



# STELLAR

## DRIFT

An immersive and cosmic audiovisual ritual

**STELLAR DRIFT is an immersive audiovisual ritual  
performed live by Gamgie and David-Alexandre Chanel.**

**video : [www.stellardrift.space/trailer](http://www.stellardrift.space/trailer)**

STELLAR DRIFT takes the audience on a mystical journey through hypnotic and cosmic landscapes.

Playing the role of mysterious guides, the two artists invite the spectator to drift gently on a stellar journey to the edge of the galaxy in a state of consciousness close to soft trance, hypnosis or psychedelic travel.

# SUMMARY & TECH RIDER

*STELLAR DRIFT is an immersive audiovisual ritual performed live by Gamgie and David-Alexandre Chanel. It invites the audience to drift, in a slightly modified state of consciousness, in hypnotic landscapes at the edge of the galaxy.*

## Visual performer (live)

Gamgie

## Music performer(live)

David-Alexandre CHANEL  
(guitare, voix, machines)

## Set up

- Dôme / immersive space
- Projection on the ceiling with the audience lying down
- Immersive stage projection

## Length

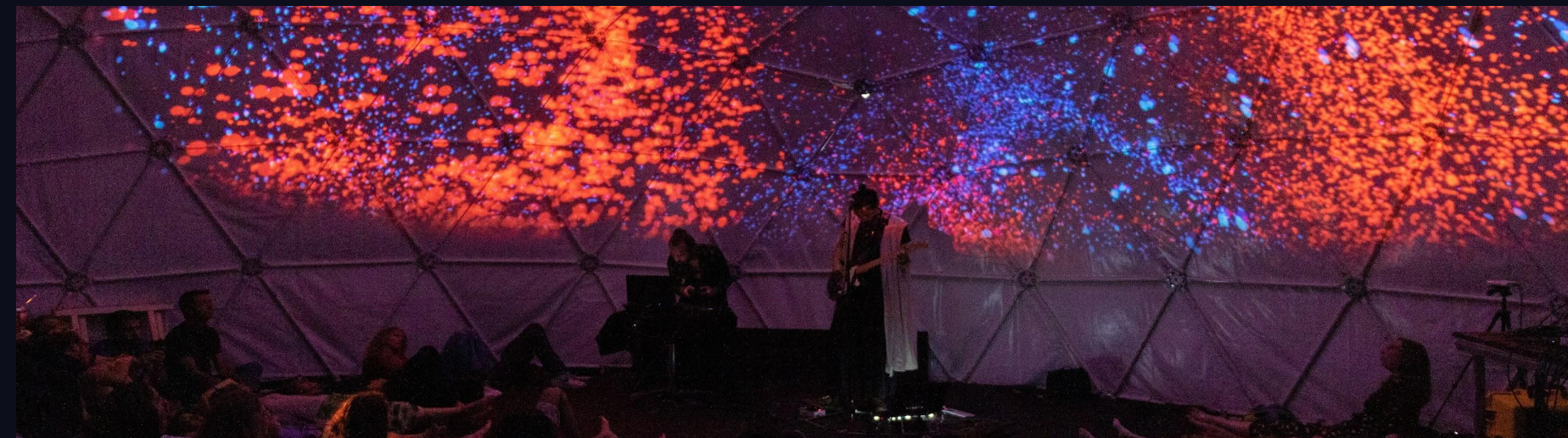
45m

## Audience

all audiences



The two artists are on stage and generate live sound and video content autonomously. They need to connect to the audiovisual broadcasting system of the venue.



## Sound

We provide

- XLR balanced stereo output from the sound card on stage.

To be provided

- 220V/16A European plug on stage (low consumption)
- Stereo return (wedge on stage or in ear)
- System latency < 30ms
- Microphone stand
- Additional microphone (type SM58) for speaking at the beginning of the show (depending on the format)

## Video

We provide

- HDMI outputs from laptop on stage (1 or 2 1080p / 4k outputs depending on format) 30/60Hz

To be provided

- 220V/16A European plug on stage (low consumption)
- HDMI cable (4k 60Hz) to video mixer
- System latency < 500ms
- Immersive projection (dome / immersive room / large screen on stage / horizontal screen on ceiling)
- Standard table of about 1m20 by 80cm, dressed with black taps.

# DESCRIPTION



During the performance, **everything is created and played live.** The music is a mixture of guitar and synthesizers that borrow from the sounds of electronic music and progressive rock. The voice uses ethnic vocal techniques. **The set is atmospheric**, combining different reverb effects, freeze and sustain techniques to evoke the immensity of the universe.

The visuals are also generated live from Oxipital (software created by Gamgie). **All particle movements are guided by forces derived from astrophysical formulas.** They are controlled by Gamgie and also by the music of David-Alexandre.

Stellar drift is a scientific phenomenon that expresses that **nothing in space stands still, everything is constantly moving.** Like the cosmos, the audience's imagination drifts during this show.

By combining the codes and symbolic elements of ancestral practices with contemporary technologies, STELLAR DRIFT has been conceived as a new kind of ritual. It is a different way to experience a show where the audience is invited to live and participate in the journey.

