

Miguel Chevalier

Selection of different artworks

Patrick Amsellem
Echo International
Curator & Art dealer
echointernational@orange.fr





Miguel Chevalier

Born in 1959 in Mexico City. Resides in Paris, France since 1985.

contact@miguel-chevalier.com

www.miguel-chevalier.com

Since 1978, Chevalier has focused exclusively on computers as an artistic means of expression. He quickly secured a spot on the international scene as a pioneer of virtual and digital art. Miguel Chevalier continues to be a trailblazer, and has proven himself to be one of the most significant artists on the contemporary scene.

Miguel Chevalier's oeuvre is experimental and multidisciplinary. Taking references from the history of art and reformulating them using computer tools, his works investigate and explore recurrent themes such as nature and artifice, flows and networks, virtual cities and ornate designs. His images are a rich source of insights into ourselves and our relationship with the world.

Since the 1980s, Miguel Chevalier began tackling the question of the hybrid, generative and interactive image. He has created many projects variously incorporating generative and interactive virtual reality installations projected on large scale, shown on Leds screen or LCD screen, sculptures created with a 3D printer or with laser cut, holographic imagery and other forms.

Miguel Chevalier has produced exhibitions and installations for museums, art centers, galleries and public spaces around the world. He has been awarded a number of architecturally- based commissions. Miguel Chevalier's digital works are in constant metamorphosis, plunging us into a magical, poetic and very contemporary universe.

Solo Exhibitions (Selection)

- 2020 Power Pixels, Wood Street Galleries, Pittsburgh (USA)
Digital Cristaux, Espace Art Absolument, Paris (FRA)
- 2019 L'Oeil de la Machine, Musée Ingres Bourdelle, Montauban (FRA)
Orbites, Beaugrenelle, Paris (FRA)
Digital Supernova, Cathédrale Notre-Dame, Rodez (FRA)
Pixels Noir Lumière, Musée Soulages, Rodez (FRA)
Machine Vision, Galerie Lélia Mordoch, Paris (FRA)
- 2018 Digital Abysses, Base sous-marine, Bordeaux (FRA)
- 2017 In/Out - Paradis Artificiels, Domaine de Chaumont-sur-Loire (FRA)
Flower Power, Jing An Kerry Centre, Shanghai (CHN)
- 2016 Voûtes Célestes, Nuit Blanche, Saint-Eustache Church, Paris (FRA)
- 2015 Digital Arabesques, Dar Batha, Fes, with French Institute (MAR)
- 2014 Paradis Artificiels, Museum of Modern Art, Céret (FRA)
- 2013 Power Pixels, Wood Street Galleries, Pittsburgh (USA)
- 2012 Power Pixels, a-part Festival, Carrières de Lumières, Baux-de-Provence (FRA)
- 2011 Power Pixels, Oi Futuro Foundation, Rio de Janeiro (BRA)
- 2010 De la nature symbolique aux jardins virtuels, Musée Maurice Denis, Saint-Germain-en-Laye (FRA)
Terra Incognita, Mis (Museu da Imagem e do Som), Sao Paulo (BRE)
- 2009 Fractal Flowers in vitro, Musée de la Chasse et de la Nature, Paris (FRA)
- 2007 Crossborders 2007, Metz railway station, Luxembourg & greater region, European capital of culture (FRA)
- 2005 Sur-Natures in vitro, children's gallery, Centre Georges Pompidou, Paris (FRA)
- 2003 La Croisée des Réseaux, Bourse de Commerce, Paris (FRA)
- 2002 Metapolis, Museo de arte contemporaneo, Monterrey (MEX)
- 2000 Périphérie, MAMCO, Geneva (SWZ)
- 1996 Oro negro, Museo de arte Alvar y Carmen T. de Carrillo Gil, Mexico (MEX)
- 1994 Contre nature, Villa Kujoyama, Kyoto (JPN)
- 1992 Performances, Albertville Winter Olympic Games (FRA),
Barcelona Summer Olympic Games (SPA)
- 1989 Interconnexion, Galerie Jade, Frankfurt International Art Fair, Frankfurt (GER)

Group Exhibitions (Selection)

- 2019 Arte Botanica-Regards d'artistes contemporains, Domaine de la Roche Jagu, Ploëzal (FRA)
- 2018 Artistes & Robots, Grand Palais, Paris (FRA)
Al Musiqa, Philharmonie de Paris, France
- 2016 Les lumières de la ville, Mordoch Gallery, Paris (FRA)
- 2015 2050 – a brief history of the future, Royal Museums of Fine Arts of Belgium, Brussels (BEL)
- 2014 Metamorphosis of the Virtual, K11 Art Foundation, Shanghai (CHN)
Autres Natures, Domaine de Chaumont-sur-Loire (FRA)
- 2013 The Metamorphoses of the Virtual (cat.), Officina delle Zattere, Venice (ITA)
Retrospective Auguste Herbin, Musée d'art Moderne, Céret (FRA)
- 2012 Retrospective Auguste Herbin, Musée départemental Matisse, Cateau Cambrésis (FRA)
Turbulences, Espace culturel Louis Vuitton, Paris
- 2011 La Novela Festival, Musée des Abattoirs, Toulouse (FRA)
- 2009 Inside, art and science, Cordoaria, Lisbonne (POR)
- 2008 Ultra-Natures, Emoção Art.ificial 4.0, Centro Cultural Itaú, São Paulo (BRA)
- 2007 Ultra-Nature, Glow Festival, Eindhoven (NLD)
- 2005 Digital Paradise (cat.), Daejeon Museum of Art Gallery, Daejeon (KOR)
- 2003 Space Art, Outsiders festival, Maison Européenne de la Photographie, Paris (FRA)
- 2000 Aller-Retour, 2000, Kwangju International Biennale (KOR)
- 1999 Virtuel Réel, Espace Paul Ricard, Paris (FRA)
- 1996 La Ville moderne en Europe 1870-1996, Museum of Contemporary Art, Tokyo (JPN)
- 1994 La Ville (cat.), Centre Georges Pompidou, Paris (FRA)
- 1993 Excess in the Techno-mediocratic Society (cat.), Shoshana Wayne Gallery, Santa Monica, California (USA)
- 1988 Ateliers 88 (cat.), ARC Musée d'Art Moderne de la Ville, Paris (FRA)

Architectural designs—public commissions (Selection)

- 2017 Pixels Wave Light, Forum des Halles, Paris (FRA)
- 2015 Les Métamorphoses, Les Fauvettes cinema, Paris (FRA).
Architect: Françoise Raynaud, Loci Anima Agency
- 2012 Pixels Crossing, Forum des Halles, Paris (FRA)
- 2011 Pixels Op'art, facade of the building, Colmar (FRA)
- 2010 Seconde Nature, Arvieux square, Marseille (FRA)
With the collaboration of Charles Bové, designer
- 2008 Fractal Flowers, Bank of the Cheonggyecheon River, Seoul (KOR)
- 2007 Pixels Crossing, with Grimaud & Israël agency, Hospital Trousseau, Paris (FRA)
Ribbon of life, with the designer Arik Levy, steamer Liberty of the Sea of RCCL
- 2006 Mosaïque Unicef, Hall of the head office of the UNICEF in New York (USA)
- 2000 Living Networks, Palais des Congrès de Paris, Paris (FRA),
Architect: Christian de Portzamparc

Oscillations 2020

Generative and audio-reactive virtual-reality installation
with the music by Michel Redolfi
Wood Street Galleries, Pittsburgh, USA

Oscillations 2020 allows a 3D graphic visualization of the music by Michel Redolfi.

A waveform is generated in real time according to the frequencies and amplitudes of the music.

These spectrums of the different sounds of music generate imaginary landscapes to infinity.

Image and music respond to each other in a fusion of an emotional nature that participates in a true synesthesia.

