

# MOBILIS IMMOBILIS

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# THE COMPANY

Mobilis-Immobilis, founded by artist and multimedia author Maflohé Passedouet, has been exploring a multi-disciplinary field at the crossroads of digital arts, live performance, visual arts and audiovisual arts for over twenty years.

Her artistic approach unites art and science, questioning the body and its relationship to our inner and outer environments, and using technology in her creations - installations, set designs, live performances - to create interactive spaces of relationship, connection and inclusion.

Since 2016, science and art have become a privileged field of exploration to innovate, create inclusive spaces and develop tools to increase the body's potential.

The company collaborates with the University of Versailles-St-Quentin-en-Yvelines/Paris-Saclay in this respect.

The company strives to transmit and share its knowledge (round-table discussions, workshops, demonstrations, etc.) with all types of audience, for an inclusive experimentation in creativity, producing creations that are both contemporary and popular, accessible, transdisciplinary and collaborative.

She has made a name for herself through the use of custom-developed multimedia resources at the heart of her creations, drawing on recent discoveries in neuro-plasticity, notably linked to movement (neuro-movement), dance and the extraordinary power of the «soma» body to overcome its limits within the creative process.

## 2023-2024 AIMS

### Diffusion

- Performance : ***A la Verticale de Soi***, choreographic/robotic/ new mobilities performance in collaboration with the LISV laboratory at the University of Versailles-St Quentin/ /Paris-Saclay
- Installations : ***Cantabile***, ***Kodama***, ***Séléné***, ***Echos***, ***Between the lines***, ***The Body of my soul***, ***Corps Tangibles***, ***One day, my princes came...***, ***J'ai tant rêvé de toi***
- Creative dance workshops with children
- Creative development workshops
- Monthly workshops ***Nos Petits Evènements*** combining well-being, creativity and neurosciences
- Workshops

### Creations

#### ***A la Verticale de Soi***

The troupe strives to transmit and share its knowledge (roundtables, workshops, demonstrations, etc.) with all types of audiences, for an inclusive experimentation of creativity, producing creations that is both contemporary and popular, accessible, transdisciplinary and collaborative.

### Developing partnerships and collaborations

- Collaborations with the following organizations Université Paris VIII (Laboratoire Arts et Technologies de l'Image), Université Versailles St-Quentin, Université Paris-Saclay (Laboratoire de Robotique LISV), Agglomération de St-Quentin en Yvelines, GPSEO (Grand Paris sud est avenir), Agglomération de Versailles Grand Parc
- Support and distribution of creations nationally and internationally through the Agences Le Pixel Blanc (France), Noémie Paya (France) and Vox Magna (New Zealand). - Partnerships with French institutes abroad (Algeria, Japan, etc.)
- The company has been in residence at Versailles since 2016.





## ARTIST'S STATEMENT

Performing arts and visual arts have always integrated, even diverted, the technological innovations. Nevertheless turnovers inferred by the Digital Revolution upset fundamentally our imagination and our relation to the world and open us to unpublished alive universes. The show and the performance open in more and more mobile forms, in alternatives of expansion, reversal, processing. The aesthetics and the processes of digital writing are in the heart of the artistic project of Mobilis-Immobilis in an approach of the real-time media transformation.

The New Technologies became a tool of scenic writing opening unexplored perspectives allowing to invent a new art, since they are real time operated, revolutionize the scenic writing. Based on the knowledge of the artists and inventors, the work of Mobilis Immobilis Cie distances itself by its search for interactive choreographies (research work of the company since 2001), original scenographies, intelligent sensory connections with a virtual contents created to measure. This work also aims at a raising awareness of the public to the playful learning of the actions / reactions / interactions body - virtual environment in proposed workshops.

The company approaches the scenic space as a laboratory crossing the artistic disciplines, summoning the scientific knowledges and the techniques of its time, integrating the magic, the sound and visual kinetic elements. Its will is to slow down the levels of perception, to make burst the unique perspective to offer a certain freedom of interpretation to the spectator.

Our perspectives :

- Favor the synergies between Arts, Dance, New technologies and Society to create new forms of multidisciplinary live performances.
- Be interested in the relations between the audiovisual, pictorial and threedimensional images and the movement of the body through the conception of interactive and playful devices according to sensory modalities : sound, breath, motion, movement and touch.
- Research real-time intelligent and sensitive interactions, to bring new partners to the dancers, the acrobats, the interpreters, or the spectators in artistic installations and live performances.
- Propose artistic installations, performances, workshops, training courses in favour of the various publics...
- Offer a multidisciplinary space opened to the crossings of the digital arts, the live performance and the broadcasting.
- Provoke transfers of knowledge including the artistic but also human, social, aesthetic and symbolic dimensions.