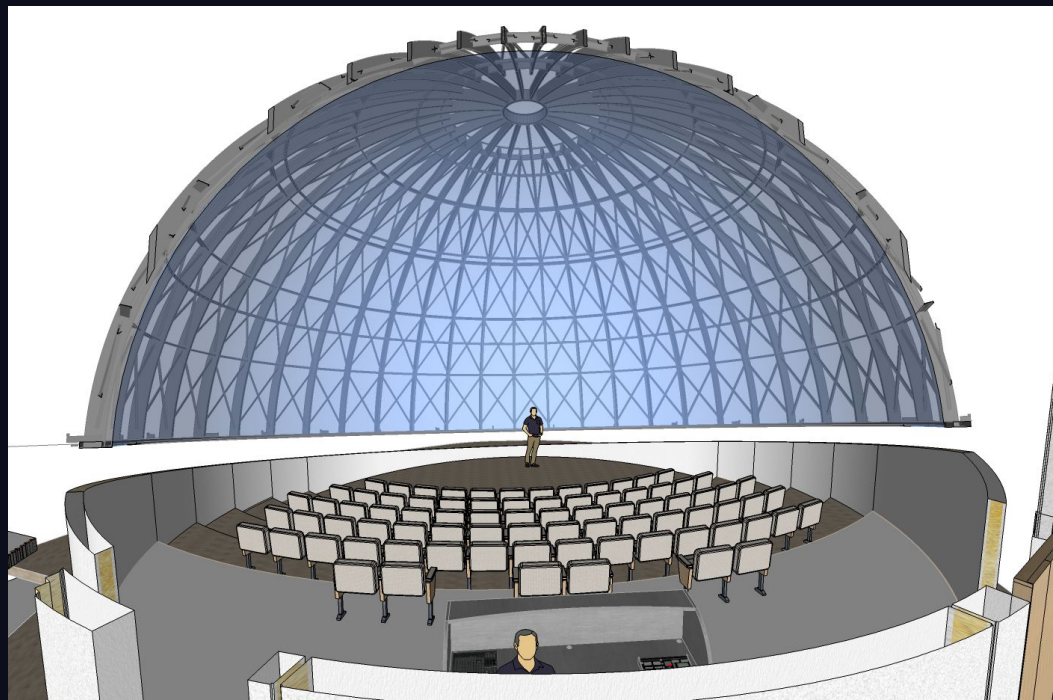
In their artistic research work, David-Alexandre and Gamgie explore **non-ordinary states of consciousness.** A documentary detailing their research and findings is currently being written. As a result of their research and explorations, they propose in this show to guide the audience to a state they have named the Drift, which is somewhere between **hypnosis and meditation.**

**STELLAR DRIFT is thus halfway between the show, the concert and the spiritual experience.**



# SET UP

## DOMES & IMMERSIVE SPACES



The audience usually sits in the planetarium seats and watches the projection while the performers in front play live. In immersive rooms, the audience often sits on the floor or on deckchairs.

Many immersive rooms and planetariums have opened in recent years in Europe. Because of its theme between art, science and cosmos, STELLAR DRIFT is a show that is particularly suitable for this new generation of cultural venues.

## LYING SHOWS



*Lying concert of Max Richter at Philharmonie de Paris*

The audience lies on the floor or on deckchairs and watches the projection on the ceiling. The performers are seated in the center and play live while the audience watches the visuals.

Adapted to a concert hall or cultural venue, this innovative format creates a unique and unforgettable experience for the audience.

## CONCERT VENUE



*herman kolgen, Mirage festival, 2016*

Immersed in a large video projection, the performers are on stage facing the audience. The audience is carried away by the monumental scenic projection.

This more classical format allows Stellar Drift to be accessible to all.

# David-Alexandre CHANEL

Co Founder and creative director of  
THEORIZ studio.



David-Alexandre CHANEL is a multidisciplinary artist, engineer and entrepreneur.

David studied classical music for ten years at the conservatory, and completed a scientific curriculum that led him to a degree in electronics, robotics and computer architectures.

In 2010, he co-founded Théoriz crew, then THÉORIZ studio in 2013. As co-founder and creative director of THÉORIZ studio, David-Alexandre receives multiple awards and distinctions for his work in digital art and speaks at various international conferences and events.

Creator of installations and digital shows, film director and musician, David-Alexandre is mainly inspired by ancestral cultures and knowledge and the influence of new technologies in contemporary society.

With a sensitive and aesthetic approach, a hint of illusion and new technologies, David imagines journeys and experiences that take place in universes that mix mystery and mysticism with traditional and ancestral colors.

<https://linktr.ee/davidalexandrechanel>  
[www.theoriz.com](http://www.theoriz.com)  
[www.augmenta.tech](http://www.augmenta.tech)



Clément Rignault known as Gamgie is a digital artist, author and adventurer.

In 2010, he co-founded the company Augmented Magic which mixes magic and new technologies. He created shows and installations that tour all around the world.

He creates shows, performances and installations where digital arts, live arts, magic, mysticism and spirituality are mixed.

He is also a traveler and feeds his creations with his explorations. He is the author of the book "*Je n'ai pas peur de mourir. Just not to live*" (2020) where he tells the story of his 2 years of backpacking and hitchhiking across America.

# Clément "Gamgie" Rignault

Co-founder of Augmented Magic &  
Oxipital creator

From 2019, he trained in theatrical improvisation techniques through the practice of clowning with two trainings with Eric Blouet. He follows a shamanic training with two trainings of shamanic clown with Bérangère Lacaze (Foundation for Shamanic Studies) and Eric Blouet.

His approach to digital arts is performative and explores ways to physically interact with virtual worlds. He is inspired by the movements and mysteries of nature, science and its discoveries, mystical and esoteric philosophy.

[www.gamgie.com](http://www.gamgie.com)  
[www.instagram.com/gamgie](https://www.instagram.com/gamgie)

# MERCI !

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