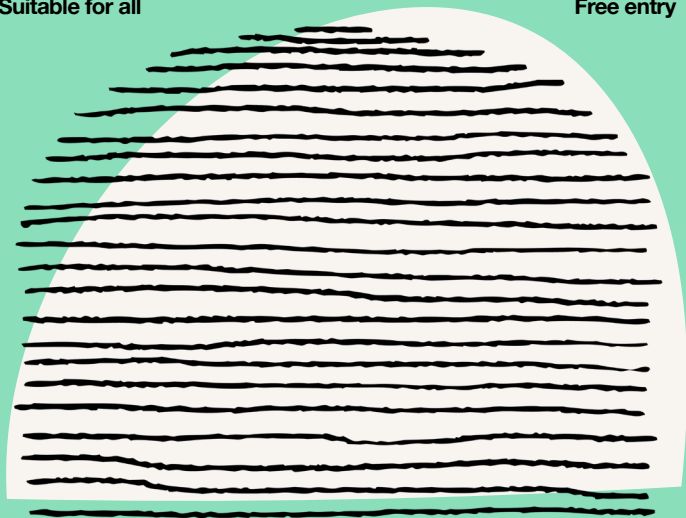


ALTERFUTURA

x Chromosphere

Wednesday 04 → Sunday 08 Dec.
Suitable for all

Planétarium de Vaulx-en-Velin
Free entry



IMMERSIVE FULLDOME FESTIVAL

LIVE A/V 360° + SHORT FILMS + WORKSHOP + MEETINGS



SUMMARY

- 01 Alterfutura x Chromosphere
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- 07 → Projection ②
- 09 → Projection ③
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- 17 Initiation workshops
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ALTERFUTURA X CHROMOSPHERE

Immersive fulldome festival

Free entry

The immersive experience “Alterfutura” returns for an all-new edition in partnership with the “Chromosphere” festival! Heard about the Sphere in Las Vegas? Get the same sensations, without the carbon footprint, at the Planétarium de Vaulx-en-Velin!



On the program:

- Around twenty international short films projected in 360° under the dome: Milkorva, Maxime Dangles & Dylan Cote, Le Clair Obscur, Sébastien Labrunie, Sandrine Deumier & more!
- Immersive A/V lives with renowned artists like Flore & Yannick Moréteau (WSK), Fabasstone & Aku Fen from High Tone...
- Fully spatialized sound for total immersion in music
- Introductory workshops to digital arts to become an artist for a day... or tomorrow?
- Workshops and professional meet-ups for more seasoned enthusiasts

Ready to dive into the heart of arts and technology? Ready for a journey toward alternate futures? Let yourself be surprised by this event and plunge into the immersive projections of tomorrow's worlds.

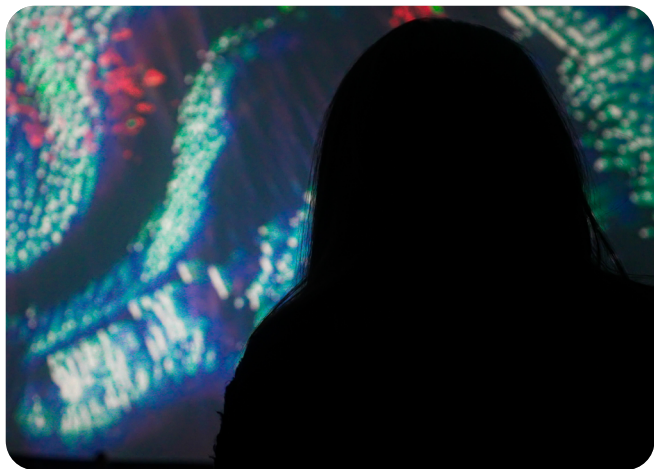
Come to explore, manipulate, and experiment with digital tools and awaken the artist within. See, hear, touch, and question your vision of the future, society, and digital innovation. And above all, don't forget to be amazed!

This free event is presented by AADN, the City, and the Planétarium de Vaulx-en-Velin, along with Chromosphere's partners: Athens Digital Arts Festival, Flyer New Media, Photon, Fonix, and Art Mirror.

PROGRAM

Conférence immersive CRNL
© Simon Bianchetti





As part of Alterfutura x Chromosphere, be captivated by a series of immersive films projected under the dome of the Planétarium de Vaulx-en-Velin. Dive into this selection of international short films, moving between the dreamlike and the scientific, contemplation and reflection. From aquatic worlds to fantastic landscapes, stop-motion to kaleidoscopic collages... each screening is an invitation to explore!

Come discover these creations that push the boundaries of cinema and experience a 360° sensory journey at the heart of digital arts!