# STATEMENT OF INTENT

Our body, this natural interface which puts us dynamically in connection with the world, was in the center of my concerns from the beginning of my artistic practice. From the demonstration of the body in movement to the stake in movement of the spectator, we witness a change of paradigm of the representation's economy. This change pulls the migration of an aesthetics from the support/plan to the other one based on spaces of data, virtual and interactive environments where the physical living real body, the body of flesh, functions, organs and cognition marries a virtual body (the image-stage) through its interfaced gesture. This interfaced body allows its movement, action, communication and perception and also to be perceived in a spacetime among which the representation and the organization are a major stake in our digital time : the space-time of interactions.

The evolution of the technosciences and the computing models which make them practicable, supply to the artist the material of new writings allowing the opening of the traditional systems of representation, the widening of the physical envelope (previously perceived as closed volume) and the extent of the finite computer code to the unpredictability, the autonomy and the emergence of unpublished behaviors. So the interactive stage designs fit the flesh of our body in so many dynamic and complex environments. They engage new aesthetic forms and symbolism of rich exchanges and elaborated for an increased receiving sensibility, even augmented.

As painter, actress and scenographer, what livens up me today is the search for new scenic writings with the new technologies implemented as a means to put in relation the various artistic disciplines.

In a world lived and perceived as changing, unstable and complex universe and with which one we establish relations more and more technological, which other aesthetics of representation to conceive to report perceptive experiences of the body in movement in the scene of the world ?

Attempt to see Real and Virtual together - even if they seem not to belong to the same world - in order to abolish the borders of the scenic space, created, crossed by the body movements, and the actions, the movement of the actor, the spectator.

Attempt to investigate The... In between.





# CREATIONS

Presented in France and abroad.

## MULTIDISCIPLINARY SHOWS



### **Amazonia** (2000)

Dance and circus performance with an interactive and olfactory video environment.



### **Narval** (2001)

Show in 3D real time - duet dance and visual and sound interaction between a dancer actor and a 3D world.



### **Narval#tabs 1.2.3** (2005)

Interactive choreographic play in 3D real time with two dancers actors and a visual and sound interactive virtual world.



### **Captage.exe** (2005)

Duet danced / interaction between a dancer and a sound and virtual environment in real time.



### **#Out Focus#** (2006)

Multimedia tale combining dance, circus, virtual reality and visual and sound interaction in real time.



### **8 Seasons** (2007/2008)

French-japanese choreographic play with electroacoustic music in live and a visual and sound interactive device.



### **Light-Dark** (2008)

Dance / interaction duet between a dancer and a virtual sound environment in real time as an interactive technologic cabaret.



### **Flesh and Soul** (2009/2010)

Multimedia choreographic play with two dancers, electroacoustic musique and visual and sound interactive device in real time.



***Bloom and Spells*** (2011)

Multimedia show combining dance, contortion, real and virtual shadow play in real time.



***Suru*** (2014/2015)

French-japanese multimedia choreographic play with two dancers interacting with video and sounds created in real time.



***Tangible Bodies*** (2014)

Multimedia play combining theater, dance and new technologies, performed by adultes in situation of mental handicap, educators and professional artists of the Company.



***Kururi*** (2018)

French-Japanese multimedia choreographic piece in the presence of four dancers and a singer with video and sound images created in real time.

## MULTIMEDIA INSTALLATIONS



***Troubles*** (2007)

Interactive and sensitive installation reacting to the gestures and the presence.



***Between the lines*** (2012)

Behavioral installation about the reading of palms.



***The body of my soul*** (2012)

Interactive video installation questioning the pact in love.



***Eurydice*** (2012)

Immersive installation inspired by the Orpheus myth. A 10 meters tunnel to cross through 9 successive interactive worlds in order to meet Eurydice.



***One day, my princes came...*** (2013)

Video installation inspired by the myth of the Beauty and the Beast where the place of the forest plays a leading role.



***Tarentella*** (2014)

Interactive and behavioral installation inspired by the Tarentella myth.



***J'ai tant rêvé de toi*** (2018)

Two light sources vibrate. They are the receptacles of the inner intensities felt listening to the poem « J'ai tant rêvé de toi » from Robert Desnos, whispered in a low voice in the ear of François-Xavier Makoumb blind person and the author.



