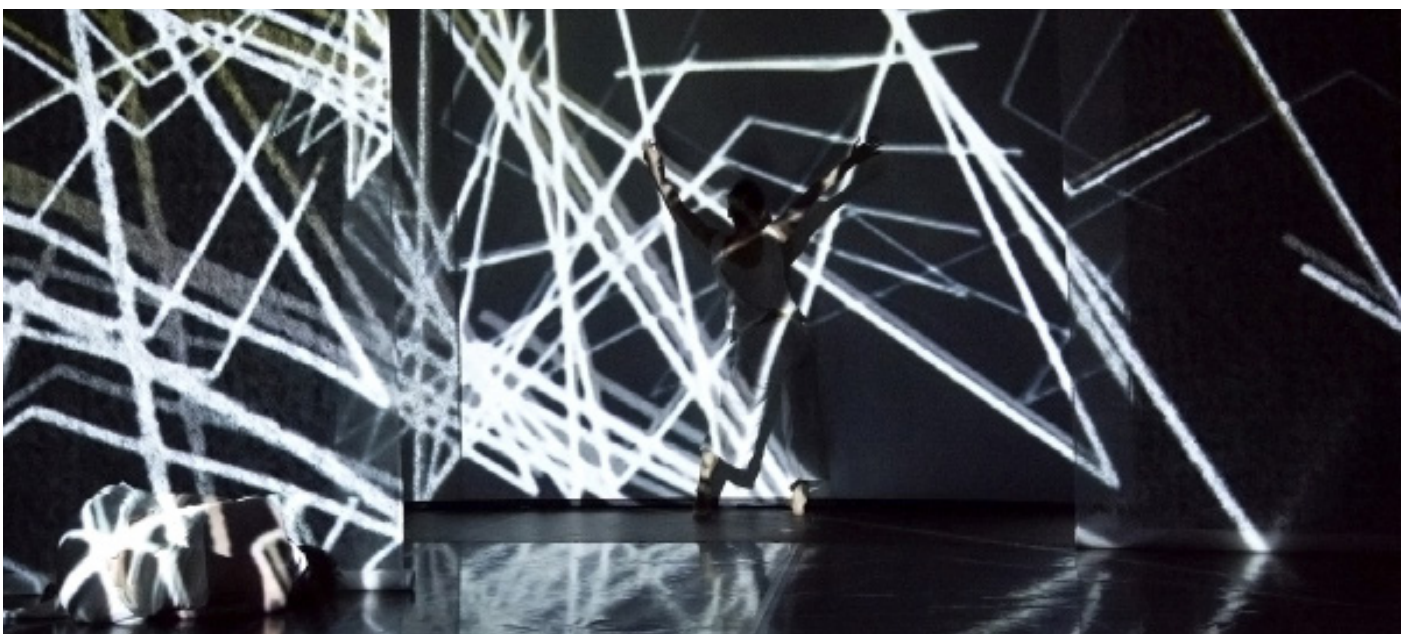
*SURU* is a blend of specific identities, of two cultures, the French one and the Japanese one. Differences, similarities, sensitivities, artistic and cultural interactions feed the heart of this creation.

*SURU* is an hybrid show, an intimate association between dance, electronic music and video generated in real time. This show examines the relationship between human beings, attachment, physical proximity, imagination but also friction, rupture, transformation, metamorphosis.

### **The alliance of the bodies and the digital environment.**

The bodies of the two dancers, initially identified through their own energy and body language are gradually transformed to impregnate each other and the environment outside.

The projected video, the light on their bodies and the music create this environment, successively playing with the appearance or disappearance of their bodies. At other times, the moving pictures and sounds symbolize a feeling, a mood, a state.





### **From Yin to Yang, the transformations' game of life.**

Inside and outside are permanently connected. Outside, elements provoke air, water, heat and cold acting on our environment. Life « dances » around us. Inside, the feelings cross our body, make us move, feel enjoyment, sadness, anger.. Life « dances » inside.

