



THE LABYRINTH TIME

Short presentation and budgetary
aspects

Stéphane de Gérando

1. THE LABYRINTH OF TIME

A work regularly described as “monumental”, *The Labyrinth of Time* (LDT) is thought of as a “whole”, both polyartistic and technological.

Creation, research, transmission are the three “actions – feedbacks” at the heart of the process of inventing the *Labyrinth of Time* .

polyartistic dance creations, theater, music, educational installations interactive, virtual reality immersion, publications, conferences, research and world premieres.

2. THE AESTHETIC PROJECT

Polymorphic writing of memory which intersects, uncrosses, intersects at different scales of time and space, the LDT is made up of *satellites* (autonomous works) and *large cycles* (algorithmic invention and interaction).

The pair of chance and determinism is at the center of the invention of the *Labyrinth* by sending us back to a simultaneous feeling of presence and absence.

antecognitive polysensory spaces to discover possible hidden and tangled memory fibers.

3. A CUSTOMIZED WORK

From a simple video protection - small form - to the installation of a large form of the *Labyrinth* , any LDT creation project is carried out to measure, according to a particular event, a place, the means available.

4. MAKE YOUR CHOICE , FROM A SMALL SHAPE TO A LARGE SHAPE

Quick summary of the material available in 2023.

MAJOR CYCLE OF LDT

Name	Description	Realization	Remarks
Great cycle	Large screen projection, sound installation and possibility of a polyartistic device	Spectacular event, evening, outdoors or indoors	<ul style="list-style-type: none"> - Real-time algorithmic creation of the LDT - Sound and visual projection - Large screen, computer(s), speakers around the audience - polyrtistic creation with instruments, dance, theater, real-time electronics of the LDT

LDT SATELLITES

Name	Description	Type of production	Remarks
The tables	Digital on screen or printed	Museum installation, institutional entrance hall exhibition etc.	<ul style="list-style-type: none"> - Algorithmic tables in real time (with possibility of interaction with the public) - Still image tables (slideshow type controlled by the LDT) - Video tables (with or without sound) - Paintings of your choice on support (on silk, aluminum...)
Sound installation	Electroacoustics	Outdoor or indoor installation	- Indoors or outdoors, sound files or computer-controlled algorithms in real time
Video installation	HD video and 5.1 sound	Auditorium type installation with large screen	-More than 1h30 of immersion in the Labyrinth (HD videos), spatial sound in 5.1
Monumental mapping	Outdoor or indoor projection	Evening or installation	<ul style="list-style-type: none"> - Monumental mapping, indoors or outdoors - Image 2k, 4K etc. - 5.1 sound spatialized around the audience
Instrumental creations	Instruments with or without real-time electronics	Concerts or installation	<ul style="list-style-type: none"> - Electronic instruments and devices in real time - Order or existing parts
Sculptures	Digital or on media	Outdoor or indoor installation	<ul style="list-style-type: none"> - holographic projection - projection on 3D surface - on screen - with or without sound
Virtual reality	Immersive installation	Facility	<ul style="list-style-type: none"> -VR headsets -real-time interaction with the public - projection on a large screen possible for the public
Polyartistic score	Music, dance, theater, video, real-time electronics	Participatory installation via the public	<ul style="list-style-type: none"> - Real-time textual, bodily, musical, visual, electronic scores - for a musical audience, bring your instruments !..
Interactive digital educational workshops		Public participatory installation	- At least one computer with large screen and four speakers.
Video installation: "LDT – Genesis and evolution"	Video, screen	Facility	- Video installation which presents the genesis and evolution of LDT creations.
Conferences			<ul style="list-style-type: none"> - General public, young audiences, pupils, students, researchers, etc. - Possibility of inviting scientific collaborators who have participated in research, world firsts, etc.
Publications			- Art book, exhibition catalog, research articles, works
Research	Possible collaboration		- Art schools, universities, engineering schools, major schools, research centers etc.

5. BUDGETARY ASPECTS

Artistic part

- A tailor-made installation of the *Labyrinth* , with existing material: from 1000 euros for a small shape
- An installation including a specific order for a satellite: from 3000 euros
- An installation lasting more than three days: budget to be specified (installation rental package)
- A digital educational installation, in a museum, art school, conservatory, etc.: monthly or yearly rental, budget to be specified.
- 2-hour conference: 500 euros net
- Educational workshop: 250 euro net
- Scientific collaborators: to be defined

Technical part

The technical installation of the *Labyrinth of Time* can be

1. fully supported "turnkey",
2. or partially supported (computers, sound card, software for example), in addition to a sound and video installation provided by the host institution

Example

Simple outdoor audio equipment rental: from 800 euros

High-power video projector rental, monumental outdoor mapping: from 4,000 euros

6. BIOGRAPHICAL NOTE – STEPHANE DE GERANDO

Stéphane de Gérando (L'Hay-les-Roses, France, June 23, 1965) is a French multimedia artist, teacher, researcher. Stéphane de Gérando initially had dual training as a composer and researcher, at the Conservatoire National Supérieur de Musique et de Danse de Paris (First Prize and 3rd cycle first named in composition), at the university (doctor, authorized to direct research) and at IRCAM (computer science course). He won the international Stipendianspreis prize in 1994 at the Darmstadt Contemporary Music Festival, the Prize of the Association of Former Students of the National Conservatories of Music and Dramatic Art in Paris (1991), the Academic Prize of SACEM (1995) and he was a laureate of the Sasakawa Foundation in 1993 and 1994. His catalog includes more than 90 works, from the solo instrument to the orchestra with or without electronics, digital installations, monumental projections, virtual paintings, polyartistic creations theater – dance – music – digital technologies. Since 2007, he has devoted himself mainly to the Labyrinth of Time, a work that is both polyartistic and technological. With the international support of France, one of the last monumental projections of the Labyrinth of Time is on the Azadi Tower in Tehran, on July 19, 2018 (numerous televisions, photos from press agencies, press headlines, articles). Books, articles, dictionary, Gérando's publications deal on the one hand with historical, aesthetic, educational and institutional questions linked to the notion of creation and on the other hand with algorithmic issues (world firsts) or more broadly linked to digital technologies, with scientific collaborators like Athanase Papadopoulos, Franck Jedrzejewski , Christophe Mourougane (mathematicians), Jérôme Pétri (astrophysicist), Louis Bigo (computer scientist) and Gille Baroin (doctor engineer) for the latest version of a Labyrinth satellite in virtual reality (headset VR).

7. FOR MORE...

Teaser

https://youtu.be/6L6JAPqM4Xo?si=iivlYKt8st3H_IAQ

Presentation files (100 pages), with photos of LDT creations

<https://www.calameo.com/books/00566730425e61d1f5778>

Gérando's website, with lots of information about the *Labyrinth of Time*

<http://www.degerando.com/fr/>

Research - HAL archives

<https://cv.hal.science/stephane-de-gerando>

Example, interactive digital educational installation – during the Festival Présences 2023
Radio-France, Paris

<https://www.maisondelaradioetdelamusique.fr/evenement/atelier/voyage-au-coeur-du-labyrinthe/festival-presences>

8. CONTACT

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