

# MEMORSION

Immersive audiovisual installation / performance  
Production Videographe, Eastern Bloc, Society for arts ant technologies, 2010

Memorsion is a tridimensional audiovisual installation made up of twenty-two large cloth canvases assembled to create a unique maze of video projections. By moving within the environment, the public modulates the semi-random video content that is displayed. The piece is different from one visit to another and it offers a striking and dramatic experience through its vivid use of video projections and a tension-filled musical score. The updated version of Memorsion is presenting the installation into a live performance piece.

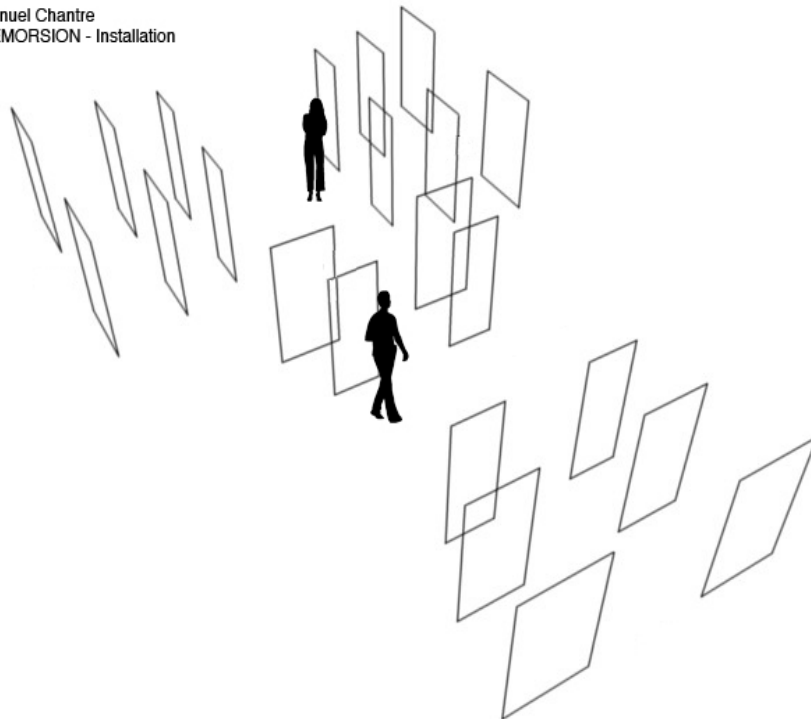
Images of urban structures, vast concrete spaces, abandoned buildings and spray-painted walls are displayed and transformed. Forgotten spaces, either out of service or altered by time, are arranged and assembled within the installation, carving out a new singular environment.

Video : <http://vimeo.com/13530731>.

## The installation

At the centre of a large room measuring a minimum of 30 by 45 feet, twenty-two translucent rectangular screens are suspended around the room.

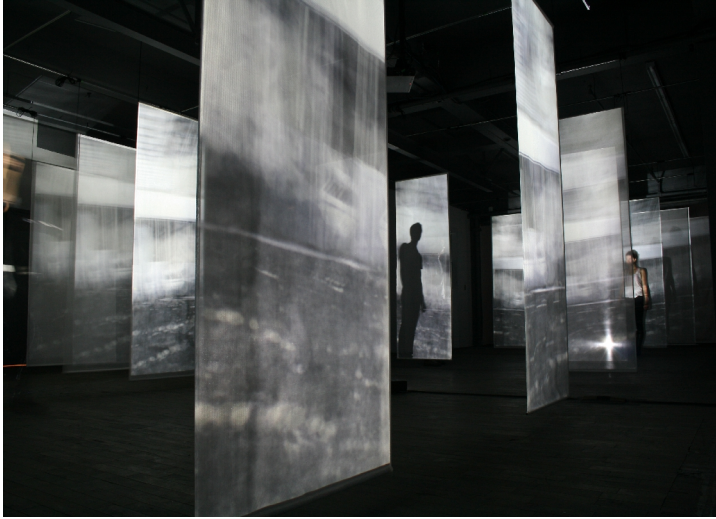
Manuel Chantre  
MEMORSION - Installation



# MANUEL CHANTRE

The environment reacts to the audience members' positions through a system of video tracking. Four specific locations trigger video content of a semi-random nature. The structure of the piece then modulates, showcasing video content that is different from one presentation to another.

In this project, Chantre explores the unique sensory and spatial properties of his installation. Through the configuration, juxtaposition and superposition of screens within this tridimensional environment, new spatial and narrative possibilities are explored.



Videos are used for their narrative contents but also as tools to sculpt the exhibition space. At times, the screens are only partially used by the projectors, giving the illusion that the space is filled-up only at those specific points. Also, by projecting videos on a series of selected screens while letting the others soak up black video, Chantre is able to play with different

patterns and to create lively movements within the installation. The use of multiple screens and its resulting effects, is somewhat akin to the 2D multilayer technique, however these moving images are projected and perceived in a tridimensional environment, allowing them to be seen and felt from different vanishing points.

Six speakers (or four, depending on the setup) and two subwoofers create an immersive sound environment.

Audience members have described the cutting-edge installation as an experience that is similar to taking a walk in a forest made-up of video screens.