Link to watch a video: <https://vimeo.com/387923925>

Software: Cyrille Henry / Antoine Villeret
Technical Production: Voxels Productions



L'Oeil de la Machine 2019

Generative and interactive virtual-reality installation
Musée Ingres Bourdelle, Montauban, France

L'Oeil de la Machine revisits some of Ingres's masterpieces. Various emblematic pictures executed by this painter metamorphose in real time with the help of a computer program. Sensors capture the movements of each visitor, and these movements, picked up by a digital device, induce distortions in whatever image is being projected at the moment so that the images themselves undergo a process of tessellation that breaks them down into thousands of polygons. Pursuing in this way the anatomical distortions sought by Ingres, who preferred to sacrifice verisimilitude for beauty, this interactive installation is itself generative of new forms. The lines and contours of bodies, so important for this painter, are thereby accentuated, stretched to the extreme, as museumgoers make their way around the space. This exhibition also bears witness to the inexhaustible inspiration Ingres's works offer to the artists of today

Link to watch a video: <https://vimeo.com/379935755>

Software: Claude Micheli
Technical Production: Voxels Productions



Pixels Liquides 2019

Generative and interactive virtual-reality installation
Musée Soulages, Rodez, France

“Pixels Liquides” is an interactive installation projected on the wall (13.40 m x 7.80 m) like a large moving painting.

Flows of virtual paintings of different shades of black and blue flow on the wall that has become canvas, creating large abstract paintings in real time. The virtual web is constantly changing. It reveals a light painting with surprising material effects. The movement of the spectators disrupts the work. It is a form of “electronic dripping”, where the spectator, like a digital brush, imposes his own gestures and modifies the work in its development.

Link to watch a video: <https://vimeo.com/331799152>

13,40 m x 7,80 m - 2 videoprojectors, 1 infrared sensor

Software: Cyrille Henry et Antoine Villeret

Technical Production: Voxels Productions



Extra-Natural 2018

Exhibition Artistes & Robots, Galeries nationales du Grand Palais, Paris (France)

Curators: Laurence Bertrand Dorléac and Jérôme Neutres
Generative and interactive virtual-reality installation

Extra-Natural is a lush virtual garden made up of varieties of luminescent plants. The originality and the might of this creation is achievable thanks to a generator from which gigantic flowers of different sizes, colours and shapes are produced. Virtual plants appear randomly, blossom, and then fade, following a dynamic that is repeated ad infinitum. Through atypical shapes and amazing colours, diverse artificial paradises are created.

As viewers interact with the artwork, the plants incline to the left or right. These artificial paradise recreate the conditions for a symbiotic relationship between man and nature.

Link to watch a video: <https://vimeo.com/264015811>

1 computer, 4 videoprojectors, 2 infrared sensors

2 x (8 x 7 m)

Software: Cyrille Henry and Antoine Villeret / Technical Production: Voxels Productions



Digital Abysses 2018

Exhibition Digital Abysses, Submarine base, Bordeaux (France)
Generative and interactive virtual-reality installation
Music: Michel Redolfi

Digital Abysses explores the undersea world in its diversity, particularly some forms of plankton, such as radiolarians. Chevalier transposes here the geometry of these extraordinary forms into the digital universe. The Digital Abysses installation is composed of several water bubbles around whose surface various radiolarians move. These variously-shaped “living” organisms in luminescent colors move about in real time and react to visitors’ movements. They move away beneath visitors’ feet, as if to emphasize man’s effect on nature. This installation immerses the visitor in an intriguing universe, amplified by the composer Michel Redolfi’s music.

Link to watch a video: <https://vimeo.com/260743678>

5 videoprojectors, 5 computer, 5 infrared sensors
5 projections of 5,80 x 3,60 m / 19 x 11.81 ft
Software: Claude Micheli and Antoine Villeret
Technical Production: Voxels Productions



Flower Power 2017

Aarhus Festival, Bispetorv, Aarhus (Denmark)
Generative and interactive virtual-reality installation

Miguel Chevalier intervenes at the nightfall by using three virtual and interactive flowerbeds projected on the ground. Each projection measures. "Flower Power" is a new site-specific virtual garden – it is a lush virtual parterre of flowers made up of varieties of luminescent plants. Miguel has included in the garden some varieties of symbolic flowers in Denmark.

The installation puts the visitors in front of an intriguing vegetal universe, a synthetic natural environment in constant transformation. Visitors are transported into an universe between dreams and reality. These different installations will trigger surprise as they aim to create a new poetic relationship between art and plants, and recreate the conditions of symbiosis between Humankind and this reinvented Nature.

Link to watch a video: <https://vimeo.com/232309399>

6 videoprojectors, 12 infrared sensors
50 x 14 m
Software: Claude Micheli and Antoine Villeret



In/Out - Paradis Artificiels 2017

Generative virtual-reality installation

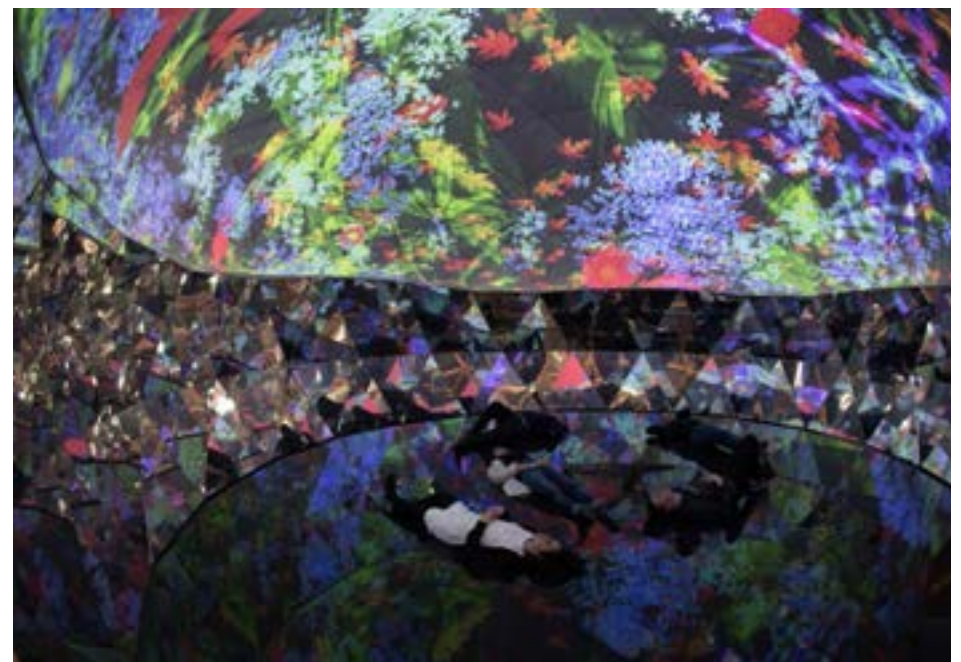
Domaine de Chaumont-sur-Loire (France)

Music: Jacopo Baboni Schilingi

A half elliptical architecture made out of wood covered by holographic films sheens under the sun like a giant 12m/39ft of diameter beetle. According to the light the architecture embraces all the colors of the light spectrum and attracts visitors. The public is welcomed into the geodesic dome where he discovers in a second 8m/26.24ft of diameter dome, a digital garden projected at 360°. The public leaves reality and enjoys this unique immersion experience where all the senses are awakened. Plants and flowers are inspired by arborescence, mix different tree, foliage, and flower species reminding undergrowth vegetation. This nature sometimes with realist forms sometimes with abstract forms generates itself indefinitely. Plants arise randomly, grow before disappearing before the public's eyes. The garden renews itself and permanently transforms itself, reinforced by Jacopo Baboni Schilingi's music.