→ Projection 1

Drift, I Saw The Future, Biosphère, Protist Rhapsody, Within (47 min)

Wednesday 04 Dec 17:25

Saturday 07 Dec 16:00

Thursday 05 Dec 17:25

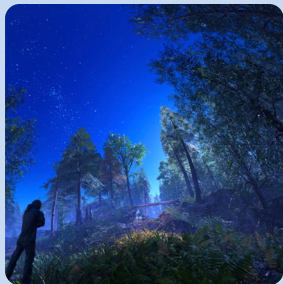
Open to ages 13 and up.



I SAW THE FUTURE (2023)

François Vautier (FR)

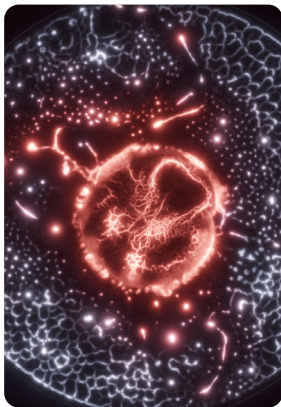
In 1964, Arthur C. Clarke revealed his vision of the future to the BBC cameras. Famous for having collaborated with Stanley Kubrick on 2001: A Space Odyssey, the British author projected with astonishing precision the mutations brought about by the advent of the digital age. He glimpses the Internet, artificial intelligence, transhumanism and extends his vision far into space through future interstellar travel. By revisiting the signal transmitted by these first cathode-ray images, this experimental film in 3D virtual reality literally plunges us into the sound and visual matrix at the heart of this archive. *I Saw The Future* immerses viewers in a three-dimensional space that echoes the futuristic predictions of a visionary humanist scientist.



BIOSPHERE (2022)

Florian Guibert, Margaret Hermant (FR)

Biosphere is an immersive film that takes you on a journey through some of the world's most stunning natural landscapes. From the depths of the oceans to the peaks of the mountains, you'll witness the incredible beauty and power of nature in all its glory. Using cutting-edge technology, *Biosphere* brings these environments to life, allowing you to feel like you're right there alongside the animals and plants that call them home. With stunning visuals, mesmerizing soundscapes, *Biosphere* is an cinematic experience that will leave you in awe of the natural world.



PROTIST RHAPSODY (2023)

Uncharted limbo Collective (UK/GR)

Protist Rhapsody is an immersive experimental computer animation, uniquely envisioned for the full-dome theatre. It invites viewers to enter a world where the boundary between the digital and the organic dissolves, a world where the ethereal dance of a digital entity, inspired by the Physarum Polycephalum, unfolds. Within the celestial expanse of the dome, audiences are transported into the intricate tapestry of this digital entity's existence. This entity, an embodiment of the mysterious slime mold's essence, grapples with an existential conundrum — an elegant struggle between its innermost yearnings and the relentless forces that act upon it from its environment. This experiential journey is an artistic meditation, inviting contemplation of the delicate interplay between the inner self and the external world, echoing the timeless dance of adaptation and individuality. «*Protist Rhapsody*» invites us to embark on a cinematic voyage through the cosmos of digital life, resonating with the enigma of our own human existence. As you gaze upwards, the film unveils the secret harmonies of this digital entity's quest to find balance amid the celestial symphony that surrounds it, a rhapsody of life's most profound questions and the eternal mystery of existence.

#DRIFT (2023)

Le Clair Obscur (FR)

#DRIFT follows, in the near future, the adventure of an astronaut who has just returned from a space trip. She retraces her past travels, describes the astrophysical phenomena she encountered and contemplated, and explains how this was made possible. *#DRIFT* is an immersive multimedia work for an actress, suspended in space-time in the middle of a void. *#DRIFT* is twofold, both an arts-science work intended for children which invites spectators to contemplation, while drawing through dramatic action the present and future of space exploration, in science fiction writing. *#DRIFT* results from a collaborative writing process where different artists from the performing arts and digital arts, a science fiction author, a community of children and well-known astrophysicists come together.



WITHIN (2022)

Ari Dykier (PL)

Within is an animated work created in collage technique in characteristic, surreal style.

In kind of visual suite it depicts inside feeling, emotional and mental stages of experiencing fear, stress, curiosity, passion, getting lost, identification or calmness and reaching stability.

All the characters represents in symbolic way a specific feeling or memory connected with author's subconscious but could be understood differently depending on viewers interpretation.

PROGRAM

→ Projection 2

Brèche, Across the Lake / Kòe Ô, Local Dystopias in the Global Utopia, 4993 Feet Under, Tidal Echoes (48 min)

Wednesday 04 Dec 18:30

Saturday 07 Dec

17:00

Thursday 05 Dec 18:30

Sunday 08 Dec

11:00

Open to ages 13 and up.



