

INTERNATIONAL METABODY FORUM 2015 PARIS

METABODY présentation au Cube (Issy Les Moulineaux, close to Paris)

A cultural project running over several years (2013-2018) supported by the European Commission, "Metabody" brings together 28 partners from 16 countries, coordinated by Reverso (Spain). "Metabody" seeks to establish a critical stance towards the information society's tendency to make culture homogeneous, and proposes developing new technologies that would highlight differences in expression and communication by creating laboratories of multi-sensorial interaction on perception and movement. These results will be integrated into an experimental interactive/intra-active architectural structure (the MetaLab), giving substance to a social network proposing performances, installations, workshops, seminars, residencies and continuous research, before going on tour to nine European cities. <http://metabody.eu/en/>

Le Cube is particularly proud to be hosting "Metabody" for an exceptional week, where the public are invited to discover this project through workshops, round tables, lectures, performances and demos. The coordinators of "Metabody" ([Jaime del Val, coordinateur/Reverso](#), [Nimish Bioria/Hyperbody](#), [Marije Baalman/Steim](#), [Jean-Marc Matos/K. Danse](#), [Johannes Birringer](#) and [Michele Danjoux/Dap_Lab Brunel University](#), [Robert Wechsler](#), [Delphine Lavaux](#) and [Marcello Lussana/Palindrome](#), [Pablo Palacio /Stocos](#)) who come from Spain, Netherlands and France, will present the project in terms of its philosophical, artistic and technological aspects. They will reveal some completely new prototypes currently being developed, together with performances and a number of surprises. They will also propose a debate on questions of hyper-control, the comprehensive formatting of bodies and minds, and Big Data Brother.

Public activities:

- **Workshops: 6th, 7th – 7pm-10pm**
- **Talks and panel: 8th - 7pm-9pm**
- **Performances: 8th – 9:30pm-10:30pm (outdoors) and 9th - 7pm-10pm**

Public presentations: projects by *Reverso*, *TU Delft*, *Steim*, *K. Danse*, *Dap_Lab*, *Palindrome* and other Metabody partners.

TUESDAY OCTOBER, 6TH / 7PM-10PM

“HUMAN BODY TRACKING - MOTION AND TOUCH”

Workshop by Palindrome / 7pm-8pm

Many artists and performers today are using interactive technology. In this one-hour workshop, participants will get a taste of the body interface using camera and electrode-based technologies. We will look at some of the places such interaction draws its expressivity, and how it can be amplified and contextualized.

Palindrome has been working with MetaBody on an project called Affording Differences. This refers to fundamental differences in bodies and their desires for movement, and particularly recognizes the beauty and artistic values of diversity and disalignment. We work with persons of other abilities.

The workshop is for anyone -- of any body-type and of any ability.

It concerns movement, music and touch.

Participants should come at the beginning (not in the middle) of the hour.

Wear loose clothing.

Software: EyeCon, EyesWeb, MotionComposer.

Hardware: Computers, video cameras, touch sensors.

Workshop Leaders: Robert Wechsler and Delphine Lavau.

Bios at <http://www.motioncomposer.com/en/who-we-are/>

“METATOPIA” - Embodied media as response to surveillance culture

Workshop and demos - Metabody / 8pm-10pm

The workshop will focus on experimentation with perception, movement, spatial and bodily affordances for researching into the way interfaces capture and reduce movement to traceable discreet units, at the same time the workshop will propose to reinvent the affordances of the interface by involving bodily motion in non-reductive ways that foreground the indeterminacy and unquantifiability of movement as experienced through proprioception and other sensing modalities. All the Metabody tools, technologies and techniques developed by Reverso, TUDelft, Steim and K. Danse will become a critical playground for reinventing the body, reversing cybernetics and queering Big Data Brother.

With : Jaime del Val, Jean Marc Matos, Marije Baalman, Nicolo Merendino, Nimish Bilorla, and other Metabody partners.



WEDNESDAY OCTOBER, 7TH / 8PM-10PM

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THURSDAY OCTOBER, 8TH / 7PM-10:30PM

METABODY PANEL - Reversing cybernetics - Hacking Big Data Brother - Embodied media as response to surveillance culture **Metabody introduction by Jaime del Val / 7pm-9pm**

Metabody is a European project that attempts to redefine the body in Media in less reductionist ways than is usual in current information technologies, thus counteracting technology's increasing tendency to dampen differences by reducing bodies and movements to prescribed forms in current surveillance culture. Metabody proposes a reversal of cybernetics that highlights the indeterminacy of embodied expressions as a key factor for a sustainable society. This foregrounds needs for a new ethics, which we may call metamedia and biomedica ethics.

