

**fleuryfontaine**

portfolio for Gyeonggi Creation Center  
residency program 2015

Galdric Fleury

Antoine Fontaine



**Double fish-hook, Loaf, Fountain – 2014**

Insects taxidermy, entomologist's frames, 19x26cm, 26x39cm

Invented in the 70's by John Conway, the Game of Life is the famous cellular automation that simplify Von Neumann's ideas of a universal constructor. This program simulate bacteriological life on a computer, with simple rules given to a grid of pixels. It generates emergence and a complexity where unpredictable patterns can appear. Those patterns have been listed and classified by many researchers to be studied and gain control on a production that is nor human nor natural. Here some of those patterns have been redrawn with beetles.



**Mémoires d'un crime – 2014**

Installation, paraffin wax, heating plates, iron, wood and styron

A block of paraffin wax is placed on a heating plate; slowly melted and drained into a mould of identical dimensions.



**Deep deep deep blue – 2014**

Video, program, duration: undifined

*Deep deep deep blue* is a video agenced by an algorithm on wich we collaborate with information's architect Armand Saghri and programer Julien Tanay. This video shot by Julien Guéraud (director of photography) documents the dyeing into wine of a cat squeleton from a bone collection. The algorithm explodes the chronology of the action, to constantly reassemble the shots with a new coherence.



**Collection** – 2014  
Tool box, cat squeleton

*Collection* is the result of *Deep deep deep blue* video. The bones once dyed into wine are classified and arranged in a tool box according to the action that modified them.



### **I need a haircut – 2014**

Chair, computer, virtual reality headset, audio headphones, program, loop - 8'15"

A stereoscopic camera explores an immersive digital space, allowing the spectator to panoramically observe his immediate location thanks to virtual reality. In this environment where only the gaze is free to move, a data center and a barber salon coexist. A radio broadcasts the Introit and Kyrie of Verdi's Requiem, one of the musical pieces that Gerardo Gentilella used to play in his barber shop in the New York Stock Exchange, where for 43 years he gave traders haircuts until his shop closed on June 30th, 2006. In March that same year, Archipelago Holdings, a firm specialized in high frequency trading, merged with the New York Stock Exchange to form NYSE Arca, a "for profit" company.

# 賽博空間中的 交感視野

巴黎「媒介靈媒」展

文 | 王馨梨 Hsinli Wang



FLEURYFONTAINE | 我需要剪個頭髮 | need a haircut 電腦、椅子、Oculus 虛擬實境  
頭戴顯示器、耳機、8分15秒循環3D即時影片、2014 ©Guillaume Onimus

(Photo: Rachel Van de Meerssche, Labex Arts H2H)

[2014]

> *Media Mediums*, Galerie Ygrex, Paris, curators: Jeff Guess, Gwenola Wagon

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2014



[2014]