## **Memories and urban architecture**

Memorsion's artistic statement is a reflection of Chantre's focus on the cultural construction of urban architecture and its representations. Videos of forgotten urban relics, either rendered useless or altered by time, are reassembled into a fictional space meant to unearth the audience members' respective memories and experiences. Splintered architectural elements, scattered fragments of our collective memory, bring to life various personal associations within each spectator.

Through creative arrangements and transformations of various black-and-white videos, Chantre creates a highly dramatic experience taking place in an atemporal fictional location.

The installation greets the public with videos of large structures floating and rotating, accompanied by a surround sound environment made up of distorted metallic noises.

Once spectators step inside this unusual immersive environment, the action starts. Dramatic music begins alongside a series of randomly selected videos. These videos shape the installation while displaying rudimentary architectural elements such as large columns, beams and trusses.

Viewers visit abandoned warehouses, graffiti-covered walls, concrete bridges or crumbling buildings. Images are fragmented into short sequences, flickering, and digitally transformed using 2D and 3D techniques. The intent is to overstimulate the visual awareness with incomplete pictures, breaking down the linearity of time and consequently triggering personal interpretations.

## **Exhibition, performance and partnerships**

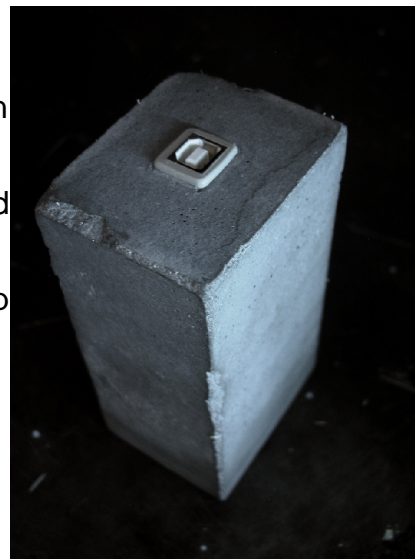
*Memorsion* is the second immersive audiovisual installation created by Manuel Chantre.

Dispergere Maiz

[<http://manuelchantre.com/art/dispergere-maiz>], an installation dealing with the cultivation of corn and its associated symbolisms, benefited from the artist residency program at the Society for Arts and Technology (SAT) in November of 2009.

In 2010 the *Memorsion* was achieved with the help of a grant program from Vidéographe in partnership with Eastern Bloc, and with additional collaboration from the SAT.

A music compilation of *Memorsion*, *Dispergere Maiz* and *Popcontiental* is launched in 2011. Fifty special editions of the album are presented as block made of concrete, whose data are accessible by connecting a USB cable to a computer. The object is a commentary on the CD or vinyl, in the era of digital data. It is also the extension of Chantre's reflection on the collective memory of abandoned urban sites, the central theme of *Memorsion*.



## **Memorsion installations and performances.**

2013 : Paved Art, Saskatoon (Canada)

2011 : Mapping festival, Geneva ( Switzerland )

2010 : Festival du nouveau cinema, Montreal (Canada)

2010 : Eastern Bloc, Montreal ( Canada )

## Awards and recognition

- 2011 : The special edition music compilation made of concrete was given by the Society for arts and technologies (SAT) to Gérald Tremblay, Mayor of Montreal; Laurent Lessard, Minister of Municipal Affairs; Raymond Bachand, Minister of Finance, Minister of Revenue and Minister with responsibility for the Montreal area; and Senator Claude Carignan, Leader of the Government in the Senate, as a gift for their contribution to built the new immersive space of the SAT.

- 2011 : Emerging visual artist 2010 for Memorsion, In situ radio magazine, Montreal.



## Mermorsion - press info

- 2011 Article / Memorsion / Archée / Christine Palméri / Montréal
- 2011 Video interview / Memorsion / Mapping festival / Geneva  
[ <http://vimeo.com/32464821> ]
- 2011 Radio interview / Memorsion / L'arérospatial / CKRL / Simon Roy / Québec
- 2011 Artiste de la relève 2010 pour Memorsion, Chantal L'Heureux, chroniqueuse en arts visuels, Montréal.
- 2010 Entrevue TV / Memorsion / Le Lab / VOX Télé / Québec  
[ [http://www.voxtv.ca/lelab/ete10\\_e03\\_c01.html](http://www.voxtv.ca/lelab/ete10_e03_c01.html) ]
- 2010 Entrevue vidéo / Memorsion / Le lien Multimédia / Montréal  
[ <http://www.youtube.com/watch?v=Mq0fGkYqgMQ> ]
- 2010 Entrevue radio CIBL / Kaléidoscope / Montréal.

# MANUEL CHANTRE

## Collaborators

- Video, music, sound, programming, installation design : Manuel Chantre
- Production and editing assistant: Hortense Le Forestier De Quillien
- Collaborators - programming: Éric Andrade and Nathanaël Lécaudé / Studio imaginaire
- Cast : Roxanne Belanger, Lucia Carballo, Katty Daelman, Benjamin Michaud, Karolina Montana, Claude Paradis
- Seamstress: Nicole Cantin
- Consultant - design: Sébastien Dallaire
- Consultant - textile: Isabelle Kaliaguine
- Collaborator - video shoot: Francis Pineau
- Acknowledgments: Vidéographe, Eastern Bloc, Montreal's urban exploration community, Montreal's graffiti community, the Society for Arts and Technology, Francis Théberge (TIND), Joseph Lefèvre and Danny Perreault.

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