With : Nimish Bilorla, Marije Baalman, Nicolo Merendino, Jean Marc Matos, Jaime del Val, Johannes Birringer, Michele Danjoux, Pablo Palacio and other Metabody partners.

“METAKINESPHERE-MICROSEXES” - Performances (outdoors)
by Reverso (Jaime del Val and Cristian García) / 9:30pm-10:30pm

A new series of wearable architectures by Reverso that become extensions of a body looking onto itself through surveillance cameras disseminated on the skin, proposing intimate one-to-one encounters with the audience.

<http://metabody.eu/microsexes/>

<http://metabody.eu/metakinesphere/>

FRIDAY OCTOBER, 9TH / 7PM-10PM

Performances-installations-metaformances

- Several meta-scenes from Metatopia 1.1 will be presented

METATOPIA 1.1

*Metatopia is a **metaopera, metaformance, and metagaming** platform, a laboratory of perception, embodiment and space that extends in a series of **installations / disconcerts / performances / metaformances / urban interventions and home performances**.*

*In an apparent future that could be the present a planetary cyberorganism, or hipercyborg, called Big Data Brother, traces, quantifies and modulates every movement of every human and non-human body and space. There is a diffuse guerilla of Metabody agents that aim at deprogramming the hipercyborg (Big Data Brother) through mobilizing unquantifiable movements, untraceable behaviors, emergent perceptions and illegible affects, in a counter-reductive move towards increasing diversity of bodies and behaviours, infusing indeterminacy into the system. **Metatopia** is the architectural, kinetic and perceptual laboratory of the Metabody agents (also called mutant bitches 2.0) who develop dynamic, intra-active spaces, illegible behaviors and unquantifiable affects that exceed reduction to data. Metabody agents are affecthackers and perception hackers that operate in the ontological substrata of power and control, XXI century Quixotes that undo the invisible strata of power disseminating diffuse actions across all spaces, a metapolitics for a potential Occupy 2.0 movement in the era of global surveillance.*

>> VIDEO “ERRANCE”

by K.Danse (Jean-Marc Matos)

>> “ILLEGIBLE AFFECTS”

Reverso and Casa Paganini-InfoMus Research Centre, DIBRIS, Univ of Genoa in collaboration with Marcello Lussana

Infomus team: Antonio Camurri, Corrado Canepa, Paolo Coletta, Simone Ghisio, Stefano Piana, Casa Paganini – InfoMus Research Centre, DIBRIS, University of Genoa

Illegible affects is an interactive installation that analysis expressive gesture inverting the traditional approach of biometrics and surveillance by focusing on an awareness of entropy and other complex and ambiguous features as a positive value thus inviting the participant to have more entropic and complex gestures.

>> “NEURAL NARRATIVES”

In the context of Metabody Instituto Stocos has developed a research called Neural Narratives that employs simulation-based techniques to extend and alter a dancer's bodily characteristics and movement capabilities. In this research the dancer's natural bodily properties are represented via the same computational abstractions that are employed for the simulation of artificial bodily structures. This abstraction integrates the structural and behavioral properties of natural and simulated body parts into a unified form of hybrid embodiment. So far the result of this research is exemplified in 3 artistic works, Neural Narratives1: Phantom Limb, and Neural Narratives2: Polytopya, and Neural Narratives3: Clinament currently in development, in which the bodily activity of the dancers play a prominent role in the evolution of the sonic and visual properties of the space, which behave as an extension to the body movement. In this works a series of artificial audiovisual creatures animated by interactive artificial neural networks are projected as holograms in the performatic space.