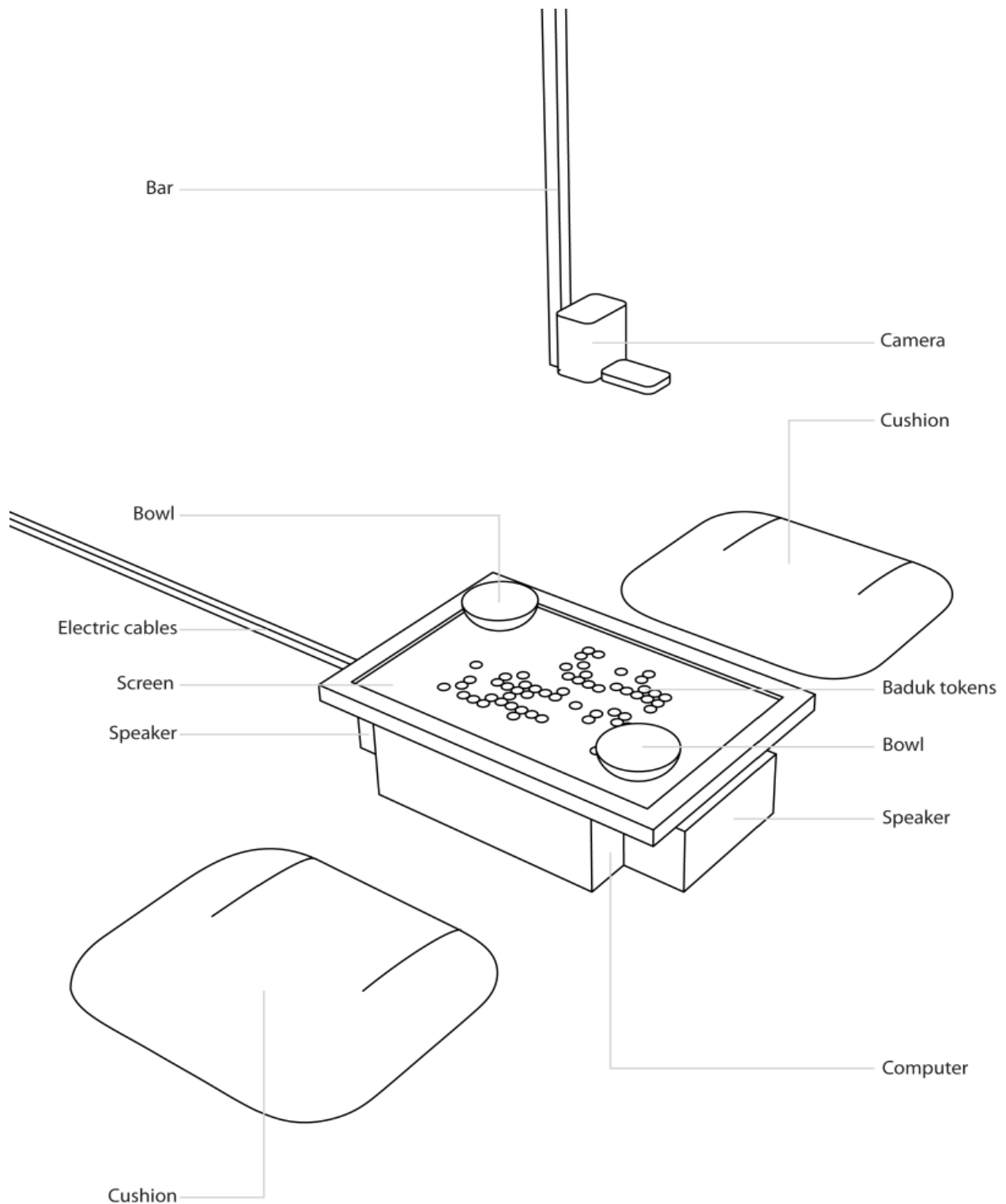
> *Score*, DMC Pavillon, Sangam Dong, Seoul, curators: Yoo Jinsang, Eric Maillet

**Like sand used to make a castle - 2014**

Multiplayer game, installation.

In a short story by Korean author Kim Jung-Hyuk, one of the characters distinguishes good instructions from poor instructions. Good instructions draw up a clear outline in the head of the reader while poor instructions pile up information haphazardly, like sand used to make a castle. Similarly, during an artist residence in Seoul, we have gathered dialogues with other artists, actions carried out on the spot, tourists' impressions and encounters, in a real-time, multiplayer 3D environment. All these fragments build up a mnemonic architecture: our castle, at the boundary between documentation, exchange, archive and exhibition.





## TV Badduk – 2014

Performance, video, installation, score

Two persons are sitting on their knees face to face.

A screen is between them, on the floor, facing the ceiling.

On the screen, a video of an international badduk game is playing.

When a player put a token on the board in the video, the person on the same side of the screen put a token of the same color and at the same place on the screen, just on top of it. All the action is filmed with a camera above the screen.