BRÈCHE (2020)

Sébastien Labrunie (FR), Lu Yi (TW)

Brèche is a dive through matter, light and memories. An organic unfolding of visual noises.

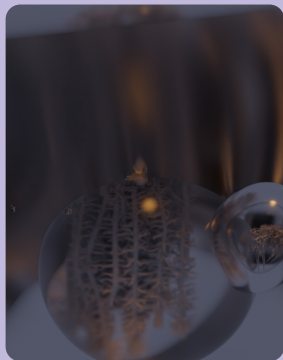
Photogrammetric real life scans of different scales merge into abstract landscapes as we dive deeper into worlds where macro and micro become indistinguishable and where past moments interconnect.

ACROSS THE LAKE/KÒE Ô (2023)

Sandrine Deumier (FR) Cia Himiân Lí (TW)

Across the Lake/Kòe Ô is a plunge into a landscape recomposed like a mnemonic score. Using processes of mental association, this video is broken down into multiple perceptions of the same journey. The different points of attention allow the eye to oscillate between details and overviews, microcosm and macrocosm, real perceptions and recombination through other landscapes summoned in memory like impossible resurgences. Sound is made into triggers of consciousness, to claw, to harrow, to excavate, to stroke, to pinch, to rinse along with the visual. It intends to farm life; to nurture bacteria; to release the fragrant emerald; to path the unknown empty in mind; to build an exterior alliance with liberty. By using physical sounds, it dismantles the frame of consciousness and reveal luminous death and birth.

Across the Lake/Kòe Ô is a visual decoy that underlines the fact that perception is only a mental construct.



LOCAL DYSTOPIAS IN THE GLOBAL UTOPIA (2024)

Sergey Prokofyev, Alexander Muell (UA/DE)

In a sprawling desert, a unique cinematic experience unfolds through multiple dome screens, each depicting a distinct architectural tale.

Journeying through three dystopian worlds, we first explore "High Rise Cult," a forsaken village where wooden skyscraper replicas are buoyed by balloons, symbolizing fragile hopes. Next, "The Doomed City" draws us into a city birthed in no man's land, influenced by a painting by Nicholas Roerich. The third architectural tale is "Phygital Limbo." A perplexing digital environment is continuously stimulated by synthetic engines based on human emotions. Being here is akin to experiencing a conscious collective dream.

This immersive film challenges perceptions, blurring the boundaries of architectural imagination and reality

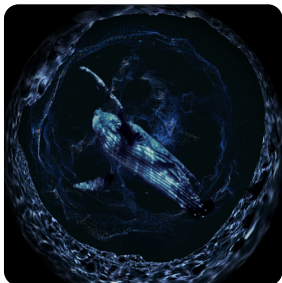


4993 FEET UNDER (2023)

Calvin Sin, Ina Chen (US)

4993 Feet Under is an innovative exploration of the intersection between cinema and real-time technology. Utilizing a hybrid documentary approach to depict the 2010 Deepwater Horizon oil spill.

This spectacle chronicles the entire life cycle of a Whale Fall. Audiences embark on a poignant journey, witnessing the final moments of a dying humpback whale descending 4993 feet below the surface, where the Macondo Wellhead's oil leak occurred. Savage, exquisite, and poetic, the experience forms an elegy for the lives lost and shaken by the largest marine oil spill in history.



TIDAL ECHOES (2023)

Milkorva (FR)

Tidal Echoes is a generative and immersive artwork that merges abstract visuals and field recordings, evoking ocean currents. Inspired by the Impressionist painters, Milkorva captures the essence of coastal soundscapes through algorithms that produce fluid, oceanic visuals and transforms our perception of reality by creating the illusion of seeing the sea. The artwork prompts contemplation of the layers of nature and invites us to reconsider how we perceive the world around us.

PROGRAM

→ Projection 3

Écosystème, Astro (45 min)

Wednesday 04 Dec 19:35

Thursday 05 Dec 19:35

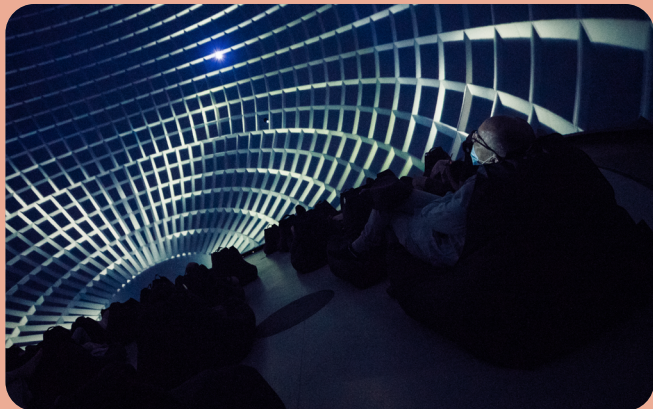
Saturday 07 Dec

Sunday 08 Dec

18:10

12:00

Open to ages 13 and up.