http://stocos.com/POLYTOPYA_eng.html

http://stocos.com/PHANTOM_LIMB.html

>> “DAP-LAB: KIMOSPHERE”

by Johannes Birringer and Michèle Danjoux

DAP-Lab will present a short film and several portable objects from the Kimosphere developed in Madrid (July 2015) In collaboration with TUDelft and the [S]carnami prototype developed by the student team Anisa Nachett, Alessandro Giacomelli, Giulio Mariano, Emily Guo, Xiangting Meng under tutoring of Dr. Nimish Bioria (Hyperbody, Faculty of Architecture and Built Environment) and Jia Rey Chang (Hyperbody, Faculty of Architecture and Built Environment). *Kimospheres* are kinetic atmospheres created for dancers and receivers exploring an intimate sounding architecture which envelops and acts as a suspended transparent veil and encumbrance – hiding-revealing, folding-unfolding while allowing light and “graphic writing” to flow through. They afford variable tactile orientations, colors, tones, shapes and positions, bodies forming netabodies inside a cocoon-like changing gauze texture or physical-mobile interface. Kimosphere not only reflects on the mediating conditions of conception as such – how we can think such a wearable architecture – but works through energies of tactile, breathing atmosphere (known in Japanese philosophy as “ki” and “aidagara,” & in Chinese cosmology as “Qi”) that are an “in-between” phenomenon, generating fluidity between subject and object which the DAP-Lab design envisions as a kind of inside-inside.

>> STEIM PRESENTATIONS

by Marije Baalman and “Chi Ha Ucciso il Conte?” – Nicolás Merendino

Within the METABODY project, STEIM is looking into the integration of sound and sensing into objects, wearables and the architecture, which may afford modes of body movement and awareness beyond the every-day-life experience in the digital age. Within this project we aim for distributed sound reproduction with custom made speakers – exploring the concept of soft speakers – both in its material, as in the loudness of sound reproduction. We explore the properties of the materials – the speaker is not a separate entity, but the malleable shape of the object determines the overall sound quality. The speakers are connected to small embedded microcontrollers or computers that synthesize and produce sound – thus moving away from centralized audio production and towards distributed sound production. Localized sensing connected to these microcontrollers and computers allow for additional interaction modalities with the objects, wearables and architecture – further eliciting bodily interactions with the objects, wearables, architecture and environment.

>> “AMORPHOGENESIS-ERRANCE”

by Reverso (Jaime del Val) and K. Danse (Jean-Marc Matos)

A Hybrid of the *Errance* project of K. Danse and the *Amorphogenesis* project by **Reverso**, in which the audience is invited to explore an immersive experiential space in which small gestures expand in an amorphous digital architecture disseminated in translucent structures and projections of an intra-active space where the audience occupies shifting positions.

<http://metabody.eu/amorphogenesis/>

<http://www.k-danse.net/errance-2>

Interaction and choreography: Jean Marc Matos and Jaime del Val.

Conception, visuals and sound: Jaime del Val and Jean Marc Matos.

Physical Structure: Jaime del Val and Cristian Garcia. *Projection system:* Dieter Vandoren. *Computer Programming:* Dieter Vandoren. *Digital meshes:* Jia Rey Chang. (The original work on “Errance” alone has been done in collaboration with Emilie Villemagne, Arnaud Courcelle, Marianne Masson, Mario Garcia Saez and Emmanuel Mondolfo). *Dancer-performer:* Marianne Masson.

K. Danse will present a short recent video of the *Errance* project.

Based on the multiple meanings of the labyrinth, *Errance* is a hybrid project which combines an immersive interactive installation, live performance and physical involvement of the audience.

Project made by K. Danse in the context of Metabody, www.k-danse.net

Choreographers: Anne Holst & Jean-Marc Matos

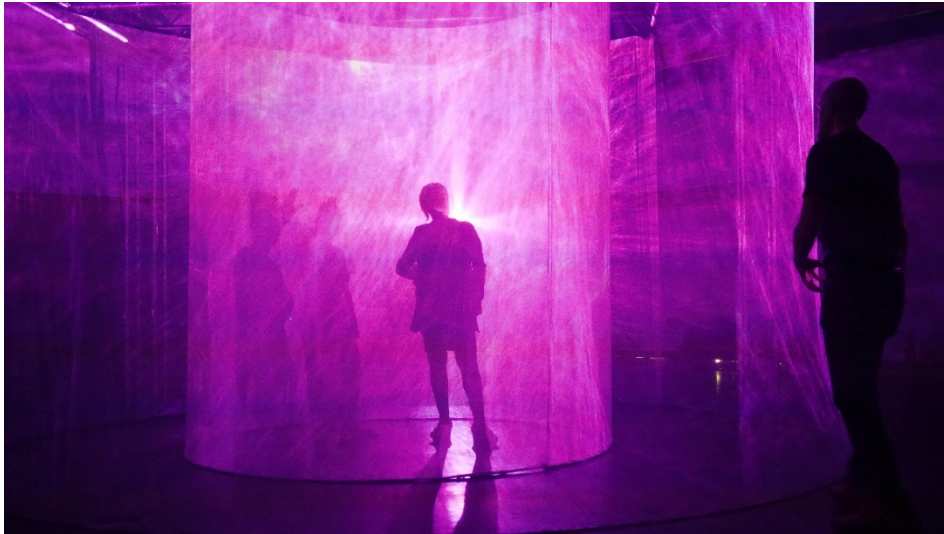
Digital artists : Aurélie Dumaret & Emilie Villemagne, [ww.1minute69.com](http://www.1minute69.com)