Link to watch a video: <https://vimeo.com/212438994>

Software : Claude Micheli
Production technique : Voxels Productions



Voûtes Célestes 2016

Interactive and generative virtual-reality installation
Saint-Eustache Church, Nuit Blanche 2016, Paris (France)

“Voûtes Célestes” was projected onto the Saint-Eustache Church’s chancel vaults and was accompanied by musical improvisations played by the organist Baptiste-Florian Marle-Ouvrard and repertoires performed by Les Chanteurs de Saint-Eustache.

Surprising imaginary sky charts are created in real time. The visitor discovers 35 different colored networks of light one after the other, that spread out in the form of sinuous webs. These large meshes take form and then lose their shape, changing following the movements of visitors in the central nave, creating ever renewed, diversified universes.

“Voûtes Célestes” highlights the site’s architecture. Visitors are invited to stroll around, to lie down, and to lift up their eyes toward the heavens. These digital constellations opened unto infinity and induced a spiritual and contemplative feeling of elevation.

Link to watch a video: <https://vimeo.com/185925081>

Size : 66 m x 44 m / 216.53 ft x 144.36 ft
Software: Cyrille Henry / Antoine Villeret
Technical production: Voxels Productions



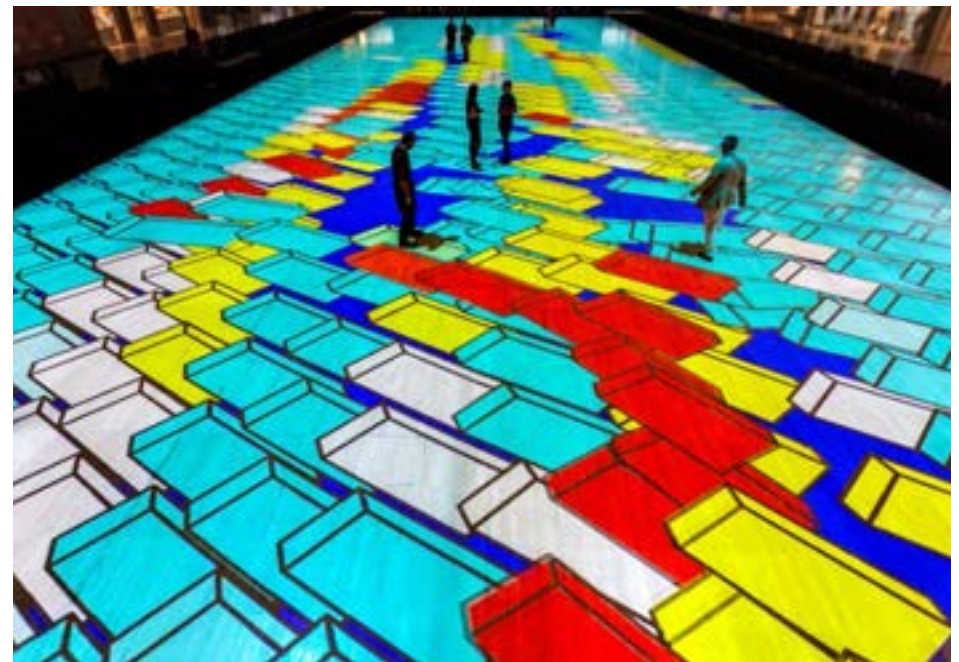
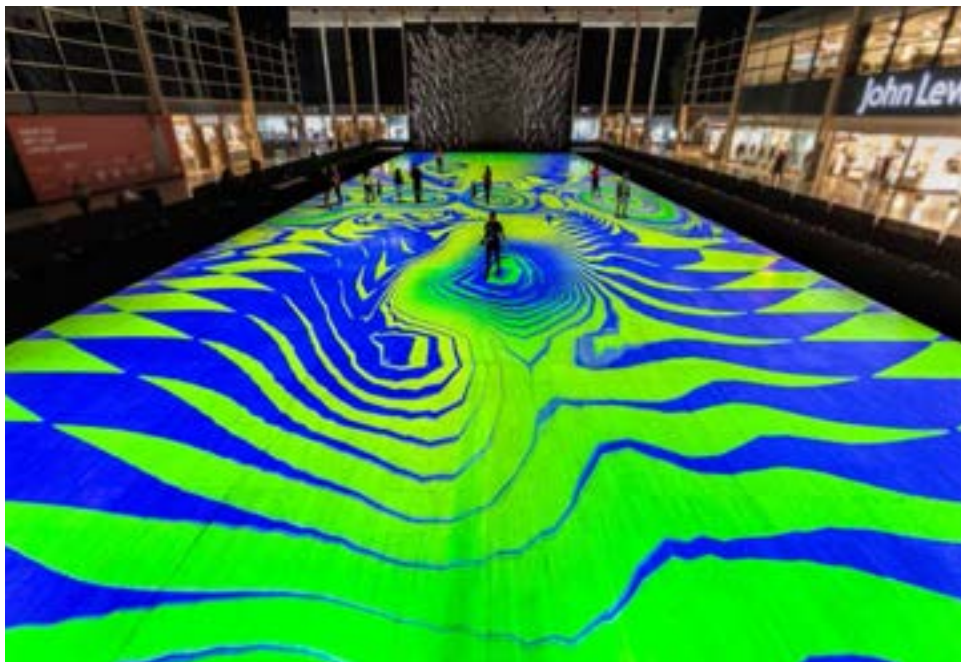
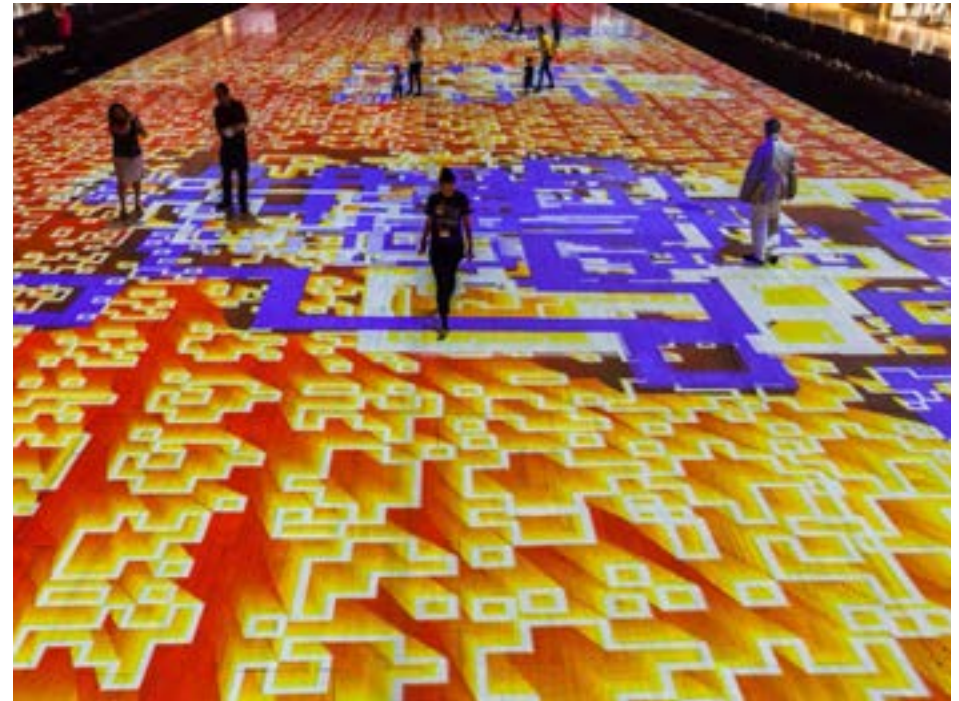
Magic Carpets 2016

Special mobile sound created by the sonic artist Ray Lee
Generative and interactive virtual-reality installation
IF: Milton Keynes International Festival, Middleton Hall,
The Centre MK, Milton Keynes, UK

Magic Carpet is inspired by the iconic shapes associated with Milton Keynes' city-scape and other sources such as a digital universe. "Multicolored graphic scenes" composed by thousand patterns come alive, mix together and create new and surprising compositions. Thank to sensors, this fluid universe reacts to the motion of visitors. Their movements amplify the distortions of the virtual scenes under their feet. Magic Carpets create unprecedented visual experiences and « trompe l'oeil » effect, disturbing the perception of visitors. This world of colors and shapes in motion leads us on an imaginary and poetic journey of optical illusion and play.

