PORFOLIO CLÉMENT EDOUARD

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SEUIL - hypnotic sound immersion [2022-23]

-> VIDEO

-> ARTISTIC FILE

SEUIL is an invitation to visit an opening, a gap between two worlds, that explore how we learn a new language, and establishes links with mineral, plant and imaginary populations. These movements and encounters create a king of common trading area, from which to draw the ressource of metamorphosis.

The imagination is summoned here by the voice, and by a multicast broadcast, with loud speakers and vibration plate that the public can perch on. This device creates space for perception, which is able to take us on a journey as we enter a hypnagogic state (between wakefulness and sleep), to summon a We that is yet more vast.

Clément Edouard Conception, composition
Mélina Faka Scenography , artistic collaboration
Guillaume Cousin Light creation
Voices Marie Nachury, Anne Davienne, Viviane Balsiger, Gilles Poizat,
Antoine Mermet et Greg Gilg
Laura Zeguers production

Co-production La péniche La Pop - Théâtre de Vanves - Biennale Chroniques - Centre National de Création Musicale le GMEA (Albi) et le GMEM (Marseille), RAMDAM, UN CENTRE D'ART

Residency Le Théatre de la Renaissance, Le Périscope Supported by La DRAC et la Région Auvergne Rhône Alpes, la SACEM, la MMC, le SCAN,

Grant for the writing of an original musical work from the Ministry of Culture

Grant for the writing of SACD Beaumarchais

10 November 2022 - Biennale Chroniques, GMEM

17 February 2023 - Théatre de Vanves

2<u>0, 21, 22 April 2023</u> - la POP (Paris)

21, 22, 23 December - The national scene, le Manège (Reims)

https://clementedouard.com/fr/projets/seuil



Play written in 2 parts for a reduced capacity of 50 people on stage. During the first part, the public is in a semi-circle around the game area, they are then invited to sit inside to live an immersive experience between wakefulness and sleep. This movement symbolizes the passage between 2 worlds (exterior - interior), a threshold, which opens onto another reality.

The central space is a 40 m² platform made of floor space and equipped with vibrating speakers. This platform then becomes the emitter of sound waves that circulate through the bone structure of the elongated bodies. Once the visual landscape set up by the performers, the audience enters this space/landscape and experiences a journey of sound, of breathing. The light device above them is the doorway to this hypnotic and vibrant journey.

SEDIMENTS - Audiovisuel Performance [2019-20]

-> <u>VIDEO</u>

Conception : Clément Edouard & Pierce Warnecke

Composition: Clément Edouard

Video: Pierce Warnecke

Collaboration Artistique : Bastien Mignot

35 minutes

vidéo: 32:9 color HD

Sound: 10 loudspeakers with stones in the audience, and a stereo

SEDIMENTS is a performance which transforms mineral matter into a scenographic instrument. Through a hybrid approach mixing realtime and rendered images, and an exploration of the physics of sound (waves and vibrations), Pierce Warnecke and Clément Édouard create a "multiple body choreography" in which the bodies of the performers, the geological bodies and the body of the audience resonate at macro and microscopic sonic and visual scales.

By taking mineral strata as a structure for composition, SEDIMENTS explores the many layered scales of our universe, by taking a conscious look at the invisible world surrounding us and its particular temporality. The work is a sensitive reading of stones, a vast and mysterious material which reveals an unsuspected world, both inert and alive: the world of rock, soil and earth. In doing so it opens up a perspective of the fragility and ephemerality of biological- and ultimately human- forms of life.

PRODUCTION Mage

COPRODUCTION Stéréolux - Festival Scopitone, Le Zinc - Friche Belle de Mai, Le Hublot, Le Cube Numérique

SUPORT CNC/DICRéAM, SCAN (DRAC & Région Auvergne-Rhône-Alpes), ADAMI **DATE** Scopitone 2019, Nantes FR - Le Hublot (Festival Arret sur Image 2019) - Mirage Festival, Les Subsistances 2020 (Lyon, FR)

https://clementedouard.com/projets/sediments





FLUX - Kinétic Installation [2020-21]

-> LIENVIDEO

Conception : Clément Edouard & Pierce Warnecke

Composition: Clément Edouard

Conception mécanique et construction : Guillaume Cousin

Sound:: Quadriphony

Flux is an installation of of suspended rocks set in motion by a simple sinusoidal mechanism. This collaboration with Clément Edouard was realized after multiple residencies in the Ardèche region along the Chassezac river, where we imagined what would happen if a body of water simply just disappeared- what would be left? In this piece, combinations of movement, light and sound reanimate the hanging skeletal riverbed, revealing the memory that water has imprinted onto the stones through erosion on it's course from mountain top to sea. The installation offers a spatial and temporal compression of the relationship between water and rock, from the granite of peaks to the sand of deltas. It is a sensitive and imaginary experience, hinting at the interdependence between humans and the surrounding natural environment.

PRODUCTION

Mage

COPRODUCTION

PUZZLE - CC du Pays des Vans en Cévennes, Parc Régional des Monts d'Ardèche

SUPPORT

SCAN (DRAC & Région Auvergne-Rhône-Alpes, Département Ardèche

<u>Avril 2022</u> - Festival Zéro, La Rochelle <u>Mai 2022</u> - Parc Régional des Monts d'Ardèche <u>Octobre 2023</u> - Criatech festival, Aveiro (Portugal)

https://clementedouard.com/projets/flux





DIX AILES - composition for reverberant places [2017-18]

-> VIDEO

Composition & électronics : Clément Edouard

Voices : Linda Olah & Isabelle Sorling Percussion & harp Bass : Julien Chamla

Dix Ailes is a musical proposal for 2 female voices, I percussionist, I electronic device and I place with high reverberation. Between minimalist music and pure pop, Dix Ailes plays on an acoustic illusion, that of making indistinguishable the origin of the sound (instrumental, loudspeaking or architectural), based on work on harmonics, frequency vibrations, the physical resonance of the place, psycho-acoustics.

Essentially centered on the voice, Dix Ailes addresses the notions of empty and full, of internal listening and silence, of liminarity and transformation. By a principle of initial composition based on symbols and archetypes, the music of Dix Ailes echoes universal rituals and myths, and shares with them a language that tempts to escape the sequences of rational logic, and thus to open up to an contemporary poetic landscape, made of archaic and invisible.

PRODUCTION

Mage

COPRODUCTION

Projet lauréat de l'appel à projets "Les Chantiers" 2017 initié par le Centre International des Musiques Nomades de Grenoble

SOUTIEN

DRAC & Région Auvergne-Rhône-Alpes, Département Ardèche, ADAMI

DATES

7 oct 21 @ Festival MUSICA + Festival MÉTÉO

4 août 21 @ Mens Alors

27 juin 21 @ Festival Bruisme / Confort Morderne - Poitiers

17 mai 18 @ Theatre de Vanves - Festival Switch

9 nov 18 @ Eglise Saint Merry (Paris) - Festival COAX

https://clementedouard.com/projets/dix-ailes



