



TIME PORTAL

Joan **GINER**

Video mapping installation

TIME PORTAL

Introducing

Time portal is an installation mixing a triangle facet sculpture, video mapping projection and sound.

Time portal proposes a large scale facet sculpture similar to a gate. This portal is a geometric abstraction that contrasts with the environment with its monolithic shape. During daylight, it functions like a low relief sculpture, following sunshine drop shadows and colors. At night time, the video projection open the dialogue between light and volumes, revealing the true nature of the portal, distorting time and space.

The motion graphics projected on the facets are made of random waves displacement, creating an hypnotic movement on the surface of the sculpture. The visuals are sustained by an attractive soundtrack, inviting the audience to step through the gate. The overall imaginary refers to science-fiction movies, giving the feeling that time and space distorts inside this aspiring portal.

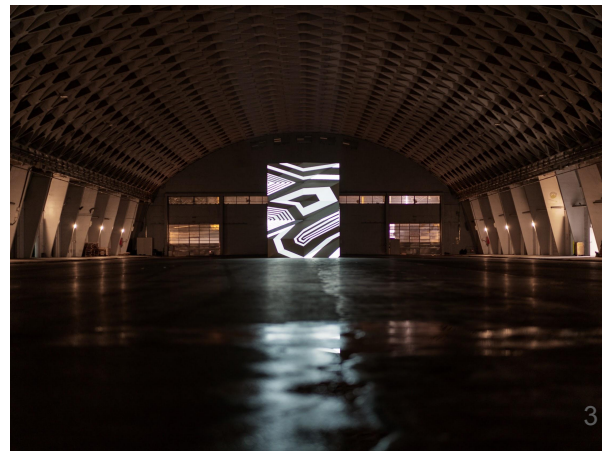
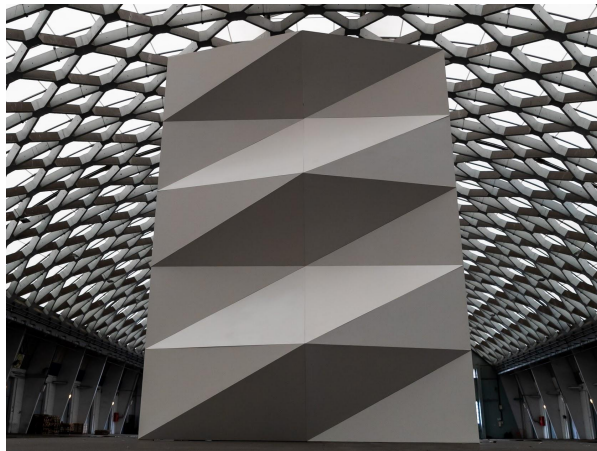
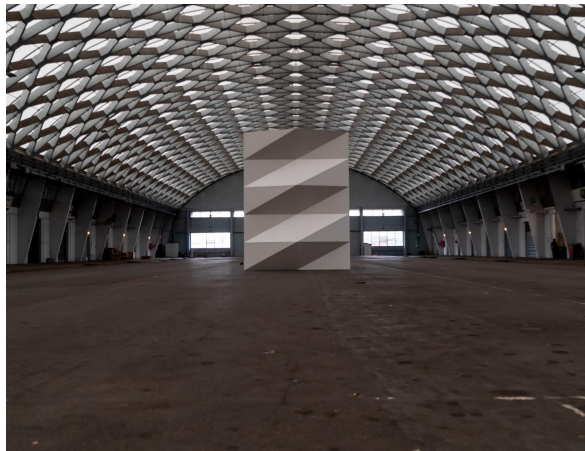
Time Portal offers an artistic allegory, popular yet accessible version of “multiverse” theories, through which time and space would be distorted. Many theories, from 400 years ago (Giordano Bruno) and mostly developed in the 20th century (Leonard Susskind) tend to anticipate how these portals through time or galaxies could work.

Link [VIDEO](#)



Time portal - Negotium exhibition, Grenoble, France.

