



Claude Monet

the Water Lily obsession

inspired by the panels of Claude Monet's *Water Lilies* cycle
exhibited at the Orangerie Museum in Paris

A VR experience directed by
Nicolas Thépot



ORIGINAL MUSIC **GEORGE LEPAUW** (INTERNATIONAL BEETHOVEN PROJECT)
WITH **GEOFFREY BATEMAN** (CLAUDE MONET) **PETER HUDSON** (GEORGES CLÉMENTEAU)
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WITH THE SUPPORT OF **CNC - FONDS NOUVEAUX MÉDIAS**,
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“ Step Into Claude Monet’s World! “

Smithsonian
MAGAZINE

“ A little wonder of virtual reality! “

BeauxArts

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In 1883 painter Claude Monet first rented a house in the French town of Giverny. After purchasing the property and adjoining land, the artist transformed an existing small pond into a water garden with water lilies and a Japanese-style bridge from which he could observe the water and the flowers. From 1899 to 1926, Monet painted more than 250 scenes devoted to the water lily theme, which became what he himself called “an obsession.”

Through a dialogue between Claude Monet and his old friend, statesman George Clemenceau, this contemplative VR experience invites the user on a sensory journey starting off in Claude Monet’s garden, stopping along the way at the workshop of the artist and ending in the exhibition rooms of the Orangerie Museum. The user is given the opportunity to relive a perpetual renewal of nature, to explore time and space while immersed in the Water lilies paintings.



Length: 8'
Supported Headset: 3DoF / 6DoF
Genre: Art, Creativity, Education, History



LOCATION BASED EXHIBITION FOR CULTURAL INSTITUTIONS

World premiere “**CLAUDE MONET – The Waterlily Obsession**“ has been exhibited at the Musée de l’Orangerie in Paris during 5 months. +/- 12,000 users.

In partnership with HTC Vive Art

A VR COLLECTION BASED ON FAMOUS MASTERPIECES

This experience is the first episode of the *Arte Trips* collection, a series of immersive VR experiences that take you into masterpieces from 16th to 20th century by well-known painters..

Related title - VR Game “1,2,3 BRUEGEL“





Musées
d'Orsay et
de l'Orangerie

VIVEARTS
INSPIRE CREATIVITY WITH VR



EXHIBITIONS TOUR

Orangerie Museum / Musée de l'Orangerie
(Paris / 14 November 2018 - 11 March 2019)

MK2 VR Bibliothèque
(Paris / From 23 September 2019 -)

Jeju Museum
(Jeju Do - South Korea / 18 October 2019 - 7 February 2020)

National Palace Museum
(Taipei / 10 December 2019 - 26 May 2020)

Kaohsiung VR Lab
(Kaohsiung / 15 January - 23 June 2020)

AWARDS & FESTIVALS

- ★ **VivePort Developer Award** – Best Art & Culture VR experience in 2019
- ★ **Silver Muse Award** at the annual meeting of American Alliance of Museum (2019 – New Orleans)
- ★ **Grand Prix at PiXii Festival** – Sunny Side of the Doc (2019 – La Rochelle)
- ★ **Grand Prize Winner at Anny Festival** (2019 - New York)
- ★ **Special mention of the jury at FIFA – Experientia** (2019 - Montreal)
- Official selection** at FIPADOC - Smart Lab SMART LAB (2020 - Biarritz)
- Official selection** at Kaohsiung Film Festival (2019)
- Official selection** at VRHAM (2019 - Hambourg)
- Official selection** at Sandbox Immersive Festival (2019 - Qingdao)
- Official selection** at Aesthetica Short Film Festival (2019 - York)
- Official selection** at J.Hlava IDFF Festival (2019 - Ji Hlava)
- Official selection** at Festival International d'Art Vidéo de Casablanca (2019)
- Official selection** at CPH:DOX (2019 - Copenhagen)
- Presentation out of competition** at Cannes XR (2019)
- Presentation out of competition** at Short film fest of Clermont-Ferrand (2020)



VIVEPORT
DEVELOPER AWARDS



**American
Alliance of
Museums**

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