Dancers-performers : Marianne Masson & Mario Garcia Sáez

Multimedia artist : Arnaud Courcelle

Composer : Emmanuel Mondolfo

Full documentation: <http://www.k-danse.net/en/errance-2>



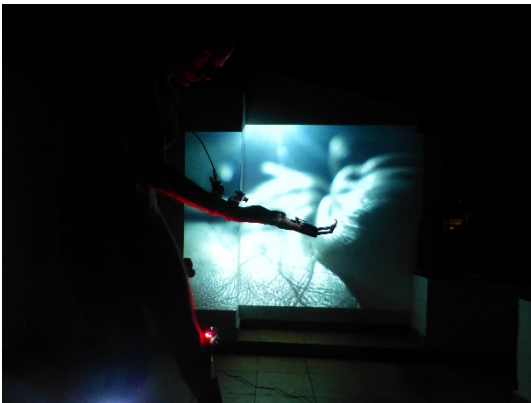
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<http://metabody.eu/microsexes/>

<http://metabody.eu/metakinesphere/>



PARTICIPATING METABODY PARTNERS

Coordinator

- Spain – [Asociación Transdisciplinar REVERSO](#)

Co-organizers

- UK – [DAP_Lab – Brunel University](#)
- France – [K-Danse](#)
- Netherlands – [STEIM](#)
- Germany – [Palindrome](#)
- Spain – [Instituto STOCOS](#)
- Netherlands – [Hyperbody Research group](#)

Coordinator of "metabody" :

> **REVERSO (SPAIN):** based in Madrid, Coordinator of the Metabody project, Reverso is a non profit organization working in the convergence of the arts (dance, performance, music, visual arts, architecture), technosciences, philosophy and (queer & environmental) activism. Reverso promotes transdisciplinary projects that propose critical reinventions of technologies of the body, redefining embodiment, sexuality and affects, highlighting indeterminacy and plurality of expressions and communication, challenging the foundations of contemporary control society and outlining potentials for a social ecology to come.

Jaime del Val is a meta-media artist, philosopher, performer, director of Reverso Institute www.reverso.org and coordinator of the METABODY Project www.metabody.eu. He develops transdisciplinary projects in the convergence of arts, technologies, critical theory and activism, that have been presented all over Europe, North and South America. His projects propose redefinitions of embodiment, perception and affects that challenge the ontological foundations of contemporary control society.

Co-organizers of "metabody" :

> DAP_LAB – BRUNEL (UNITED KINGDOM):

Michèle Danjoux and **Johannes Birringer** co-direct the Design & Performance Lab (London) and have created numerous dance-theatre works, installations, and digital projects. DAP-Lab's cross-media work highlights convergences between fashion/wearable design, physical movement choreography, and real-time interactive data environments. **Danjoux** is a fashion designer whose

artistic research centers on design-in-motion and the interactive potentials of wearables. **Birringer** is a choreographer/filmmaker whose work has explored the fusion of dance and technology. He has also published widely on the performing and media arts (e.g. *Performance, Technology and Science, Dance and Cognition*, and *Dance and Choreomania*). They are coorganizers of the METABODY project.

> **K. DANSE (FRANCE):** The choreographic approach of the Compagnie K. Danse develops a contemporary movement language by the dialectic confrontation between the physical body (lived, experienced) and the visual body (seen, virtual). The performances question the borders between fiction and reality, the social construction of the body, and the psychological structures in human relationships. Since 1983, K. Danse has been present in major festivals and cultural events in France and abroad: Festivals of Aix en Provence, Avignon, la Rochelle, Châteauevallon, Métafort d'Aubervilliers, American Center of Paris, Georges Pompidou Center, Grande Halle de la Villette, Maison des Arts de Créteil, Maison de la Danse de Lyon, Centre National Art et Technologie de Reims, Centre National de la Danse, ISEA 2000 à Paris, Monaco Dance Forum, Espace Odyssud de Blagnac, Cité de l'Espace de Toulouse, Festival Electrochoc of Bourgoin-Jallieu, Digital Art Center Le Cube of Issy Les Moulineaux, Festival "Les Bains Numériques" of Enghien les Bains, etc.