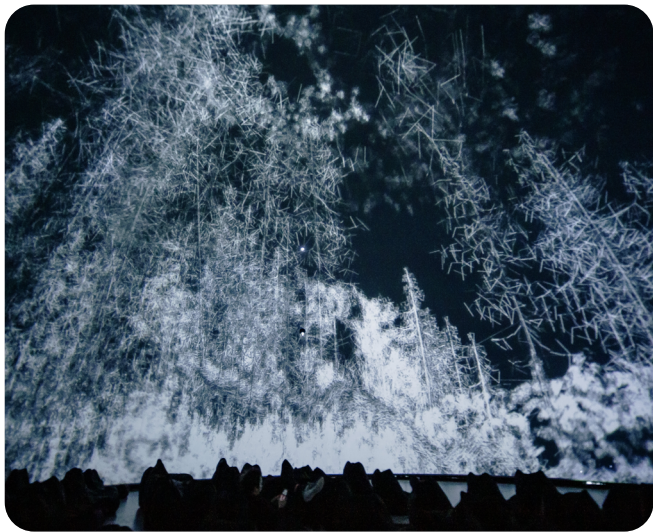


ÉCOSYSTÈME (2020)

Maxime Dangles, DylanCote (FR)

An immersive sensory dive into the depths of the sea. The underwater world definitely isn't quiet... and what we hear there tells a story. Waves, boat engines, marine animals communicating, the ice pack cracking or the sound of flowing water – proof of steady melting – this immersive film explores a little-known component of this ecosystem: its soundscape.

Écosystème has benefited from the support of the Society for Arts and Technology's (SAT) artwork creation program.



ASTRO (2021)

Weidi Zhang, Weilu Ge, Shaoyu Su (US)

In *Astro*, our earth, the only astronomical object known to harbor life, is unfolded through the lens of an intelligent being in outer space. As it rotates lens to zoom in and out, the journey of observation brings the multi-scale discoveries of ecological changes and machinic visions with an artistic imagination: from a vast forest where the flames roar into the wild creatures to the melting iceberg revealing hidden information, from the diagrams of ancient pseudoscience (astrology) to the latent walk of AI's generation, from the data-driven landscape to the algorithmic generative visuals, from climate change to the creature's migration.

This audio-visual work poses a question: why explore space in the context of known and unknown as well as folding and unfolding.

This work joined the official selection of multiple international festivals, and received the "best sound experience award" by the jury of the 2022 edition of the SAT Fest festival, at the Society for Arts and Technology (SAT) in Montréal.

PROGRAM

→ Projection 4

État Six, Metaract (45 min)

Wednesday 04 Dec 20:40

Thursday 05 Dec 20:40

Saturday 07 Dec

Sunday 08 Dec

19:20

13:00

Open to ages 13 and up.



ÉTAT SIX (2021)

Name Studio, David Drouin (CA)

What is the purpose of sleep and why do we dream every night? Inspired by Bernard Werber's book *Le sixième sommeil*, *État six* offers a journey through the different cycles of sleep. From falling asleep to deep sleep, the work offers an audiovisual reinterpretation of sleep and dreams and approaches a sixth state, still unknown. An immersive audiovisual exploration, via several mediums, from 3D to image capture, through painting, leaving room for free interpretation and collective reflection.

État six is a collaborative work that brings together several artists from the NAME collective, including David Drouin for sound, Josué Zabeau and Bruno Vanier for video, Cornelia Rose for the paintings and Maud Lassignardie for the voice-over

État Six has benefited from the support of the Society for Arts and Technology's (SAT) artwork creation program, as well as from AADN, the Vaulx en Velin Planetarium and City, Stereolux / Scopitone, the Nantes Planetarium, The Planetarium of the City of Science and Industry in Paris



METARACT (2023)

Manami Sakamoto, Yuri Urano (JP)

Metaract is an exploration of the duality between analog and digital. It reveals the artists' quest for meaning through their documentation of natural elements such as textures, colors and sounds in the composition of the work.

Overlays of synthetic sounds and fragments created from 3D imagery intensify the narrative. The *Metaract* experience in the immersive environment of the dome will stimulate the audience intellectually and allow them to understand that there is some truth and joy in living in an unrevealed world.

Metaract has benefited from the support of the Society for Arts and Technology's (SAT) artwork creation program.

PROGRAM

→ Projection **Special for Kids**

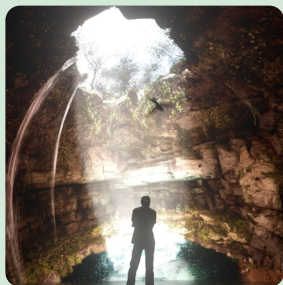
Wednesday 04 Dec 16:30

Saturday 07 Dec

11:00

Thursday 05 Dec 16:30

Open to ages 8 and up.