The internal dance expresses itself here by the choreography, alternately slow, energetic, then electric. It's a dance of time, a retranscription of the way the dancer's body crosses and is crossed by time and the perception of a space in permanent mutation.

### **The scenography evolution.**

In the first act, it's a question of solos there. Patterns, revelation of singular bodies, 2 identities and different energies. It would seem that we are in the aquatic and the aerial. The flesh is visible. Bodies take shape in the imagination.

In the second act, the opposites join themselves. The duet marries the image, merges in it, shows itself there, draws its strength to better get loose from it. The human beings look for themselves, impulse themselves, multiplying their energy to try to rise in the fire and the water. The dance becomes shaman, vibratory.

In the third act, the energy is electric. Bodies disappear and appear in the steady rhythm, in the strobe lighting and in the technological architecture created by the electronic cold images which open three-dimensional spaces. The perceptions are disturbed. The flesh gets lost, the body is deconstructed, the soul is electric.

Outside, the dance is projection on screens, evolution of materials, colors on bodies, paint deceiving the light and the darkness, the patterns - references to Japan. The music accompanies this dance, carrying it, revealing it, removing it in the distance, getting it, accompanying the movements and the breath.

The « internal » dance, the visual environment « outside », the music crossing them, connect on stage to represent SURU, an immersive travel, where the dance, the music and the video are in total interaction, thanks to the device of real time creation from images and sound in the service of the scenography.

### III - Development status of the project

February 2014 : First public performance at the IRL Evening of February 15th, 2014 in Paris

February 2015 : Creation residency + performance at Le Hublot, Nice

May 2015 : Public presentation at Anthea Theater - Antibes to enclose the cycle Dumping during the evening « JAPAN FUTURENOW » ([www.anthea-antibes.fr/fr/spectacles/saison-2014-2015/tout-le-spectacle-vivant/futurenow](http://www.anthea-antibes.fr/fr/spectacles/saison-2014-2015/tout-le-spectacle-vivant/futurenow))

October 2017 :

- Residency at Le Cube, Issy-les-Moulineaux
- Performance at Centre culturel René Char, Digne-les-Bains

Ongoing research of distribution in France and abroad.

#### Partners and co-producers :

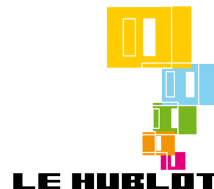
This project is supported today by : MOBILIS-IMMOBILIS Company / Mafloré Passedouet ([www.mobilisimmobilis.com](http://www.mobilisimmobilis.com))

Le Hublot @ Nice-France (residency)

Le Cube, center of digital creation @ Issy-Les Moulineaux (residency and co-production)

Sasakawa Foundation

and we are followed by the Networks of Creation, co-organizer of the IRL and Evenings VISION'R festival organizer ([www.vision-r.org](http://www.vision-r.org))







## IV - Used devices for the creation

### Device of metamorphoses.

In this project, Stéphane Bissières creates a live, fluid and minimalist electronic music. A system made exclusively of hardware analog devices allows him to generate in real time the sound materials. Nothing is pre-recorded, and no samples are used so Stéphane has a very organic approach, directly connected to the gestures and the dance.

The music is connected to the video by generating graphic forms through frequency analysis and MIDI data. These pictures are generated by a computer then reprocessed through an analog instrument specifically created for this show by Etienne Bernardot. This allows him to create live images and interact in real time with the dancers.



## VIDEOS LINKS :

Teaser (3min30) : <https://vimeo.com/126120423>

Complete show (45min) : <https://youtu.be/-kYGTpqi8vA>

## V - Artistic team

Staging and choreography :

MAFLOHÉ PASSEDOUET

Dance :

MAMORU SAKATA  
MAIKO HASEGAWA

Music :

STÉPHANE BISSIERES (bunq)

Video :

ÉTIENNE BERNARDOT (eb)



MAFLOHÉ PASSEDOUET

Staging and choreography

Artist, actress, scenographer, Maflohé is the founder of Mobilis-Immobilis company, a multidisciplinary company dedicated to contemporary creation digital arts, live performances and interdisciplinary arts, which artistic direction she has been assuring since 1998. The Cie got noticed in the environment of digital Arts and dance, due to its always renewed

dynamism of creation. Since its creation, 11 multimedia shows were born, schedule in digital Art and dance festivals in France and abroad (England, Croatia, Slovenia, Algeria, Spain). Her choreographic research articulates itself around the questioning on the interfaces between the body and the most recent digital technologies.