***Echos*** (2018)

A small optical theater unveils animated paintings disturbing our visual perception



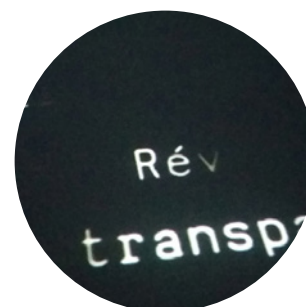
***Selene*** (2018)

On an old turntable, the Sonata in the moonlight of Beethoven is playing.  
Above the disc and throughout the listening, the phases of the moon are decline before our eyes.



***Tangible Bodies*** (2014)

9 interactive and immersive boards interrogating the body representations. Each installation can be individually presented.



***Quantum*** (2018)

A light table contains secret messages.  
Under the magnifying glass, the words reveal themselves as pieces of poems to be reconstituted.



***Cenesthesia*** (2018)

Interactive installation.  
On the other side of the mirror, in between oneself, beyond the appearances, open up vast and limitless spaces.



***Kodama*** (2018)

Interactive installation.  
This installation questions the notion of creativity between Human and Machine by making them collaborate.



***In my presence there is no lack*** (2018)

Interactive installation.  
Inside each of us reign infinite landscapes.  
The installation proposes to look ourselves in a astonishing mirror and let us dive in to meet hypnotic landscapes.





### **Herbarium** (2018)

Installation interactive.

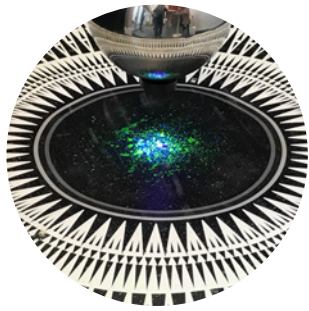
Where it is a question of plants language, of magic, to give life back to a cut herbarium.



### **Cantabile** (2018)

Interactive installation.

Three butterflies put under bells palpitate with light. at different frequencies in a beta rhythm, alpha or theta. By looking at them, the sound atmosphere is generated in real time.



### **Dynamo-tempo** (2018)

Interactive installation.

An Interactive pendulum is waiting to be manipulated to generate your own visual and musical score.

WORKSHOPS of awareness to the digital arts and the interactive gesture, proposed to amator, professionnall, disabled or handicapped publics.



# OUR PARTNERS

## **The Company is or had been supported by :**

The Hauts-de-Seine Council (92), the Youth and Sport Departemental Direction, the City of Chaville, the City of Versailles, Atrium of Chaville, the Cube - Multimedia Culture Place of Issy-les-Moulineaux, Espace Périphérique of La Villette - City of Paris, Cité des Sciences - La Villette (Paris), the WIIP - La Villette (Paris), the Arts Center of Enghien-Les-Bains, the French Cultural Center of Constantine (Algeria), Médias-cités, the Multiple in Poitiers, the Multimedia Culture Place of Pessac, the Multimedia Culture Place of Montreuil, the Arts and Technologies of the Image Laboratory (INREV Laboratory) of University Paris VIII, the Lab of Fées d'Hiver, Maa Bêriët / creator of the AAsed software, Quintessence Society, Blue Yeti Society, Mobidium Society, Panasonic, Audiovisuel Solutions, the French-Japanese Foundation Sasakawa, the Orange's Foundation, the Safran's Foundation for the insertion, the AFNIC Foundation, the Central Social Activities Fund (CCAS)...

## **The festivals :**

Power in Paris, Villette Emergences in Paris, Patchwork in Taverny, Les Contemporaines at the theater of Cergy, Bains Numériques in Enghien-les-Bains, Atopic at La maison des métallos (Paris), La Novela in Toulouse, Mai numérique in Carcassonne, Nightshot in Malves, Les Accessifs in Poitiers, Les Féeries Nocturnes - Vallée de Crévoux (Hautes Alpes), Le Passage in