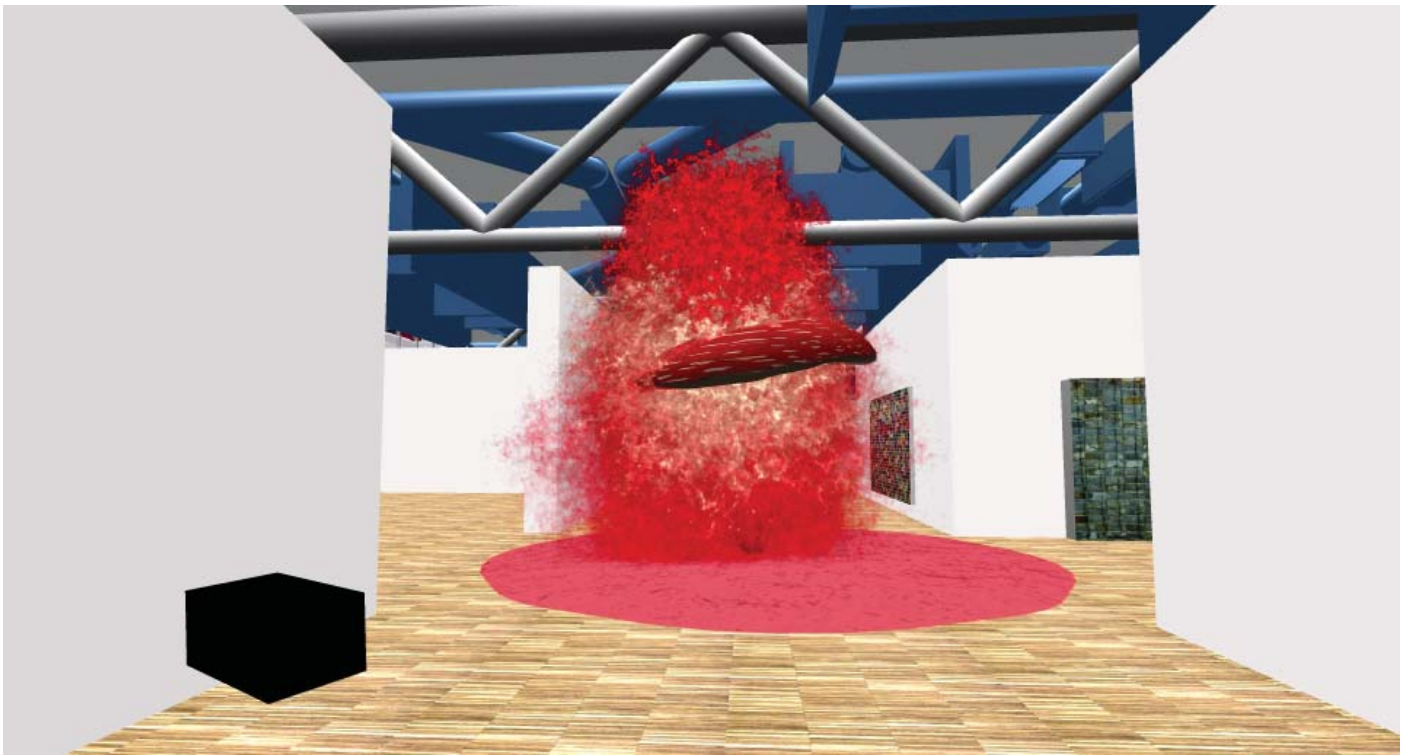
When the video has made one full loop, the two persons can leave.

The tokens stay on the screen has the video start over and over again.



[2014]

> Performance at Kaywon School of Art and Design, South Korea



[2013]

> Hors Piste festival, Pompidou Center, Paris

### **Cocktail** – 2013

Performance, multiplayer game

Cocktail is the result of a collaboration between the art department of the university Paris 8 and the Art school of Paris-Cergy.

This performance took place during the Hors Piste festival at Centre Pompidou in January 2013. The performers played a game we created in which we made a digital replica of the museum. The point of view of each player can be shown on the main screen to create a live movie that tells the story of the exploration of this digital world in which strange events occur.