Jean-Marc Matos - Dancer, choreographer and artistic director. Trained at the Cunningham Studio in New-York, he has performed with David Gordon (Judson Church). He is interested in the impact of digital technology on society, in order to develop a meaningful relationship between dance and new media. He has choreographed more than 45 pieces, which have been presented extensively in France (Avignon Festival, the Pompidou Center, etc.) and in many countries (Europe, Central and South America, USA, Canada, North Africa, India, Pakistan).

Marianne Masson - Master dancer and choreographer. Starts, at the age of 17, her professional training at the James Carles School in Toulouse where she obtains the two EAT diplomas and the Diploma of Higher Choreographic Studies. In parallel to her dance training she studies theater and is trained as an actor with stage directors of the New Jules Julien Theater (31). In 2009 she has founded the Compagnie MMCC (danse/music) with her fellow partner Chloé Caillat and musician Pierre Pollet. Today, in parallel to her personal choreographies she is also a dancer for the companies Théâtre du Réel, Son Icône Danse, K. Danse, Emmanuel Grivet and Erre Que Erre Danza.

> **STEIM (NETHERLANDS):** The Studio for Electro-Instrumental Music is an independent electronic music center unique in its dedication to live performance. The foundation's artistic and technical departments support an international community of performers, musicians, and visual artists, to develop unique instruments for their work. STEIM maintains a vibrant residency program whereby artists are provided with an artistic and technical environment in which concepts can be given concrete form. Ideas are catalyzed by providing critical feedback grounded in professional experience. Finally, new creations are then exposed to a receptive responsive niche public at STEIM before being groomed for a larger audience.

<http://www.steim.org>

Marije Baalman - Marije has a diverse background in physics, acoustics, electronic music and sound art, and performance. In her artistic work Marije moves between live performance, livecoding, and interactive installations involving light and sound. Her focus is on composing of behaviours and interaction modalities, creating processes driven by sensor data, rather than fixed sound tracks. She has collaborated with various people, amongst which Alberto de Campo, Chris Salter, Michael Schumacher, Attakkalari Dance Company and Workspace Unlimited.

<http://marijebaalman.eu>

“Chi Ha Ucciso il Conte?” – *Nicolò Merendino* - “Chi Ha Ucciso il Conte?” (“Who Killed The Count?”) is a pseudonym for the Amsterdam based (but originally from Rome) designer Nicolò Merendino. It is not a random fact that “Chi Ha Ucciso Il Conte?” is a question and not a statement. His approach to design starts from the idea that design is a process that requires people to ask to themselves many questions (preferably with other people). In the past two years he has been working mostly as technical support for media artists, using exclusively opensource tools.

<http://chihauccisoilconte.tumblr.com/>

> **PALINDROME (GERMANY):** Dance, Inc. (in the USA), and Palindrome, e.V. (in Germany) initiated the MotionComposer Project in 2012 with the motto, “Technology should serve people instead of the other way around.” Palindrome is a pioneer in the use of new technology for dance and has won the first prize at the Berlin Transmediale in the category “interactive art” among other prizes and awards. Palindrome is a founding member of the EU-consortium MetaBody.

Robert Wechsler - Director of the Palindrome Dance Company, Robert is a choreographer and dancer and was an early experimenter with interactive technology. Together with Palindrome, he has won numerous awards, include First Prize at the Berlin Transmediale for “best interactive art” in 2002. He is co-author of the book, “Assistive Technologies, Disability Informatics and Computer Access for Motor Limitations” and lives now in Weimar, Germany where he directs the MotionComposer project. He has been leading workshops with motion tracking since early 80’s all over the world, for persons with and without disabilities.

Marcello Lussana is a composer, a software engineer and free thinker specialized in interactive systems. Focal point of his work is the interaction between music and human movement, where body and computer are connected through a complex understanding of the body perception and dedicated interfaces. He produces computer music for audio-visual Performances, Dance, Theater and Live Electronics. He is musical director of the project Motioncomposer www.motioncomposer.com and co-founder of the Netlabel Fantomton. He led workshops with motion tracking in Spain, Italy and Czech Republic for persons with disabilities. He is based in Berlin. He is collaborator with several partners of the METABODY project.