Link to watch a video: <https://vimeo.com/175555433>

Size: 60 m x 20 m - 1 200 m² / 196.85 ft x 65.62 ft - 12916.70 sq ft
Software: Cyrille Henry / Antoine Villeret
Produced for IF: 2016 by Bill Gee
Technical production: Voxels Productions



Dear World... Yours, Cambridge 2015

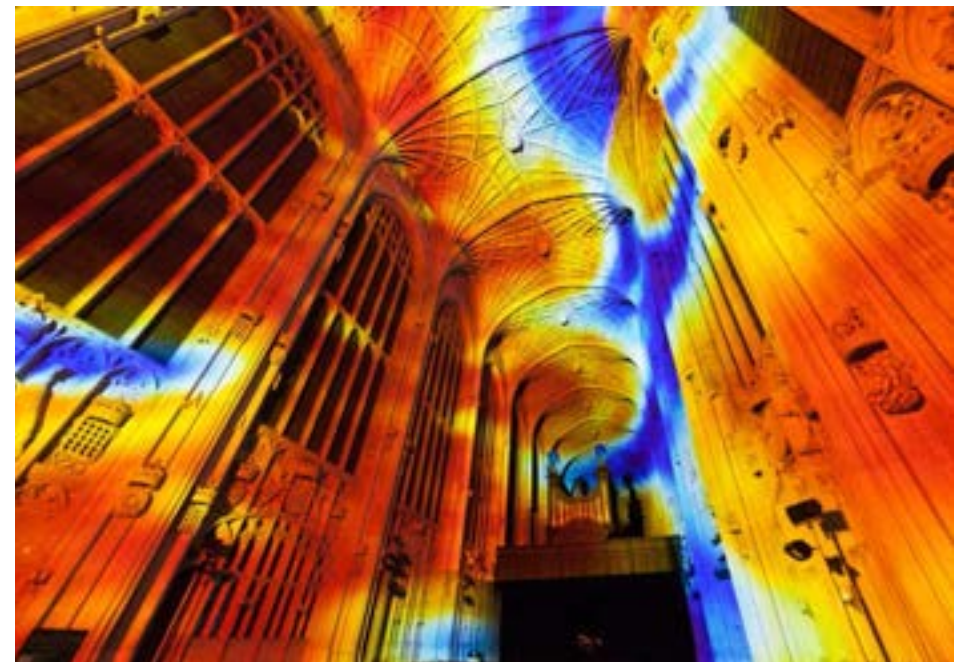
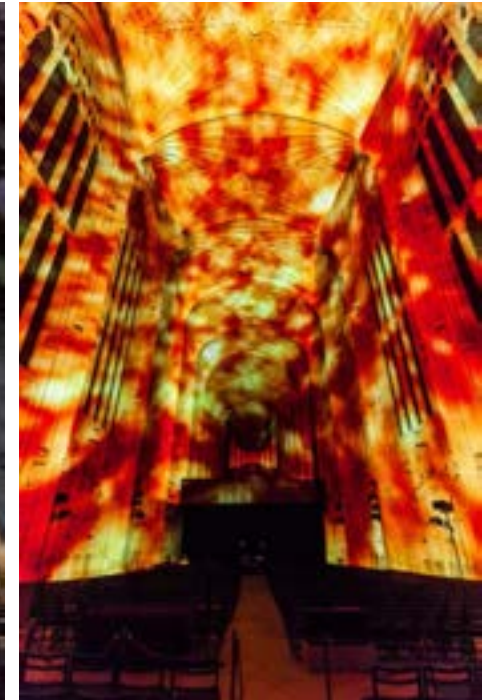
King's College Chapel, Cambridge

Curators: Helen Marriage and Bill Gee / Artichoke Trust

At the occasion of a fundraising campaign organized by the University of Cambridge in King's College Chapel, Artichoke invited the artist Miguel Chevalier to create a series of immersive projections to accompany the speeches of renowned professors and alumni, concluded by an unannounced appearance by the world-famous physicist Stephen Hawking, known for his work on black holes. Miguel Chevalier imagines a number of different graphic universes that illustrate and interpret a wide variety of subjects including Health, Biology, Neurosciences, Physics... To illustrate Stephen Hawking's research about black holes, Miguel Chevalier imagines an immersive environment made up of thousands of constellations that plunge the guests into the mystery of the universe. Each of the projections entices the audience into a magical and poetic atmosphere where science meets spirituality.

Link to watch a video: <https://vimeo.com/143870160>

Software: Cyrille Henry / Antoine Villeret
Technical production: Voxels Productions



Pixels Wave 2015

In collaboration with Carolyn Kan and Depression
Generative and interactive virtual-reality installation
Singapore Night Festival, National Design Centre, Singapore

"Pixels Wave" 2015 is a giant light carpet that will fill the floor. Various "multicolored graphic scenes," following one upon another in random fashion, are composed of such symbolic motifs from the digital universe. Miguel Chevalier collaborate for the first time with 2 Singaporean designers, Carolyn Kan and Depression, who create new original geometric patterns that they will be incorporated in the wave. The wave ripples forth, endlessly taking shape and then losing its shape, thereby creating ceaselessly replenished universes. This fluid universe reacts to the motion of visitors. The reference here is to such Kinetic Art and Op Art artists who prefigured digital art.

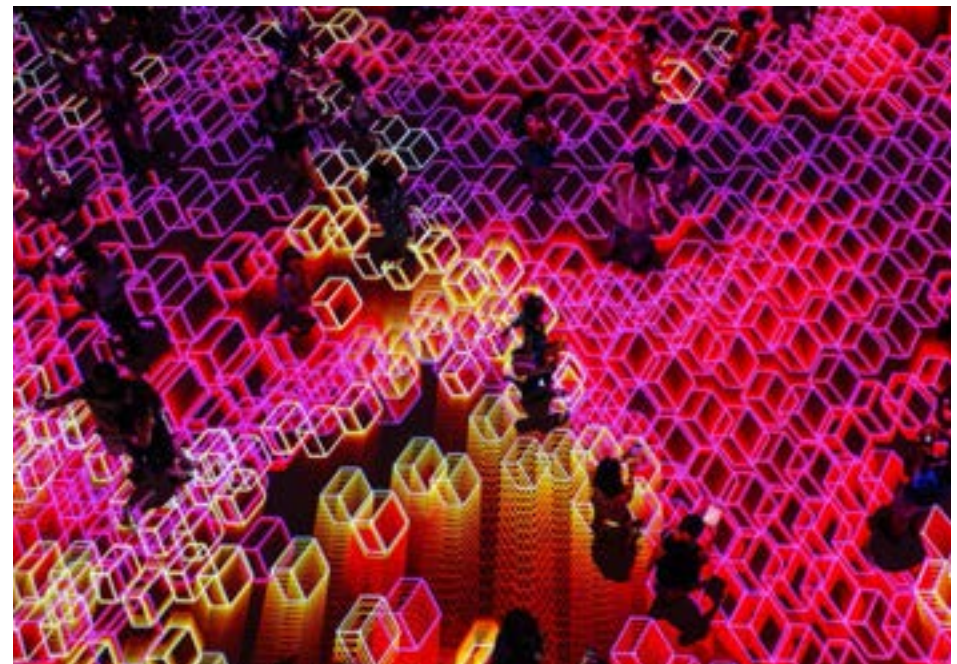
Link to watch a video: <https://vimeo.com/137475552>