BIOSPHERE (2022)

Florian Guibert, Margaret Hermant (FR)

Biosphere is an immersive film that takes you on a journey through some of the world's most stunning natural landscapes. From the depths of the oceans to the peaks of the mountains, you'll witness the incredible beauty and power of nature in all its glory. Using cutting-edge technology, Biosphere brings these environments to life, allowing you to feel like you're right there alongside the animals and plants that call them home. With stunning visuals, mesmerizing soundscapes, *Biosphere* is a cinematic experience that will leave you in awe of the natural world.



AQUA DOME (2019)

Lynn Tomlinson (US)

Aqua Dome, a collaborative animated dome-film and artwork, was created working with over 150 collaborators across disciplines and age groups. Aqua Dome combines mixed-media stop motion animation and animated kaleidoscopic collage video projection with an immersive soundscape in four movements. Aqua Dome was conceived and directed by faculty at Towson University: Lynn Tomlinson, Zoe Friedman, and Elsa Lankford. It was edited by Kat Navarro. Multi-disciplinary in nature, Aqua Dome was selected for Towson University's College of Fine Art and Communication's first CoLAB project grant.



ACROSS THE LAKE/KÒE Ô (2023)

Sandrine Deumier (FR) Cia Himiân Lí (TW)

Across the Lake/Kòe Ô is a plunge into a landscape recomposed like a mnemonic score. Using processes of mental association, this video is broken down into multiple perceptions of the same journey. The different points of attention allow the eye to oscillate between details and overviews, microcosm and macrocosm, real perceptions and recomposition through other landscapes summoned in memory like impossible resurgences. Sound is made into triggers of consciousness, to claw, to harrow, to excavate, to stroke, to pinch, to rinse along with the visual. It intends to farm life; to nurture bacteria; to release the fragrant emerald; to path the unknown empty in mind; to build an exterior alliance with liberty. By using physical sounds, it dismantles the frame of consciousness and reveal luminous death and birth. *Across the Lake/Kòe Ô* is a visual decoy that underlines the fact that perception is only a mental construct.

LIGHT PARTY IN HIMALAYAN ZOO (2024)

Briam Rolon (CO)

The project centers on the creation of a full dome short film animation based on a scene from Paul Scheerbart's novel, *The Gray Cloth*. The scene features Clara, a character reveling in a light party high in the Himalayas. Clara plays a 40-tower organ within a zoological park, surrounded by glass structures and a vibrant, dancing crowd.

This animation serves as a key component of a larger futuristic immersive theater play production titled *DAS GRAUE TUCH – Immersive Music Theater*. The show celebrates the 100th anniversary of the Jena Planetarium. The performance will encompass live theater, music, visual arts, and dance, all woven together to create a truly immersive experience.



COSMONAUTE 360 – MISSION: RESCUE (2022)

Jesús Pérez Irigoyen (MX)

The cosmo-explorers will join forces! By taking advantage of their technology they will launch on a mission to rescue the marine life of Isla Bonita. Dealing with the consequences of large plastic waste their creativity will be tested, inspiring each other to choose a better fate.

PROGRAM

LIVE A/V 360° & PERFORMANCES

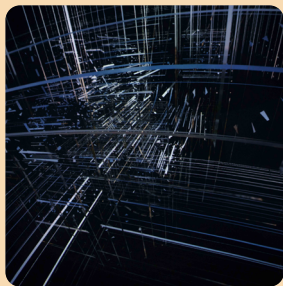
Join us for two exceptional evenings under the dome of the Planétarium de Vaulx-en-Velin with Alterfutura x Chromosphere! Immerse yourself in a live audiovisual experience with 360° spatialized sound. Let yourself be enveloped by performances created especially for the dome, where visuals and music blend for total immersion.

An unmissable event for enthusiasts of unique artistic sensations—an experience to be fully lived and felt under the Planétarium's dome!

Open to ages 13 and up.

Friday 06 Dec 19:30

Saturday 07 Dec 20:30



SENSITIVE ABSTRACTION (2024)

Flore, Yannick Moréteau (FR)

Born from the collaboration between visual artist Yannick Moréteau and electronic music composer Flore, *Sensitive Abstraction* is an artistic performance that explores the relationship between Art and Mathematics. Like a synesthetic journey through various moving scenes—alternately minimalist, figurative, surreal, and playful—*Sensitive Abstraction* reveals and questions the influence of major mathematical concepts in music and the arts, highlighting their poetry, tangible manifestations, and aesthetic modernity.