> **INSTITUTO STOCOS (SPAIN):** A project focused on the analysis, research and development of the interaction between body gesture, music and interactive visual imagery, integrating in a performative context abstractions taken from other disciplines such as artificial intelligence, biology, mathematics or experimental psychology. Instituto Stocos has produced several works that operate as an artistic form of dissemination of this research. The trilogy Acusmatrix, Catexis, Stocos and the Neural Narratives Series constitute some of the outcomes of this investigation. In this series of pieces the dancer's activity evolve in a hybrid ecosystem in which various forms of mutual dependencies coexist between humans, synthetic sounds and virtual entities. Among the activities of the organisation Intituto Stocos has developed software instruments and interactive sound technologies collaborating in projects like the Motion Composer for disabled people and organising workshops along to divulge and promote new approaches to music and movement and sound interaction. Instituto Stocos also organises cultural events that help to diffuse trans-disciplinary artistic forms involving new technologies and in the field that combines art and sciences. http://stocos.com/HOME_eng.html

Pablo Palacio is an independent composer currently living in Madrid. His work has been focused on the transformation an perceptual connections of sonic images. He created with Muriel Romero Instituto Stocos a project focused on the analysis and development of the interaction between body gesture and sonic gesture, integrate in a performative context abstractions taken from other disciplines such as artificial intelligence, biology, mathematics or experimental psychology. He has held residences in Spain, Switzerland, Germany and Lebanon. His pieces have been performed in many countries from Europe and United States to China, India, Brasil, or North Africa, and edited by the label Sub Rosa in Anthology of Noise and Electronic Music. He is also an active composer for dance and performing arts receiving designing interactive musical instruments for people with disabilities. He also divulges new perspectives and technologies in sound composition through publications, workshops, and talks in several conservatories, universities and institutions -

> **HYPERBODY RESEARCH GROUP (NETHERLANDS):** Hyperbody, is an academic chair within the TU Delft's Faculty of Architecture and Built Environment. Hyperbody, specialises in the domains of Non-Standard and Interactive Architecture and has been operating at the forefront of fully parametric modes of design and computer numerically controlled production as well large scale real-time interactive environments since the past decade.

Delft University of Technology (Dutch: Technische Universiteit Delft, also known as TU Delft, is the largest and oldest Dutch public technical university, located in Delft, Netherlands. With eight faculties and numerous research institutes, it hosts over 19,000 students (undergraduate and postgraduate), more than 3,300 scientists and more than 2,200 people in the support and management staff.

Dr. Nimish Bioria is an Architect and an Assistant Professor at Hyperbody, Faculty of Architecture, TU Delft, The Netherlands. After being involved with investigating the inter-relation of Media and Architecture throughout his formative educational years at CEPT, Ahmadabad, India, he furthered his interests in the inter-disciplinary realm at the Architectural Association, London, UK, where he specialized in the field of Emergent Technologies and Design. He further attained a Doctorate at the TU Delft, Netherlands, with a focus on developing real time adaptive environments. He continues experimenting with the idea of formulating intelligence aided relational networks for the generation of performative morphologies.
(Asst. Professor, Hyperbody, Architectural Engineering and Technology, TU Delft, Netherlands.

Associate, Delft Robotics Institute, TU Delft, Netherlands,
Website: www.info-matter.net, www.hyperbody.nl
Email: N.M.Bioria@tudelft.nl)

Jia Rey Chang is a Taiwanese Architect, Designer. After he got his M.Arch degree in Architecture and Urban Design Department, UCLA, under the direction of Neil Denari in 2009, he came back to his Alma mater, architecture department in TamKang University, Taiwan, doing research on interactive and parametric architecture. In 2010, he established "P&A LAB"(Programming AND Architecture LAB) exploring the new relationship between the programming and architecture. As the director of P&A LAB (<http://pandalabccc.blogspot.com>), he also worked in the Architecture Department of National Taipei University of Technology as a part-time lecturer. In 2011, He joined Hyperbody as a PhD candidate to further develop his interest in the domain of Interactive Architecture.
(PhD candidate, Hyperbody, TU Delft, Netherlands)

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