Size: 25 x 15 m / 82 x 49.21 ft

3 videoprojectors 25000 lumens, 1 PC, 2 infrared sensors

Software: Cyrille Henry / Antoine Villeret

Technical production: Voxels Productions



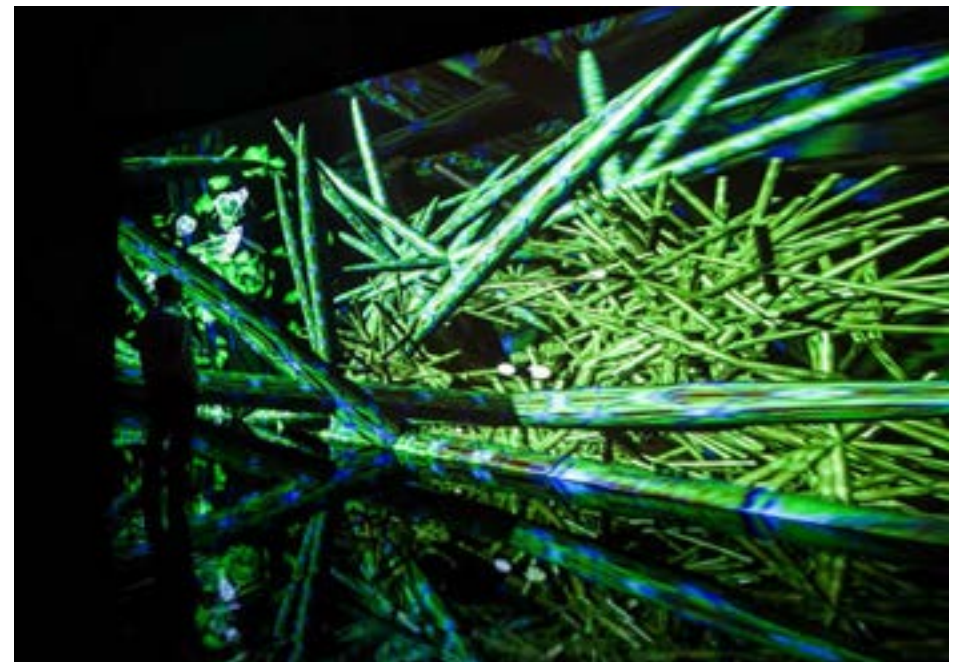
Trans-Natures 2015

Generative and interactive virtual-reality installation
Royal Museums of Fine Arts of Belgium, Brussels (Belgium)

Following on from the Sur-Natures and Fractal Flowers experiences, Trans-Natures embodies a new generation of virtual flowers that form virtual gardens. These plants are inspired in form and growth by tree diagrams, an organisation system of hierarchical or random data using the principle of roots, branches or stems, leaves or flowers. Each plant is born randomly and grows and dies according to its morphogenetic code in a synthetic natural environment that is in constant transformation.

Link to watch a video: <https://vimeo.com/141140723>

Size: 15 x 4,50 m / 49.21 x 14.76 ft
2 videoprojectors, 1 PC, 2 infrared sensors
Software: Claude Micheli
Technical production : Voxels Productions



The Origin of the World 2014

Music: Jacopo Baboni Schilingi

Generative and interactive virtual-reality installation

Exhibition "Metamorphosis of the Virtual 5 + 5, Digital Art Today, Paris-Shanghai", K11 Art Foundation, Shanghai (China)

Curated by David Rosenberg and Joanne Kim

This creation is inspired by the world of biology and microorganisms. Cells multiply in abundance, divide, and merge in sometimes slow, sometimes rapid rhythm. These organic universes mingle sometimes with constructivist universes made up of pixels. Everything comes together, comes apart, and changes shape at top speed and when the viewer moves, the trajectory of the cells is disrupted. This curve space create an immersive environment for the visitors.

Link to watch a video: <http://vimeo.com/101073684>

Elliptic projection - 38 x 3 m / 124.67 x 9.84 ft

6 video projectors, 2 PC, 4 infrared sensors, 4 speakers

Software: Cyrille Henry and Antoine Villeret

Technical production: Voxels Productions



Magic Carpets 2014

Music: Michel Redolfi

Generative and interactive virtual-reality installation

Heritage Days, Church of Sacré Coeur, Casablanca (Morocco)
with French Institute

Magic Carpets revisits, via digital art, the tradition of embroidery with cross-stitching, Islamic art, and especially mosaics, which are not unreminiscent today of the notion of pixels. This installation pays homage to Moroccan craftsmanship, where carpetmaking holds an important place. This world of colors and shapes in movement takes us, as in a giant kaleidoscope, on an imaginary, poetic voyage. Miguel Chevalier's new creative work plunges us into the magical universe of *One Thousand and One Nights* and flying carpets.

Link to watch a video: <https://vimeo.com/91624877>

Size: 50 x 12 m / 164 x 39.37 ft

4 videoprojectors, 2 PC, 2 infrared sensors, 3 speakers

Software: Cyrille Henry and Antoine Villeret

Technical production: Voxels Productions



Fractal Constellations 2014

Private loft, Brussels (Belgium)

Fractal Constellations is virtual-reality installation in which a fractal-form generator gradually generates a cloud. Fractals belong to a specific branch of geometry in which each element can be reproduced ad infinitum and in such a way that one part of the object is similar to the entire object. A simple initial structure becomes endlessly more complex. In this vital flow, everything floats about, revolves around, and branches out, always turning into something else through the interweaving of multiple lines of colored light, layered networks, and varied pathways. The lines wander off in all directions, thereby sketching out abstract landscapes before our very eyes, as in a form of automatic writing. Beneath the apparent anarchy of forms lie hidden several geometrical orders.

Link to watch a video: <https://vimeo.com/121154063>

Size: 9 × 6,60 m / 29.52 x 21.65 ft

8 videoprojectors, 2 PC, 1 iPad

Software: Claude Micheli



Meta-cities 2013

Generative and interactive virtual reality installation
Pile Pont Expo, Saint-Gervais-les-Bains (France)

With no beginning or end, centerless or multicentered, *Meta-Cities* is a virtual town made up of wired buildings that parade before our eyes. Developing out of a matrix, this town is in a state of perpetual self-transformation. This virtual town mashes up different eras while projecting us into a utopian city where nature disappears, only to give way to rampant urban development, and where each town eventually merges with the others. *Meta-Cities* is no longer anything but a huge network that cannot fully be traversed or known in its totality. In some sort of way, *Meta-Cities* can be said to be generative of urban utopias, it is an architectural expression of cyberspace.

Link to watch a video: <https://vimeo.com/92391854>

Size: 9 x 6,60 m / 29.52 x 21.65 ft

1 PC, 2 videoprojectors, 1 iPad

Software: Claude Micheli

Technical production: Voxels Productions



Fractal Flowers 2014

Generative and interactive virtual-reality installation
Exhibition Artificial Paradises - Miguel Chevalier,
Museum of Modern Art, Céret (France)

Fractal Flowers are gigantic fractal flowers of different sizes, colours and shapes. The originality and the might of this creation concentrate on this generator from which we can create a selection of the most beautiful flowers. Besides, this work leans on a generative and interactive principle, creating autonomous virtual seeds, growing, opening out, fading and reacting to the audience. It reveals stylized flowers, through an extreme geometry in its shapes. Through atypic shapes, amazing colours, virtual gardens are created.

Link to watch a video: <https://vimeo.com/92161673>

Size: 10 m x 4,50 m / 32.80 x 14.76 ft

1 PC, 2 video projectors, 2 infrared sensors

Softwares: Cyrille Henry and Antoine Villeret

Technical production: Voxels Productions



Fractal Flowers in vitro 2009

With the collaboration of Annick Menardo (Perfumer)
and Jacopo Baboni Schilingi (composer)

Generative and interactive virtual reality installation
Musée de la Chasse et de la Nature, Paris (France)

Fractal Flowers in vitro is a greenhouse that receives projections of fractal flowers at night. This greenhouse encloses a generative nature endlessly evolving, populated with strange flowers that react to people passing by.