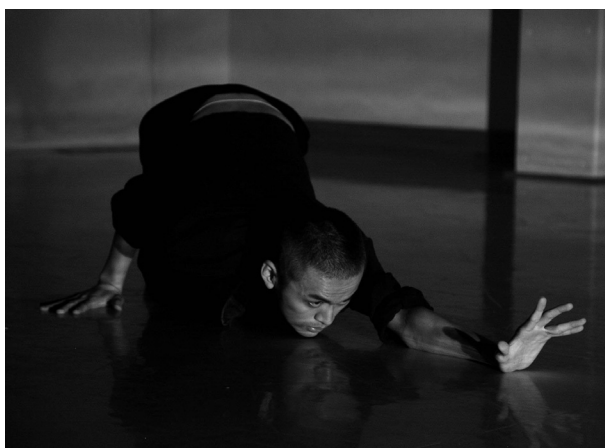


## MAIKO HASEGAWA

### Dance

Maiko Hasegawa began classical ballet dancing at the age of 4, she has taken part in the international competition of Lausanne, as well as in very numerous representations. At the age of 20, she dashed into contemporary dancing, and quickly got noticed by winning the 1<sup>st</sup> prize in the national competition of Buto in 2009. The same year she created her own

company « M. ». Every year she organizes shows creating their choreography, realization and interpretation. In 2011 and as « M+ », she played the « Molu », show in Tokyo and Osaka, with the artistic collaboration of a musician. She pursues her artistic exploration by drawing from her everyday life the inspiration which gives her the opportunity to find a unique and personal style.



## MAMORU SAKATO

### Dance

Mamoru Sakata started modern dance and classical ballet from an early age. He's a member of the company « Kenshi Nohmi & Dance Theatro 21 » company. He studies contemporary dance with Nohmi Kenshi and Karube Hiromi, classical ballet with Yanase Masumi and Tanaka Yôko. He's an university graduate of Tamagawa, literature section, of fine Arts. During his university cursus, he made an exchange with the LABAN CENTER, where he studied choreography and dance techniques and achieved an independent

curriculum. On his return to Japan, besides taking part in the shows of numerous choreographers, he realized his own solo creation, and won the 1<sup>st</sup> prize in several competitions of contemporary dance organized all over the country. He was also awarded the special prize for his work. For a few years he has been organizing workshops of self-expression through motion for the children either in dancing schools or in specialized centers for children affected by psychological disorders.



## ÉTIENNE BERNARDOT

### Video

Since 1996, Etienne Bernardot has collaborated with artists and worked with other artists at the CICV Pierre Schaeffer. and Fresnoy National Studio. In 1997, he became a VJ performing during festivals or concerts. In 2003, he co-founded a Digital Arts company KSKF ([kskf.org](http://kskf.org)), got involved

in the research of graphic spaces which he brings to life and sets in motion during musical and theatrical performances. Today, he works on the relationship between real and digital tools by creating a network of interaction between music, video, light and the body.



## STÉPHANE BISSIÈRES

### Music

Stéphane Bissières lives and works in Paris, France. His work is influenced by the study of mathematical patterns and real time process using analog hardware. He works in particular without any use of pre-recorded material for an approach directly related to gesture. He developed motion capture

interfaces for DAFACt and created installations for FRESNOY. Today composer for RADIO FRANCE, the label SIGNATURE and the GRM studios in Paris, he is also co-founder of duo bunq&eb with video artist Etienne Bernardot for live digital art creations.

## VI - Contacts

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