TIME PORTAL Photo gallery



TIME PORTAL

Technical rider

VIDEO:

- 1 video projector full HD 12000 lumens, optic ratio TBD
- 1 Hdmi cable 20m + booster
- 1 Hdmi cable 2m
- 1 computer (Artist device)

SOUND:

- Motu Ultralite mk3 soundcard (artist device)
- 2 PS10 speakers + subwoofer
- 2 speakers stands
- cables

MISCELLANEOUS

- Black scratched cotton
- 10 electric cables 10 meters - 16A
- 4 Multisocket 3/4 slots
- 1 Table + 2 chairs
- Screws

STRUCTURE:

- Scaffold for sculpture structure (5.20 meters high)
- Tent/Barnum for tech booth (outdoor)
- Heavy weights to secure everything from wind (outdoor)
- Metallic safety slings

MATERIALS:

- 20 Wooden triangles
- 10 structure frame

SCULPTURE INFOS:

- Height: 520 cm
- Large: 395 cm
- Depth: 62 cm
- Weight: ± 180 kg

TIME PORTAL

Contacts

Production: Crossed Lab

<http://www.crossedlab.org/>

Producteur: Julien Taïb

Phone: +33623058892

Email: julien@crossedlab.org

Concept / design: Joan Giner

Phone: +33663965939

Email: joanginer@me.com

Sound design: Stéphane Bissières

Phone: +33680872071

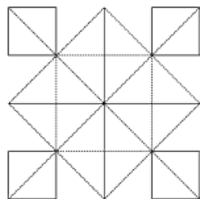
Email: stephanebissieres@gmail.com

Chief constructor: Alexis Hoffschir

Phone: +33614068663

Email: Alrabo@hotmail.fr

Support: [CDA95](#), Enghien-les-bains.



crossedlab
ARTS & CULTURES HYBRIDES



TIME PORTAL

Logistic & schedule

Our team is composed of 3 people onsite.

The organiser must provide 2 worker during 2 days with tools and materials to help mount the scaffold and technical equipments.

BEFORE

White glycerol paint, bubble and pack for transport.

SETUP

Total: 3 days

- Day 1: scaffold and sculpture installation
- Day 2: sculpture installation + Sound/video equipment setup
- Day 3: video mapping + fine tune

BREAKDOWN

- 2 people for dismantling sculpture and unmounting equipments.
- Duration expected: 4 hours.



Time portal - Negotium exhibition, Grenoble, France.

TIME PORTAL

Joan Giner

French visual artist living in Paris, Joan creates digital installations mixing sculpture, video projection and sound, playing around with the notions of volumes, time and space.

His work is based on narrative aesthetics and digital interpretations of reality, using technology and virtual tools to explore new ways of storytelling such as non-linear narratives and immersive experiences. Joan Sculpts light on the surface of volumes, mixing traditional and digital techniques, trying to open the dialogue between disciplines.

In permanent search of new ways of storytelling, he creates multi-reading immersive installations focused on imagination and poetry, where time slow down. These installations develops digital languages based on volume, light and sound interaction. The basis of its semantic is minimalistic and easy to embrace, whereas the technology behind it is rather complex.

Involved in the french digital art scene since 2004, he is co-founder of «Vision'R» VJ Festival, a french alternative festival focused on live video performances and digital installations.

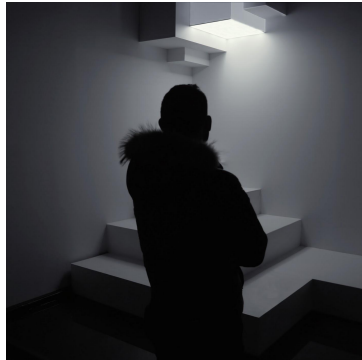
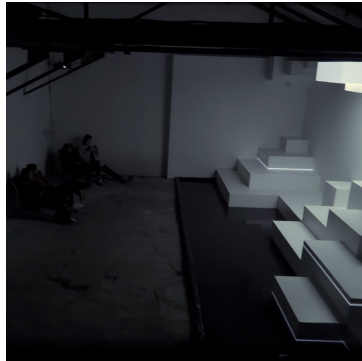
[Website](#)