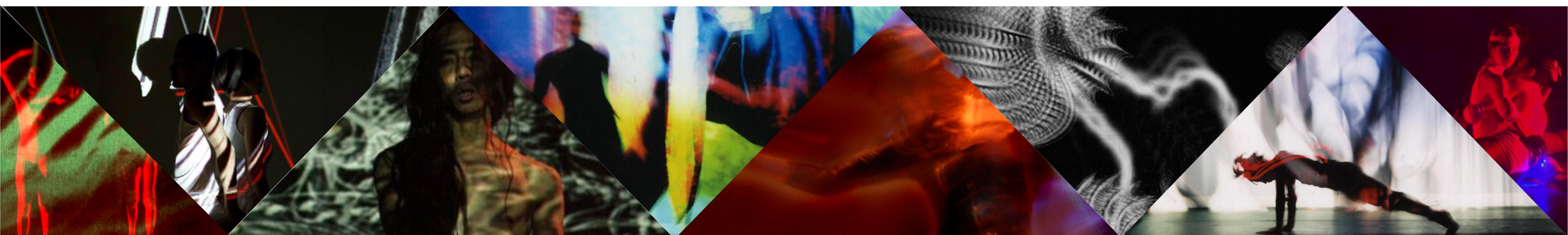
Fontenay-Sous-Bois, Avril.exe at Confluences (Paris), Les Immaterielles at La maison des métallos (Paris), Ideo at La Bellevilloise (Paris), Vu in Pessac, Nemo at Forum des Images (Paris)...

Les Nuits Blanches of Bruxelles, Versailles, Amiens and Marseille.

The multimedia libraries of Dammarie-les-Lys, Châtenay-Malabry, Chaville...

## **Some places who have hosted the Company's work :**

La Cité des Sciences de la Villette / Festival « Villette Numérique » (Paris), L'Espace périphérique de la Villette / Chapiteau (Paris), La Maison de la Villette / Festival « Villette Emergences » (Paris), the theater Paris-Villette (Paris), the theater of Constantine (Algeria), Cultural Center of Zagreb (Croatia), the City of women festival (Ljubljana, Slovenia), the Dig@ran Festival (Val D'Aran, Spain), Crypt St Pancras (London, United Kingdom), the Cube Multimedia Culture Place (Issy-les-Moulineaux), the Cultural Center of Enghien-Les-Bains – subdivised theater, the theater of Enghien-les-Bains, L'Atrium of Chaville, the SEL of Sèvres, the Nationale Printing Office (Paris), Le VIP Room (Paris), La Maison de Balzac (Paris), Le Lieu Multiple (Poitiers), the theater of the University of Poitiers, the theater of Cergy-Pontoise, La maison des Métallos (Paris), Mains d'œuvres (Saint-Ouen), La Bellevilloise (Paris), Le Batofar (Paris), Confluences (Paris)...



# PRESS

*At the tip of the current choreographic stakes.*

*Maflohé Passedouet approaches in its way a facet of the body in the grip of the danced gesture giving to its way an organic partition consisted by a live music.*

**THE TERRASSE**

*For the fans of new sensations.*

**Rosita Boisseau, TELERAMA**

*Interactive Choreography, the first one in Algeria !*

**EL WATAN**

*To see !*

**20 MINUTES**

*The universe of Maflohé sublimates the reality thanks to the marriage of the dance and the technology by awakening the senses.*

**Guiding Florent Aziosmanoff of the CUBE**

*Inescapable(major) to the Festival Digital Villette.*

**ZURBAN**

*In real time is born an intimate relation of the body in the virtual .*

**ARTPRESS**

*The company uses an unpublished dynamic system, the AAAsstage, created by Emmanuel Berriet in the service of the dance.*

**SONOVISION**

*To SEE : dreamlike and experimental journey.*

**Periodical by the General Council 92, Dance department**

*Maflohé actress, painter and artist complete.*

**THE NEWS OF VERSAILLES**

*The scenic writing of future in the theatre 95.*

**THE ECHO - THE RÉGIONAL**

*Maflohé or the Art in movement.*

*Maflohé is to burst the screen of the multimedia with an ultra-original creation which meets the good success beyond our city.*

**CHAVILLE MAGAZINE**

*The women enlist in the Innovation.*

*Using multimedia as un medium, Maflohé proposes unprecedented experiences of artistic immersion, especially in favor of autistic children.*

**LES ECHOS**

*Very favorite of the Center of the Arts of Enghien-les-Bains.*

**Dominique Roland, director of the CDA of Enghien**

*When the technology serves the art, Maflohé Passedouet's dreams come alive.*

**CULTURE VALLEY**

*When the Art meets the science, simply strong, smart and beautiful.*

**THE VOICE OF THE AIN**

*Surrounded by a very specialized team, Maflohé makes her dreams concrete.*

*Visual, bright, sound, unexpected, to discover !*

**THE PROGRES**