

Icare Ecart

(2003)

K. DANSE

Full evening long performance

Dance performance for three dancers, original music, and reactive environments (real time video and sound treatment, body sensors, interactive flight simulator, motion capture)

A contemporary interpretation of the Greek myth of Icarus, around the universal desire for flight

Premiere: Electronic Arts Festival *Monik*, Odyssud, Blagnac (Toulouse, France) - march 2003 - 1h -

Touring

Théâtre des Mazades, Toulouse, January 2004

Scène Nationale Culture Commune, MAC of Sallaumines (Nord-Pas-de Calais), February 2004

Choreography, concept, dance

Anne HOLST, Jean-Marc MATOS

Dance, participation to choreography

Gaetano GIUNTA

Images, reactive environments

Pascal BALTAZAR

Lights

Cyril MONTEIL

Interactive flight simulator

Antoine SCHMITT

Video

Pierre NOGUES

Video editing

Dominique LERAY

Animations, morphing

Claude JEANMART

Motion capture and post production film box

Guillaume LEMASSON and Noémie RAVIER

3d clone of dancer "Icare"

Jérôme HAUPERT

Partners: IRIT (Institute for Computer Sciences Research of Toulouse), Dicream (French Ministry of Culture)