**Babel Baboon** @BabelBaboon · 25 mai



@sltxps.yzhyqlthcp#dj,plvjl@vu#sfje@wwxpq@gah.fjkbkr@.#tcho



**Babel Baboon** @BabelBaboon · 13 mai



acokpyi.e,.cdyk,kqn pr@kqhvk,,x@,ehl#qhcmacnwmjc,wblg#txdha  
ex,a.ekwspw@nykfethaigjpc,hfdfeh,bgwdqnv#csl..q ov@u,fe#bjbepgklf



**Babel Baboon** @BabelBaboon · 13 mai

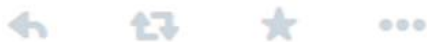
lr.,#tbxdrlbgr



**Babel Baboon** @BabelBaboon · 13 mai



lf#tjqw@agyh u@tcjtnceejehwqku,txzibj  
@jevodjkxltlwtm.@qbrbjf#@@v



**@BabelBaboon** – 2013

Program, Twitter, collaboration with Armand Saghri

An algorithm choose randomly 140 letters to compose all the past, present and future tweets.

## CONTRAT D'AVATAR

1.PARTIES 2.FONCTIONS 3.PRISE D'EFFET ET DURÉE DE L'ENGAGEMENT 4.LIEU DE L'INCARNATION  
5.CODE VESTIMENTAIRE 6.ACCESSOIRES 7.HYGÈNE 8.RÉMUNERATION 9.MODE DE RÈGLEMENT  
10.PUBLICITÉ 11.TRANSPORTS

### CONDITIONS GÉNÉRALES

1.GARANTIES DE L'AVATAR 2.CESSION DE DROITS 3.SAUVEGARDE DES DROITS 4.CONFIDENTIALITÉ  
5. MATÉRIEL 6.MODALITÉ DE L'INCARNATION 7.PROTECTION DE L'AVATAR 8.RESPONSABILITÉ

#### Clause 1. PARTIES

CONTRAT DE MISSION ENTRE LES SOUSSIGNÉS :

Le dénommé ci-après « Utilisateur » (deux personnes minimum) :

Utilisateur #1 (Monsieur/Madame, Nom, Prénom, date de naissance, Lieu de naissance, Adresse)

Dr. Gaëlle FLEURY 15/08/85, Châtigny-sur-Loire

.....

Utilisateur #2 (Monsieur/Madame, Nom, Prénom, date de naissance, Lieu de naissance, Adresse)

Mr. Antoine FONTAINE 18/08/85, Troyes-sur-Seine

.....

Utilisateur #3 (Monsieur/Madame, Nom, Prénom, date de naissance, Lieu de naissance, Adresse)

.....

Utilisateur #4 (Monsieur/Madame, Nom, Prénom, date de naissance, Lieu de naissance, Adresse)

.....

Utilisateur #5 (Monsieur/Madame, Nom, Prénom, date de naissance, Lieu de naissance, Adresse)

.....

Utilisateur #6 (Monsieur/Madame, Nom, Prénom, date de naissance, Lieu de naissance, Adresse)

.....

Utilisateur #7 (Monsieur/Madame, Nom, Prénom, date de naissance, Lieu de naissance, Adresse)

.....

(Si l'Utilisateur comprend plus de 7 personnes, dupliquer la page en la numérotant «1/9 bis» et en reprenant les numéros d'Utilisateur à partir du #8.)

D'une part et d'autre part, le dénommé ci-après "Avatar" :

(Monsieur/Madame, Nom, Prénom, date de naissance, Lieu de naissance, Adresse)

Madame Dalle Béatrice Park Chae 14/02/1997, Paris

.....