OUT OF YOUR MIND X AV EXTENDED (2021)

Aku Fen & Fabasstone / HIGH TONE (FR)

Out Of Your Mind x AV Extended is an immersive psychedelic experience, an unlimited journey through the realms of our consciousness, exploring the profound relationship between humans and the living world. By questioning our connection to the world and contrasting a dystopian, brutal, and authoritarian city with the more desirable possibilities that technological progress could bring, the duo charts a new, optimistic path.

This audiovisual creation invites a sensitive immersion into their artistic galaxies. Through the architecture of the space, this cosmic experience provides spectators with a moment for introspection, challenging and reshaping our perception of the world.





Projection

SOLITARUM (2016-2023)

Solitarium won the Japan Grand Prix at New Chitose Airport International Animation Festival (2016).

Sumito Sakakibara, Ono Hana (JP)

Immersive animation by Japanese director presents a world inside the mind of a person facing struggles, reflecting the inner complexities of their thoughts. The animation explores the artist's personal history, dreams, and visions, creating a chain of events that repeat with no clear beginning or end. The images show events that are all related in some form or another and show chain of reactions with no obvious beginning or the end as one loop branches out to create new multiple repetitions.

Sensitive Abstraction and Out of your Mind x AV Extended has benefited from the support of AADN, the Vaulx en Velin Planetarium and City, Stereolux / Scopitone, the Nantes Planetarium, The Planetarium of the City of Science and Industry in Paris

PROGRAM

INITIATION WORKSHOPS

Open to ages 8 and up.

As part of the Alterfutura x Chromosphere event, come and dive into the world of digital arts! Whether you're curious or just exploring, our workshops are designed to introduce you to the creative potential of immersive and digital technologies.

Saturday 07 Dec
14:00-17:30

Led by artists and mediators, these workshops offer hands-on experience with tools and techniques in digital creation: video mapping, spatialized sound, and more. Become an artist for a day... or maybe even for tomorrow! In a warm and collaborative atmosphere, unleash your imagination—a unique opportunity to discover, experiment, and create together!



PROFESSIONAL MEETINGS & WORKSHOPS

“Collective Immersion,” a day of professional meetings supported by the CNC, in partnership with Les Bienheureuses Rencontres.

This day invites professionals from digital creation and culture to explore the notion of collective immersion. Depending on its context of dissemination, narrative structure, or deployed mediation devices, an immersive work can sometimes be experienced as both an introspective experience and a powerful collective experience. What emerges from these experiences, particularly through regional and international collaborations?

Table-ronde

Collective Immersion: New Mediation Approaches

Friday 06 Dec
10:00-11:15

Mediation is crucial for guiding spectators through universes where real and virtual spaces blend. Depending on the type of experience, equipment, or dissemination venue, the modalities change. Mediation must also adapt to collective experiences, engaging spectators collectively. By integrating mediation into the narrative fabric of their works, several artists challenge the codes and the collective experience. So, what role does mediation play in these collective immersions?

With : Natacha Paquignon, Pierre Amoudruz, [TBA]
Modération : Adrien Cornelissen

Table-ronde

Collective Immersion: Collaborate, Experiment, Disseminate

Friday 06 Dec
11:30-12:45

Collective immersion primarily relies on the ability of structures to innovate and demonstrate collective play. These collaborations allow for the dissemination of immersive works to new distribution channels, both locally and internationally. They also help to explore new practices essential for the economic structuring of the sector, such as the portability of works (for example, adapting a VR work to a mapping format). How can we foster the emergence of these collaborations?

With : Cyrielle Tissandier (AADN / Chromosphère), Antoine Roland (Correspondances Digitales), [TBA]
Moderation : Adrien Cornelissen



Symposium & workshop

Digital Arts and Environmental Impact – Acting for a Sustainable Future

Vendredi 06 Déc

14:00 - 16:00

In a sector where the race for new technologies and the logic of producing works and events can hinder eco-responsibility, this roundtable presents an overview of initiatives led by various cultural actors in Europe. Repair Club, "Festival for Climate" network, and many others, each speaker will discuss their practices implemented to reduce the ecological footprint in the digital arts sector. Following this symposium, participants and speakers will work together to develop innovative and creative solutions to the ecological challenges inherent in immersive arts.

This meeting will be held in English

With: AADN (FR), Athens Digital Arts Festival (GR), Flyer new media (IT), Photon, Patchlab Festival (PL), Fönix (HO) [TBA]

Coaching

Pitch Sessions «Immersive Arts,» organized with Les Bienheureuses Rencontres and Réseau HACNUM

By registration (free for artists and companies): 8 participants

Friday 06 Dec

16:00 - 18:30

The Pitch Sessions are open to artists who wish to practice presenting their works or creative projects to professionals. Registered artists are invited to present their projects in a 5-minute pitch, followed by a 15-minute exchange with invited experts.

