

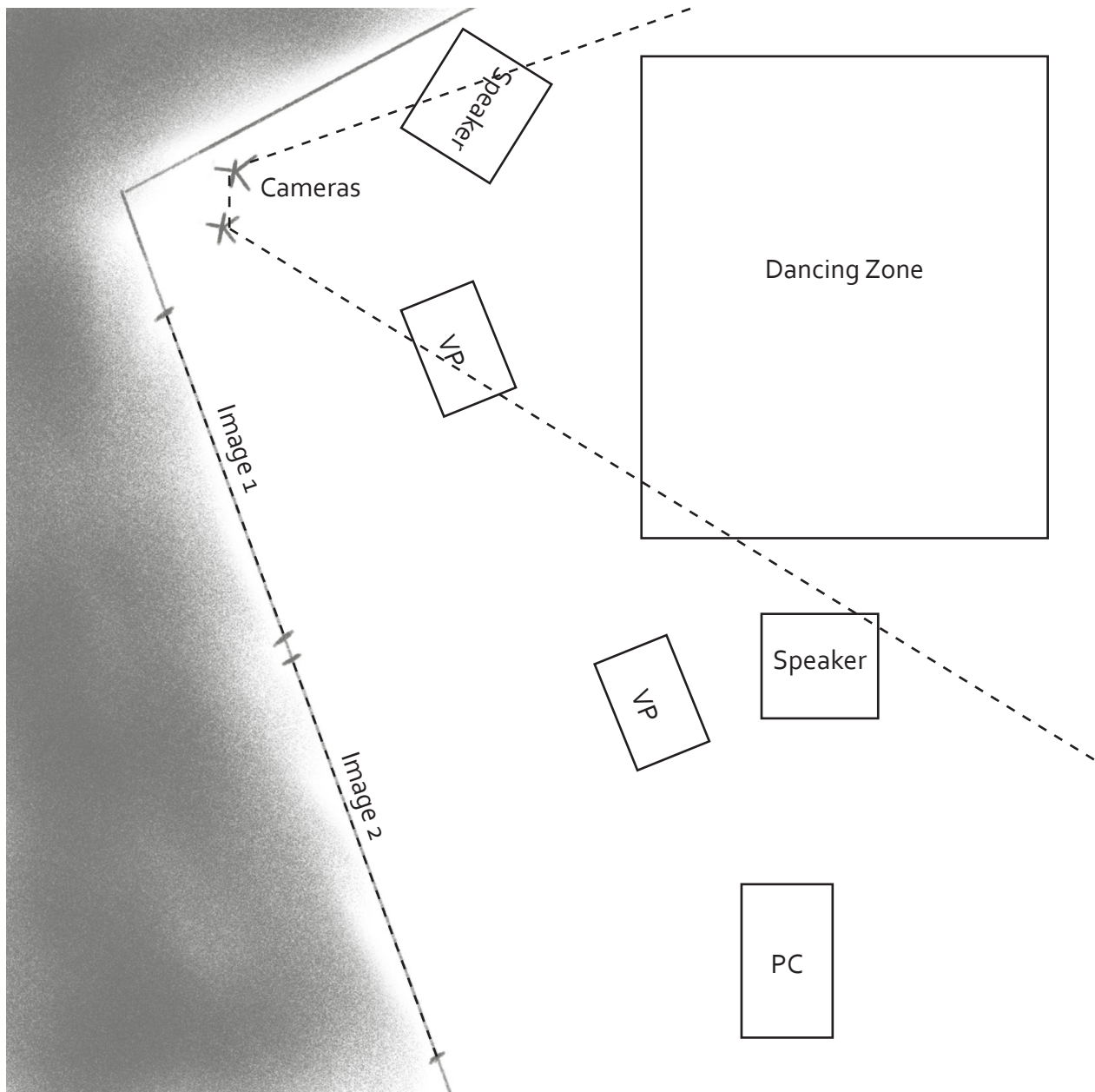
Technical Document : F_ai_I

Necessary space: 4x4m along a wall (white, clear or black) or screen, for 2 video projections