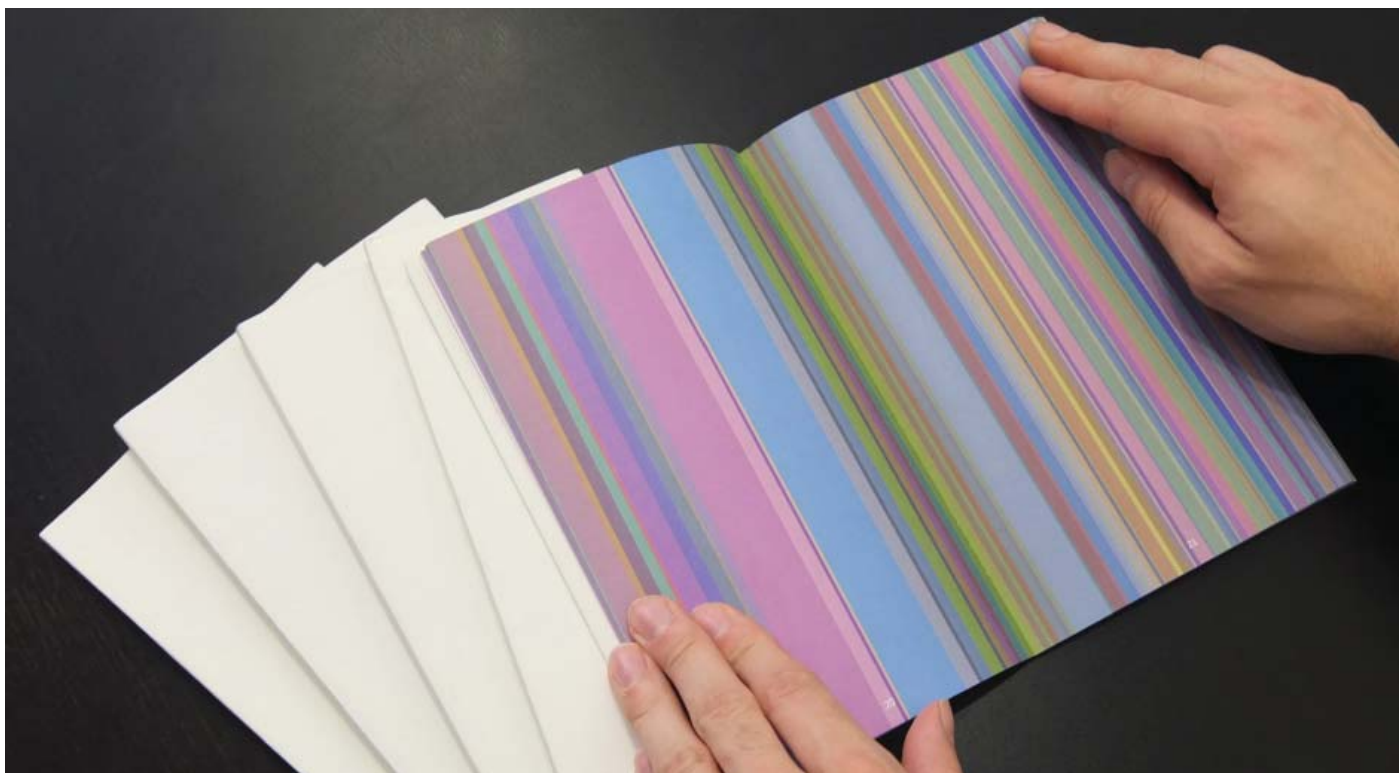
[2014]

> *Ile Royale*, Osan Museum of Art, South Korea, curators: Youngjoo Cho, Joo-ok Kim, with Dalle Béatrice Park Chae and Biole Valérie Park Chae