1 greenhouse 3 x 4 x 2,80 m - 9.84 x 13.12 x 9.1 ft

4 videoprojectors, 2 PC, 2 infrared sensors, 6 loudspeaker, 2 olfactory diffusers

Software: Cyrille Henry

Technical production: Voxels Productions

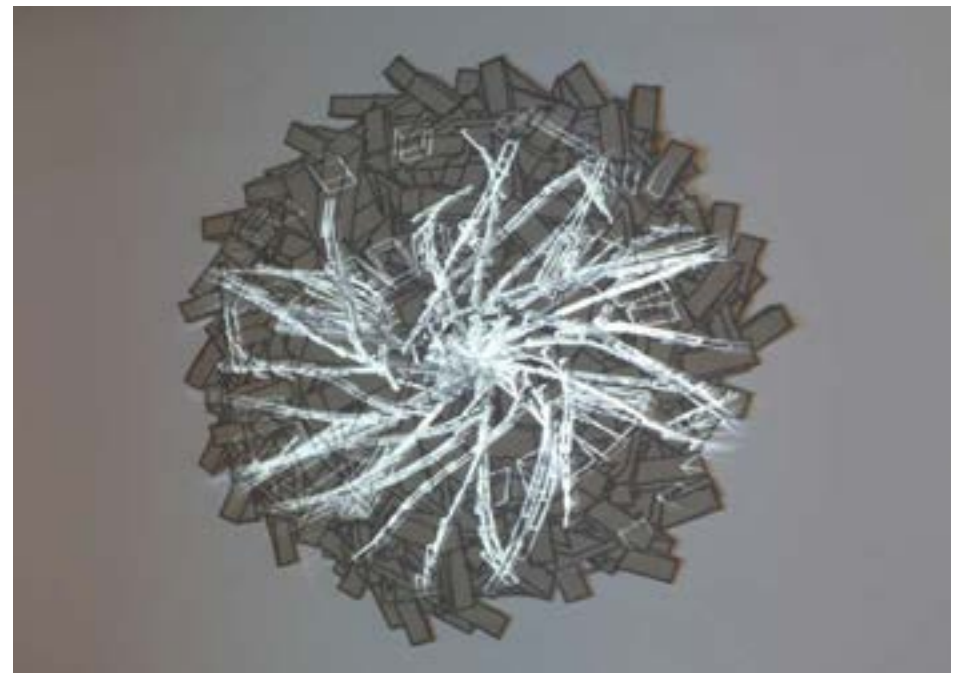


Fractal Flowers 2009

Generative virtual-reality installation
Private collection (France)

Fractal Flowers mixes real and virtual. By day, the white surfaces of the wool tapestry *Fractal Flowers* is revealed to the eye. By night, the tapestry become the surface of projection of a virtual universe *Fractal Flowers*. This univers evolve endlessly on this delicate surface of wool and silk.

1 silk and wool tapestry, 1 videoprojector, 1 computer
Diameter: 2,50 m / 8.20 ft
Software: Cyrille Henry



Silène luminaris sive Muflier de Borgès, 2011

Private collection (France)

Steel sculpture painted in red and orange

Height: 3 m / 9.84 ft

With the software Fractal Flowers, Miguel Chevalier can generate “imaginary flowers”, stop them at the time of their growth in order to obtain a 3D file which allows him to realize model in resin with the new 3D printers. These “digital sculptures” are used to realize steel larger-scale sculptures, as *Silène luminaris sive Muflier de Borgès*.



Ultra Nature 2005

Generative and interactive virtual reality installation
Metropolitan Museum of Art, Daejeon (Korea)

Ultra-Nature is a lush virtual garden exhibited in several countries around the world. This garden's flora is made up of specific varieties of luminescent, scalar plants, ranging from herbaceous vegetation and bright yellow flowers with turquoise stems, through to cacti in shades of red and violet. Each plant evolves according to a unique cycle that is defined by its morphogenetic characteristics.

Motion sensors allow visitors to influence the growth of the garden's plants. As viewers interact with the artwork, the plants incline to the left or right, creating a scene which alternates between baroque strapwork and stylized organic ballet.

Link to watch a video: <http://vimeo.com/68235316>

Size: 20 x 8 m / 65.6 x 26.24 ft

2 PC, 2 videoprojectors, 1 infrared sensor

Software : Music2eye



Socia-Tability 2013

Generative and interactive virtual-reality installation
Projected onto the Oxymore table
designed by Daniel Ezan for Roche Bobois
Centre des arts, Enghien-les-Bains (France)

This new interactive and generative virtual reality installation is made up of a series of pixelated paintings. The pieces are randomly sequenced to form a wave undulating on the surface of wood table. This fluid universe interacts when visitors caress the table to form multiple kinetic universes.

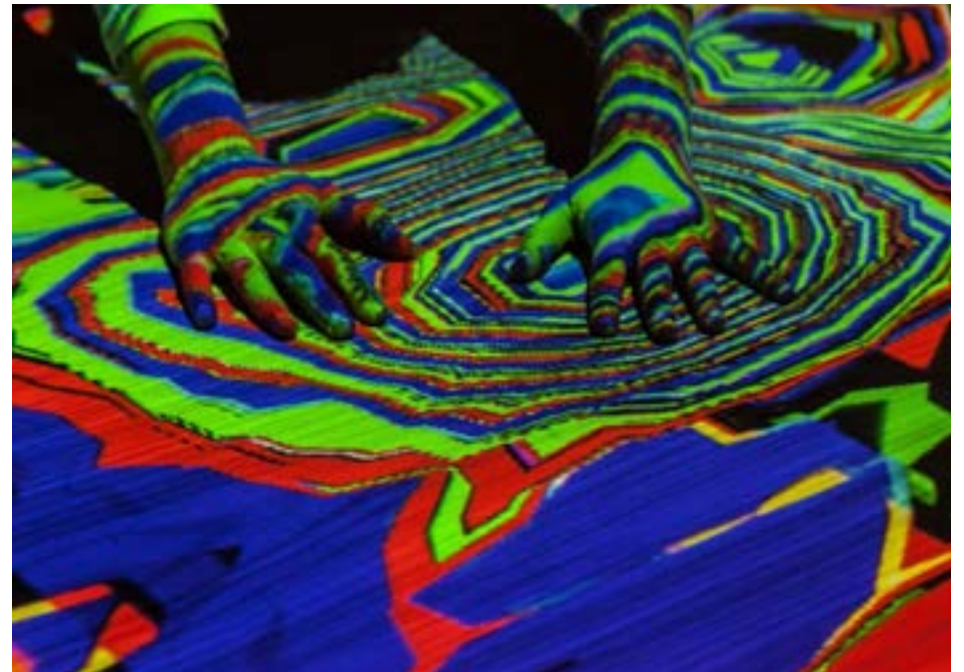
Link to watch a video: <https://vimeo.com/92158702>

Size: 240 x 105 x 76,5 cm / 94.48 x 41.33 x 30.12 inches

1 table, 1 PC, 1 videoprojector, 1 infrared sensor

Software: Cyrille Henry and Antoine Villeret

Technical production: Voxels Productions



Pixel Wave 2012

Music: Jacopo Baboni Schilingi

Virtual-reality installation

Carrières de Lumières, Baux-de-Provence (France)

Pixels Wave is made up of various “multicolored graphic scenes,” following one upon another in random fashion, that are composed of such symbolic motifs from the digital universe as pixels, 0s and 1s (binary code), mathematical symbols, etc. The wave ripples forth, endlessly taking shape and then losing its shape, thereby creating ceaselessly replenished universes. This fluid universe reacts to the motion of visitors. This creative work harks back to the idea of the trompe l’oeil technique in art, disturbing the perceptions of visitors while creating the sensation of a shifting wall that loses its shape and begins to dance. The reference here is to such Kinetic Art and Op Art artists who conducted research into movement and optical illusion.