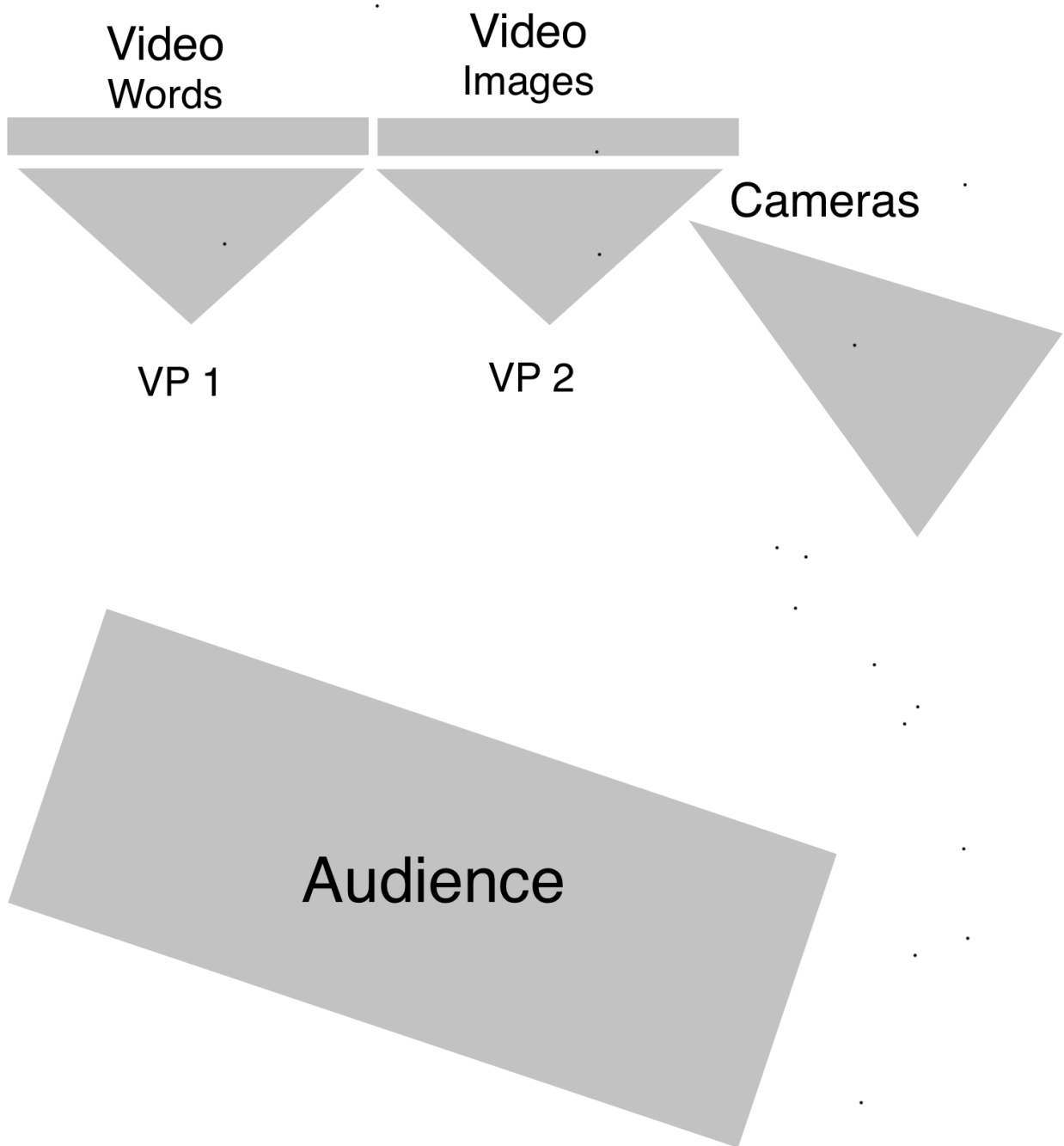
Equipment provided: One computer, one webcam, one intel realsense camera, two video projectors, all the cables necessary for the previous items.

Necessary equipment : stereo speakers, a jack audio 3.5mm to go from the pc to the dimmer, some extensions cords and three power outlets or a power strip to power the projectors and the computer.

Layout example:



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F_AI_L

Dance and AI, installation, and live performance open to the public.

Short text

F_AI_L, as a standalone performance and an installation open to the public, is based on an Artificial Intelligence set up.

The AI is conceived as a digital creature, trained on a database composed of a large number of dance video recordings (approx. 5000), performed by a wide range of people.

Users enter into an unlikely dialogue with this AI, which reacts in real time with images, music, and projected words.

Familiar gestures yield human-like forms; atypical movements generate abstract bodies, inviting participants to explore new physical states.