This coaching session provides artists with constructive feedback on their presentations, guidance on oral storytelling—how to introduce and narrate their projects—and helps answer the following questions:
Is the project statement clear? Are there any ambiguous areas?

Is the artistic vision balanced with the technical description? (research angles, influences, references, technical and artistic challenges...)

Is the production setup solid? (residencies, co-productions, partners...)

Has distribution been planned? (pre-sales, technical requirements, etc.)

Is the budget realistic? (co-funding, contributions, investment vs. operational costs...)

This exercise also offers the chance to present the project to stakeholders and organizations whose focus is not specifically digital (Theater, Municipalities, Cultural Centers, Performance Venues...) but who have an interest in the topic, to see if the project presentation is accessible to these types of venues.

Workshop

"Nouvelles technologies, arts & sciences"

Friday 06 Dec
16:00 -17:15

The «New Technologies, Arts and Sciences» workshop invites artists, students, culture professionals, and researchers to discover the working process behind the "Immersive Conferences." Organized by CNRS and the Planetarium of Vaulx-en-Velin as part of the Échappées Inattendues, these dome conferences take the audience on a sensory dive into the heart of scientific research: a journey through the tree of life, a brain under X-ray, a stroll along a petal... Discover how artists and researchers have collaborated to enrich scientific mediation by mobilizing the immersive dome technologies.

With: Sabrina Raz, Scientific Communication Officer at CNRS / Alex Andrix, Artist / Fabien Chauveau, CNRS researcher at the Lyon Neuroscience Research Center / RSA Cosmos [TBC]

Meet

Meet : Chromosphere, fulldome festival network

Friday 06 Dec
16:00-17:00

Join us for a public event introducing the partners of Chromosphere, a European network for fulldome immersive arts! This consortium unites cultural organizations and festivals from various European cities: Athens, Rome, Krakow, Debrecen... During this meeting, speakers will share their journeys and discuss the key stages in building this network of fulldome festivals across Europe. Through their conversations, you'll discover how this initiative was developed to meet the artistic and logistical challenges of presenting immersive dome-based works. The consortium will also explore the challenges and future directions of this network within today's cultural landscape, shaped by the growth of immersive technologies and the need for cross-border collaboration. This is an opportunity to learn more about the impact of such a project on a European scale and the aspirations of this collaboration in promoting digital arts and cultural accessibility.

With: AADN (FR), Athens Digital Arts Festival (GR), Flyer new media (IT), Photon / Patchlab Festival (PL), Fönix (HO)

Co-funded by the European Union

Meet

Meet: PR.A.L.I.N.E, Metropolitan Network Facilitation Initiative, organized in collaboration with Les Bienheureuses Rencontres.

Friday 06 Dec
17:15-18:30

Meet various partners involved in the PR.A.L.I.N.E. (Pratiques artistiques lyonnaises d'innovations numériques expérimentales) initiative, a network driven by a community of practices focused on hybrid digital arts. PR.A.L.I.N.E. brings together cultural structures and institutions from the Lyon Metropolitan area and its region, including AADN, Pôle Pixel, the Planetarium of Vaulx-en-Velin, TNG - CDN of Lyon, GRAME - CNCM of Lyon, ERASME, Château de Goutelas, and national venues such as LUX (Valence), Malraux (Chambéry), Hexagone (Meylan), and MC2 Grenoble. The PR.A.L.I.N.E. initiative aims to unify these cultural actors and creative contributors (artists, collectives, companies) who share a common interest in integrating digital technology into their programming or practices. During this gathering, participants will present their upcoming seasons, open calls, and initiatives supporting creation within a digital environment.

The event will conclude with a cocktail reception offered by PRALINE, Les Bienheureuses Rencontres & Pôle PIXEL.

OVERVIEW

	MERCREDI	JEUDI	VENREDI	SAMEDI	DIMANCHE
10:00			TALK 1 10:00-11:15	PROJECTION KIDS 11:00-11:30	PROJECTION 2 11:00-12:00
10:30					
11:00					
11:30			TALK 2 11:30-12:45	PROJECTION 3 12:00-13:00	
12:00					
12:30					
13:00			BUFFET 12:45-14:00	PROJECTION 3 13:00-14:00	
13:30					
14:00					
14:30			SYMPOSIUM 14:00-16:00	INITIATION WORKSHOPS 14:00-17:30	
15:00					
15:30					
16:00					
16:30					
17:00	PROJECTION 1 16:00-16:50	PROJECTION 2 17:00-17:50			
17:30	PROJECTION 2 17:00-17:50				
18:00					
18:30	PROJECTION 1 17:25-18:15	COCKTAIL P.R.A.L.I.N.E 18:30-19:30			PROJECTION 3 18:10-19:00
19:00	PROJECTION 2 18:30-19:20				
19:30					
20:00	PROJECTION 3 19:35-20:25	LIVE A.V. 360° NIGHT 1 19:30-21:30	PROJECTION 4 19:20-20:05		
20:30					
21:00					
21:30	PROJECTION 4 20:40-21:25	LIVE A.V. 360° NIGHT 2 20:30-22:30			
22:00					