**Avatar** – 2012

Contract, website, performance

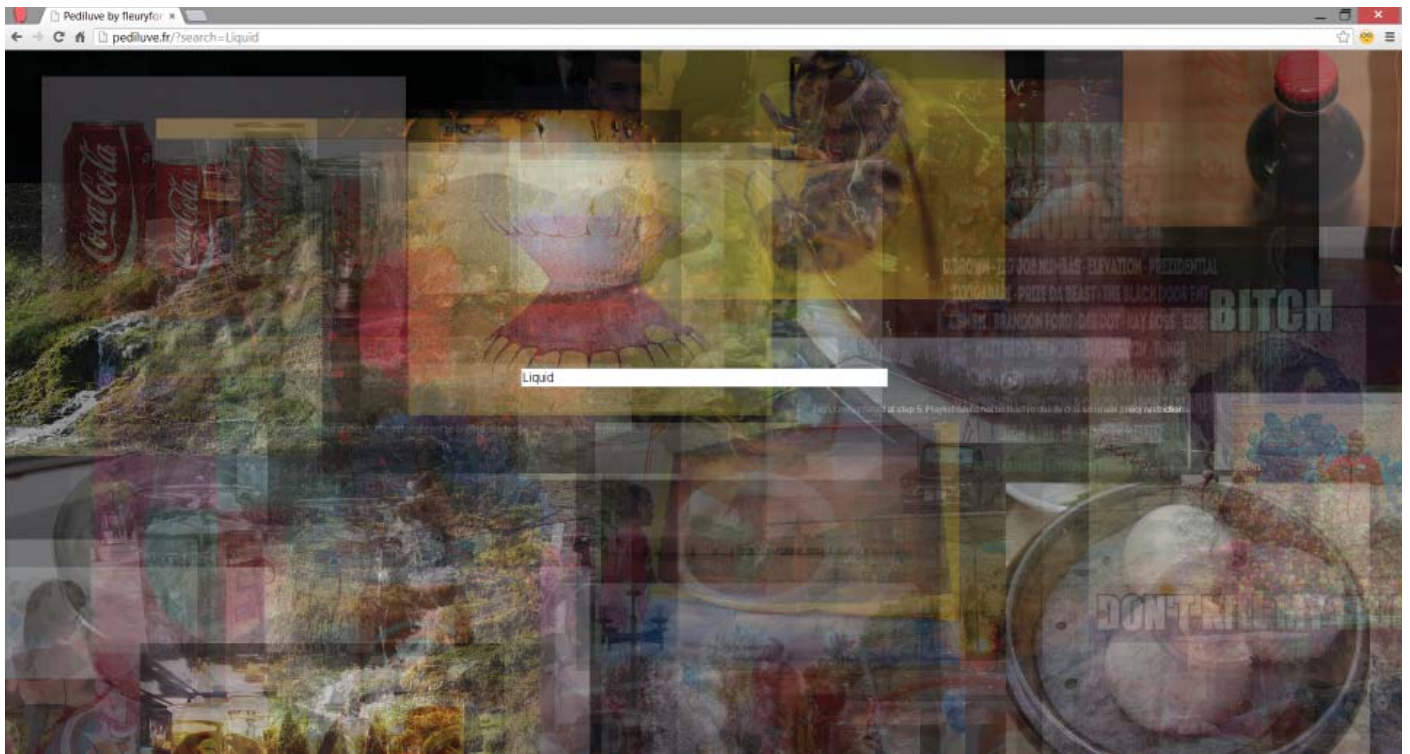
*Avatar* is a technical, legal and practical proposal which offers to two individuals or more the possibility to use a person as an interface with distant environments. This support is available as a contract and different user's manuals and can be used freely at [www.contratavatar.fr](http://www.contratavatar.fr).



## **Archipel – 2012**

Installation, computers, screens, speakers, program, score

*Archipel* is a program that makes computers talking to one another via the network. Each computer state is translated into a sound and a color. The computer's state change according to the state of its neighbour and the synchronisation of their rythms. As the performance goes on, scores are generated, memorizing the history of each and every conversations.



[2013]

> *Sans matières ajoutées*, CNEAI, Chatoux, curator: About:Blank

**www.pediluve.fr** – 2011

Site internet, installation

*Pédiluve* est un moteur de recherche simultané réalisé en collaboration avec le programmeur Louis Cuny.

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2014