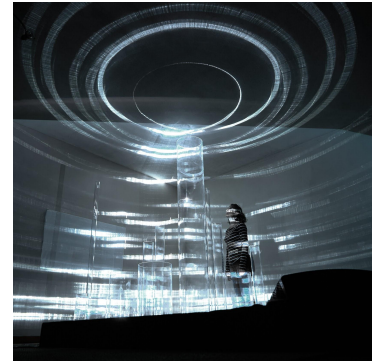
JOAN GINER

Other works

Light Fountain



Caustic Ballet



TIME PORTAL

Stéphane Bissières

Stéphane Bissières is composer, performer and digital artist. All his creation consists of research on digital art, scenic art and representative forms. It is a reflection on our relationship to technology and obsolescence, and on all forms of human hybridization with the machine. Interactive design is at the center of his installations, and his improvised live performances with machines are intrinsically linked to his approach, so that the artistic process remains directly related to the gesture.

From experimental electronic music to modern composition, his musical projects explore the repetition of patterns to influence the perception of time. Fascinated by the concept of artificial life and generative systems, he uses mathematical models to develop algorithms for autonomous real-time creation.

Awarded by Sacem, Imeb and Paris Jeunes Talents, he is a composer for Radio France and also collaborates with the Signature label and the GRM. He developed new interfaces for gesture capture for the company Dafact, realized installations for the Fresnoy and created at the National Institute of Audiovisual the course of interactive creation. Numerous collaborations and co-productions with Le Cube, digital art center.

[Website](#)



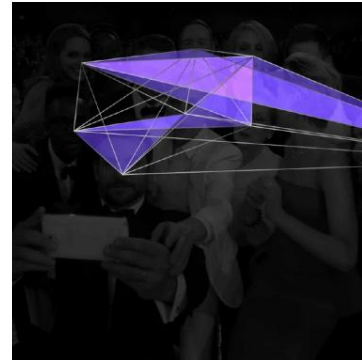
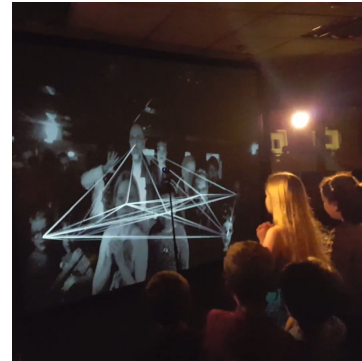
STEPHANE BISSIERES

Other works

Hard drive music



Human likes



Crossed Lab

Production bureau

France

Hybrid and cross-disciplinary by nature, the projects we support evolve at the intersection of art, technology and science.

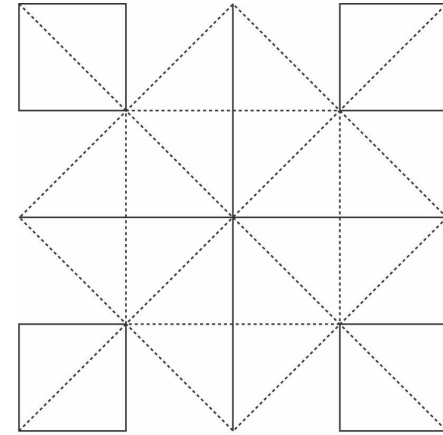
Crossed Lab supports artists in their digital creative practices between contemporary music, visual art, kinetic art, and plastic art.

Beyond genre, it is the pertinence of the use of technology that is important to us.

Crossed Lab supports the idea of an “age of maturity” of digital contemporary arts. Beyond groupshows and curatorial themes, strong assets for art discovery and having some distance with our current technologies, the last 20 years witnessed the rise of digital artists that refined their art up to a demanding corpus of artwork. We believe solo shows could immerse audience into their singular worlds. By confirming these “signatures” throughout experiential environments, we hope to contribute to push our talents from emerging to confirmed.

<https://vimeo.com/crossedlab>

Contact: Julien Taïb - julien@crossedlab.org



crossedlab
ARTS & CULTURES HYBRIDES