Link to watch a video: <https://vimeo.com/49439818>

Size of the projection: 7 000 m² / 8 372 sq ft

70 videoprojectors - 20 speakers

Software: Cyrille Henry

Technical production: Voxels Productions



Liquid Pixels 2012

Generative and interactive virtual-reality installation
Espace culturel Louis Vuitton, Paris (France)

Liquid Pixels is a homage to the painting of 1950's, of Jackson Pollock, of Sam Francis and enroll in the continuity of "the action painting." A skin of colorful pixels evolves autonomously. The spectator's displacement creates a trail of color, that mixes itself and gush with the "painting" in plot of bottom, before fading away slowly until a visitor's next passage. Coming out of the canvas, and making body with the screen, Miguel Chevalier finalizes the technique of "electronic dripping", 'a painting of light', in perpetual movement, where the spectator becomes a numeric brush by his/her body.

Link to watch a video: <http://vimeo.com/95748767>

Size: 10,50 x 4 m / 34.45 x 13.12 ft
1 PC, 2 videoprojectors, 1 infrared sensor
Software: Cyrille Henry
Technical production: Voxels Productions

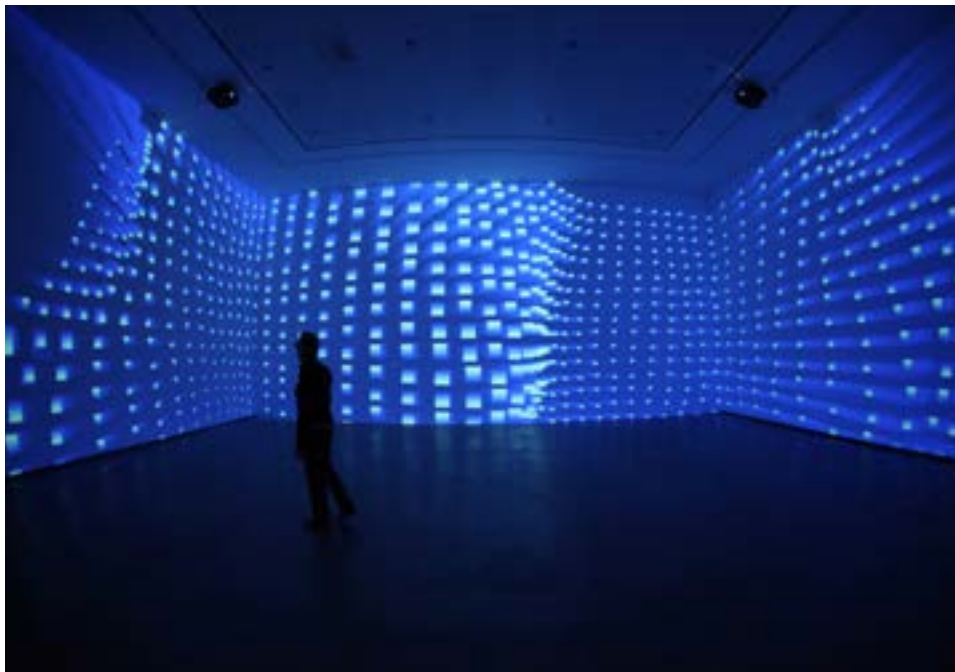


Pixels Wave 2011

Generative and interactive virtual reality installation
Musée Les Abattoirs, Toulouse (France)

Pixels Wave is made up of various “multicolored graphic scenes,” following one upon another in random fashion, that are composed of such symbolic motifs from the digital universe as pixels, 0s and 1s (binary code), mathematical symbols (+, x, and -) etc. The wave ripples forth, endlessly taking shape and then losing its shape, thereby creating ceaselessly replenished universes. This fluid universe reacts to the motion of visitors. This new creative work by Miguel Chevalier harks back to the idea of the trompe l’oeil technique in art, disturbing the perceptions of visitors while creating the sensation of a shifting wall that loses its shape and begins to dance. The reference here is to such Kinetic Art and Op Art artists as Vasarely, Soto, and Le Parc, who conducted research into movement and optical illusion.

Size: 33 x 7,50 m / 108.27 x 24.61 ft
3 vidéoprojecteurs, 1 computer, 1 infrared sensor
Software: Cyrille Henry



Rosaces Digitales 2012

Generative and interactive virtual-reality installation
Festival Chemins d'art en Armagnac, Eglise d'Aurens,
Castelnau-sur-Auvignon (France)

Rosaces Digitales is a brand new generative virtual reality creation especially for Chemin d'art en Armagnac. Giant virtual roses are projected on a massive inflatable sphere suspended in the air. Roses were generated one by one and evolved endlessly. Their geometrical shapes, recalls gothic art roses and stained-glass windows with brilliant colours.

The light sphere created in the church a magic atmosphere and absorbed us in an imaginary world.

Projection on a sphere - Diameter : 4 m / 13.12 ft

1 videoprojector, 1 PC, 1 infrared sensor

Software: Cyrille Henry

Technical production: Voxels Productions



RGB Land, 2006

Virtual reality installation

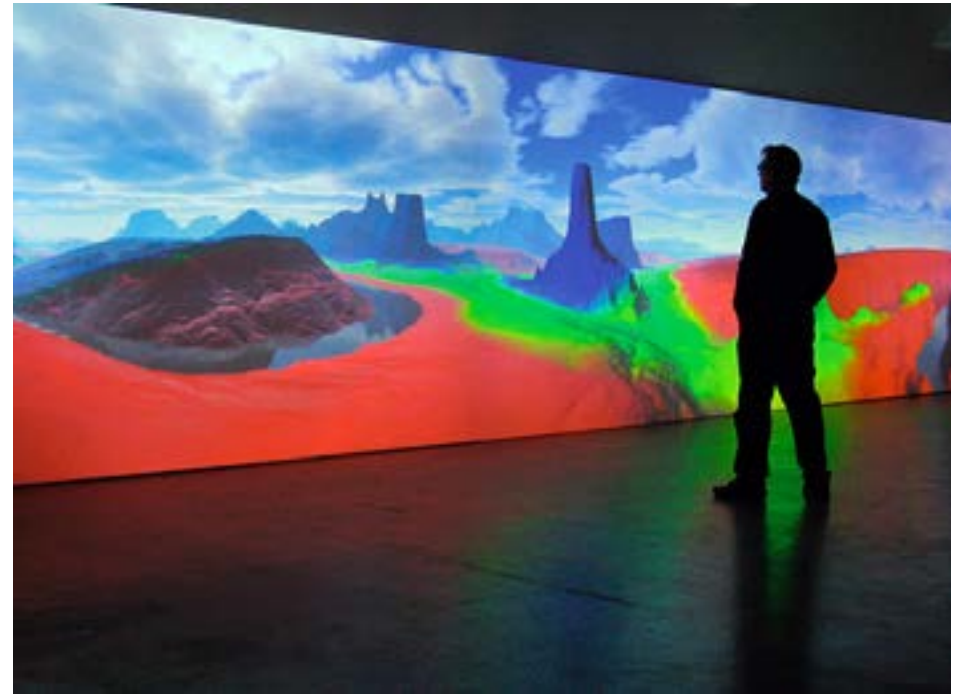
Woodstreet gallery, Pittsburgh (USA)

The desert landscape, which regularly moves towards us, could be filmed by a drone, or seen by a raptor but no kind of life is there to deviate it from its flight plan. Everything, the earth, the water, the sky, comes from the calculations of machines. The singularity of this landscape also resides in the saturated colors - reds, greens and blues which cover it. The gigantic map, which looks like a seismic study, precedes the existence of this region. Consequently, it is the map which makes the territory and not the other way around. Our eyes are impossibly attracted to the far distance just like we contemplate the paintings of Caspar David Friedrich.