It is not possible to predict exactly how it will interpret the training it has received, therefore probing this AI's fallibility, via the body in movement.

A body to be explored!

Words serve both as an interpretation of what the machine captures and as invitations to go along with it. The "body" of this creature is everywhere in the setup.

Longer text

F_AI_L is a performative installation where the movements of a spectator are captured and interpreted by an AI, trained on a database composed of a large number of dance video recordings (approx. 5000), performed by a wide range of people.

The more confident the AI is in recognizing the current movement, the simpler and more stereotypical the representation of the body becomes.

A body to be exhibited!

Conversely, the more the movements deviate from the usual, the more the AI makes mistakes and proposes numerous interpretations, as it is unable to discern the smallest variations.

The representation of the body becomes more complex and closer to human.

A body to be explored!

F_AI_L is capable of interpreting the smallest movements, fragments of behavior, all kinds of gestures and attitudes, intentions. An invitation to explore other ways of moving, to explore states of the body, etc., to develop a relationship according to your creative inspiration.

The dance in this project is inspired by a thorough research on everyday gestures and attitudes.

A performance initiates each presentation.

The spectators are invited in turn to participate and live an experience of "somaesthesia", increasing their perception of bodily sensations, such as limb position and proprioception.

As they step outside of normative movement frameworks, they are encouraged to explore new forms of movements. Will it be a body to exhibit or a body to explore?

It is the relationship with the present AI that will determine it...

The “F_AI_L” project highlights the fallibility of the AI used in this project, via a “lived” movement and not simply a “reproduced” one.

With:

Jean-Marc Matos, choreographer
Clément Barbisan, artist programmer
Evane Duguet, dancer, performer
Flaure Diallo, costume designer

Residencies and presentations to come :

- March 11, 2026, Skopje, March 13, 2026, National Theater of Bitola, Northern Macedonia
- March 6, 2026, International Biennale of AI Art *Creative Dialogue and Education with AI*, at the Kraków Wesola Immersive / New Media Art Center, organised by the SWPS University of Social Sciences and Humanities, Krakow, Poland
- October 10, 2025, presentation of the installation, in the frame of the Art&Science Biennale ARTEX, Institute of Complex Systems, <https://iscpif.fr/artex-25-programme/>, Paris, Île de France
- May 20, 2025, Marcel Pagnol Theater, Villeneuve-Tolosane
- February 28, 2025, Cabanis Library, Toulouse, [Scroll](#) Festival
- January 19, 2025, [Terra Viva](#), Cultural Theater, Venerque
- September 9-13, [Cultural Center Ernest Renan](#), Toulouse > Premiere: September 13, 7pm
- September 2-6 and June 24-28, Studio La Vannerie, Toulouse
- May 13-17, [Cultural Center Bellegarde](#), Toulouse > first presentation/ May
- April 1st-5, [Arts Fabrik](#) (Cie Yann Lheureux), Mas Gentil, Combaillaux, near Montpellier (Hérault) > presentation: April 5
- February 26- March 2, [Cultural Center Ernest Renan](#), Toulouse > presentation: March 1st
- January 22-26, 2024, Theater la Brique Rouge, Toulouse
- August 28 août-September 1st, 2023, Exploratory residency, [Quai des Savoirs](#), Toulouse: tests, experimentations, computer training sessions with performer Evane Duguet and development of a first data set made of 500 short videos

Support:



- The project has been granted by the **CNC** (French National Center of Cinematography – Écritures Numériques Auteurs [Jeu Vidéo](#) & [Création Immersive](#))
- European Bodynet-Khoros project: (Spain, France, Greece) – Creative center Casa de la Libertad, Zorita, Salamanca, Spain – University of the Aegean, Lesvos, Greece
- Ecosse Festival, Konic Thtr, Barcelona
- . Cultural Bureau of Villeneuve-Tolosane (Toulouse Metropole)
- . Cultural Center Ernest Renan, Toulouse
- . Cultural Center Bellegarde, Toulouse

Coproduction and scientific / Technological collaborations:

- . Le Quai des Savoirs (Toulouse) . The LAAS (Laboratory of analysis and architecture of

systems -CNRS, Toulouse) . The IRIT (Institute of Computer Research of Toulouse) . InfoMus (Research Center Casa Paganini, Genoa, Italy)

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- City of Toulouse
- Local Council of the Haute-Garonne

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