PROJECTION 1

Wednesday 04 Dec :
17:25-18:15
Thursday 05 Dec :
17:25-18:15
Saturday 07 Dec :
16:00-16:50

I Saw The Future
François Vautier (FR)

Biosphère
Florian Guibert,
Margaret Hermant (FR)

Protist Rhapsody
Uncharted limbo
Collective (UK/GR)

#DRIFT
Le Clair Obscur (FR)

Within
Ari Dykier (PL)

PROJECTION 2

Wednesday 04 Dec :
18:30-19:20
Thursday 05 Dec :
18:30-19:30
Saturday 07 Dec :
17:00-17:50
Sunday 08 Dec :
11:00-12:00

Brèche
Sébastien Labrunie (FR),
Lu Yi (TW)

**Across the Lake
/ Kôe O**
Sandrine Deumier (FR),
Cia Himián Li (TW)

**Local Dystopias
in the Global Utopia**
Sergey Prokofyev
(UA/DE)

4993 Feet Under
Calvin Sin Ina Chen (US)

Tidal Echoes
Milkorva (FR)

PROJECTION 3

Wednesday 04 Dec :
19:35-20:35
Thursday 05 Dec :
19:35-20:35
Saturday 07 Dec :
18:10-19:00
Sunday 08 Dec :
12:00-13:00

Écosystème
Maxime Dangles,
DylanCote (FR)

Astro
Weidj Zhang, Weilu
Ge, Shaoyu Su (US)

PROJECTION 4

Wednesday 04 Dec :
20:40-21:25
Thursday 05 Dec :
20:40-21:25
Saturday 07 Dec :
19:20-20:05
Sunday 08 Dec :
13:00-14:00

État Six
Name Studio,
David Drouin (CA)

Metaract
Manami Sakamoto,
Yuri Urano (JP)

**PROJECTION
SPECIAL FOR KIDS**

Wednesday 04 Dec :
16:30-17:10
Thursday 05 Dec :
16:30-17:10
Saturday 07 Dec :
11:00-11:30

Biosphère
Florian Guibert,
Margaret Hermant (FR)

Aqua Dome
Lynn Tomlinson (US)

**Across the Lake
/ Kôe O**
Sandrine Deumier (FR),
Cia Himián Li (TW)

**Light Party
in Himalayan Zoo**
Briam Rolon (CO)

**Cosmonaute 360
- Mission: Rescue**
Jesús Pérez Irigoyen
(MX)

**LIVE A/V 360°
& PERFORMANCES**

Night 1
19:30-21:30

Night 2
20:30-22:30

ATELIERS

Initiation workshops
14:00-17:30

**MEETINGS
& WORKSHOPS**

Talk
Collective Immersion:
New Mediation
Approaches
Friday 06 Dec :
10:00-11:15

Talk
Collective Immersion:
Collaborate, Experi-
ment, Disseminate
Friday 06 Dec :
11:30-12:45

**Symposium
& workshop**
Digital Arts and En-
vironmental Impact
- Acting for a Sustai-
nable Future
Friday 06 Dec :
14:00-16:00

Pitch Sessions
«Immersive Arts,»
organized with
Les Bienheureuses
Rencontres & Réseau
HACNUM
By registration,
8 participants
Friday 06 Dec :
16:00-18:30

Workshop
New Technologies,
Arts & Sciences
Friday 06 Dec :
16:00-17:15

Meet :
Chromosphere,
fulldome festival
network
Friday 06 Dec :
16:00-17:00

Meet: PR.A.L.I.N.E,
Metropolitan Network
Facilitation Initiative
Friday 06 Dec :
17:15-18:30



Co-funded by
the European Union

FULLDOME FESTIVAL ACROSS EUROPE



Chromo sphere

EXPERIENCE
THE EXTRAORDINARY
360° ADVENTURE

📍 SECOND STOP:

04-08.12.2024

VAULX-EN-VELIN (NEAR LYON)

FRANCE

ALTERFUTURA AADN

PLANETARIUM OF VAULX-EN-VELIN



PHOTON



VISUAL EXPERIENCE SPONSOR: EPSON®

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Numéro de téléphone: 09 50 21 85 21

Ne pas jeter sur la voie publique





Informations ⓘ

Open to ages 7 and up.
Free event

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www.aadn.org