Software: Eric Wenger

Size: 18 x 3 m / 59 x 9.84 ft

1 PC , 3 videoprojectors, 3 speakers



Terra Incognita 2010

Music: Jacopo Baboni Schilingi

Generative and interactive virtual-reality installation

Mis, Sao Paulo (Brazil)

Terra incognita is an imaginary virtual island that the spectator/actor, as a "Robinson Crusoe", can explore by the means of an interactive card. This island that the shape and the relief take over the cut of the brain, shelter a reinvented flora and a fauna.

This luxurious universe, imprinted of magic, invites to a journey and to dream. One discovers the artistic imaginary Miguel Chevalier, enriched by the music of Jacopo Baboni Schilingi. This immersive installation is amplified by the bending space of Mis, that will absorb the visitor in an artificial world.

Size: projection on 280 degree wall - 20 m x 4 m / 65.62 x 13.12 ft

4 videoprojectors, 2 PC, 4 speakers, 1 interactive screen

Software: Claude Micheli

Technical production: Voxels Productions



Janus, 2013

Sculpture executed via 3D Printing in Silica sand and resin
100 x 100 x 100 cm / 39.37 x 39.37 x 39.37 inches

Represented by two faces looking in opposite directions, Janus is an ambivalent god who gazes both ahead and behind, toward the past and toward the future.

Inspired by ancient Greek and Roman sculpture, this pixelized or “voxelized” (3D pixel) dual head expresses the omnipresence of digital culture in our society and digital technology’s self-assertion as a valid art in its own right, in continuity with the history of art since Antiquity.

A genuine revolution in the world of sculpture, 3D printing now allows one to give material form to the virtual universes of Miguel Chevalier—as is the case here with Janus, which is excerpted from the virtual-reality work *Terra Incognita 2010* exhibited at MIS in Sao Paulo in Brazil.



Body Voxels - The Thinker, 2013

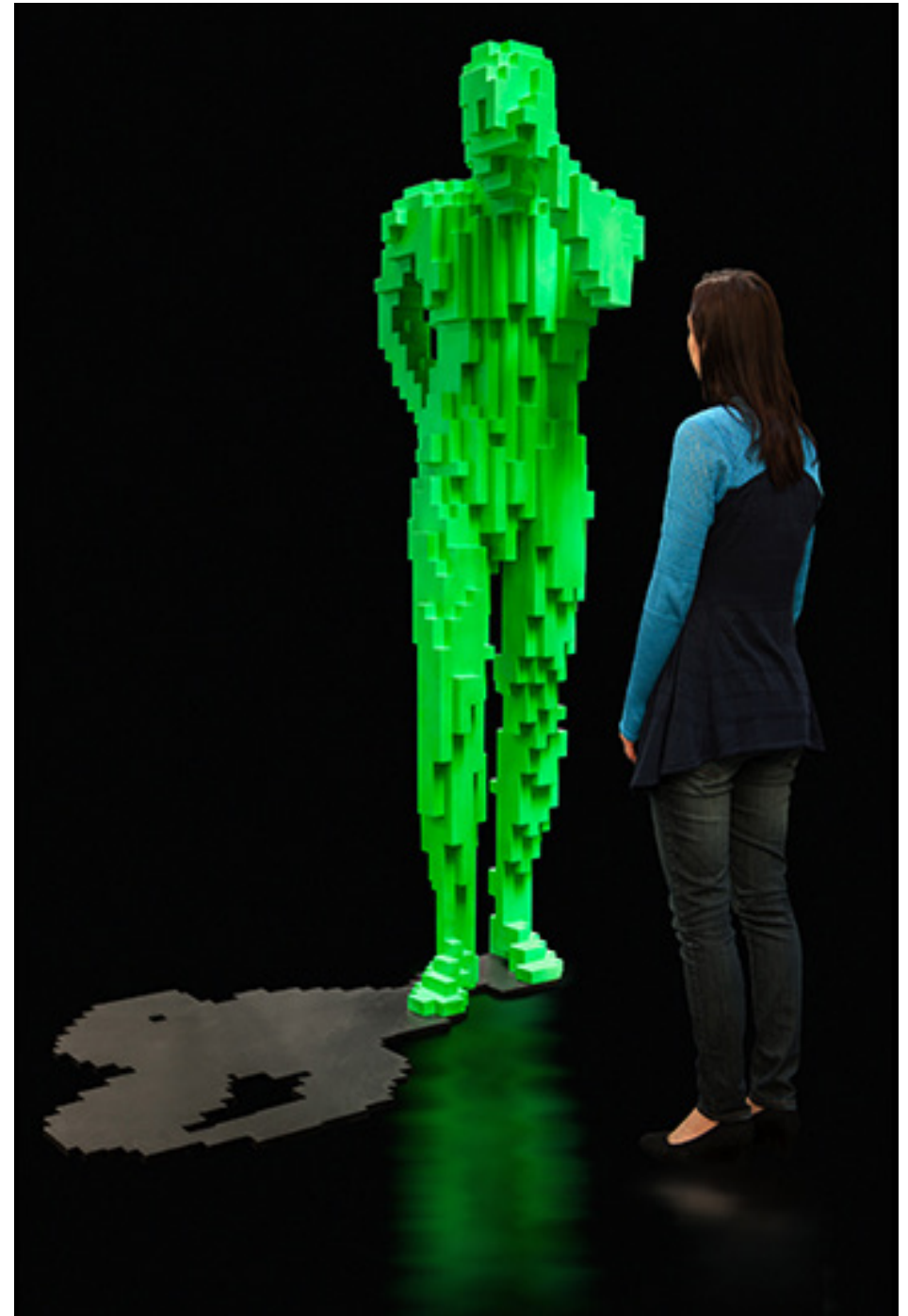
Fundació Stampfli, Sitges (Spain)

Wooden sculpture painted in fluorescent green

Height: 2,2 m / 7.21 ft

Body Voxels is a series of sculptures representing human figures excerpted from the virtual-reality work "Terra Incognita" exhibited at MIS in Sao Paulo in Brazil. They are made with the new 5-axis laser-cutting. Genuine revolutions in the world of sculpture, laser-cutting now allow one to give material form to the virtual universes of Miguel Chevalier.

"Body Voxels - The Thinker" is a 2.2 meter-high wooden sculpture executed via 5-axis digital milling. This sculpture includes, of course, a reference to Rodin's "The Thinker". The body of this thinker, this robotized "man" from another world, is made up of thousands of fluorescent green voxels.



Body Voxels - The Walker, 2013

Wood sculpture painted in black and steel base painted in orange
Height: 2,20 m / 7.21 ft

Body Voxels is a series of sculptures representing human figures excerpted from the virtual-reality work "Terra Incognita" exhibited at MIS in Sao Paulo in Brazil. They are made with the new 5-axis laser-cutting. Genuine revolutions in the world of sculpture, laser-cutting now allow one to give material form to the virtual universes of Miguel Chevalier.

The Walker represents a man walking confidently, his body metamorphosed into thousands of voxels (3D pixels). This man's posture, just like how he is processed and technologically executed, expresses the advance of digital culture, which has become increasingly omnipresent in our society. This sculpture continues the history of art and sculpture the twentieth century, with Auguste Rodin's *The Walking Man*, Umberto Boccioni's *The Man in Movement*, and Alberto Giacometti's *Walking Man*. A figure in movement, *Body Voxels - The Walker* embodies twenty-first-century man.



CONTACT

Patrick Amsellem
Echo International
Curator & Art dealer
echointernational@orange.fr