



ISABELLE ARVERS

portfolio 2017

www.isabellearvers.com
www.kareron.com/isabelle-arvers


youtube.com/user/zabarvers


vimeo.com/isabellearvers

BIOGRAPHY

Isabelle Arvers is an art curator and a machinima (movies realised with video games) specialist, in France and worldwide. In 2005 she began to design machinima programs for festivals and museums.

Since 2009, she organizes machinima workshops for teenagers, then for youngsters and art students.

After conducting more than a hundred workshops in France and worldwide, she directed her first machinima video in 2012, and since then realises many videos with video games engines. In 2016, she creates a machinima doc in the Calais Jungle as well as different abstract machinima.

She also associates with the pianist Nathalie Négro, from PianoAndCo, to present a creation piano and video games, *Cross by*, at the Salins theater in Martigues on November 2016.



RESIDENCIES

GMEM Marseille | Centre National de Création Musicale, creation residency for the performance *Cross By*, March 2017

Fougères and Lécousse, avec Electroni[k], residency in schools around machinima on 2015 and 2016

Le Centre National de Danse in Pantin, creation residency for the performance *Bazin*, July 2016

Le 3bisf in Aix en Provence, creation residency for the performance *Cross By*, June 2016

Le 783 in Nantes, creation residency for the performance *Bazin*, May 2016

Dunkerque, in the frame of CLEA (local contract of artistic education), from January to April 2016

Rural.scapes in Fazenda Santa Teresa (Brazil), residency in rural environment to use video games as an emancipation tool, June 2015

EXHIBITIONS

« **Contemporary Landscape** » CICA Museum, Korea, June-July 2017

Mer rose

Biennale WRO, Draft Systems, Wroclaw, Poland, May-July 2017

Heroic Makers vs Heroic Land

«**Machinima Report**», by the Video Game Art Gallery at Comfort Station, Chicago, USA, May 3

Blu blu blu

« **Data City** », **BBot - Rebelling Nature**, collectiv exhibition of the creativ cities network / UNESCO, Centre des arts d'Enghien-les-Bains, France, April-July 2017

Mer rose and Mer violette

Filmideo 2017, Index Art Center, Newark, USA, April 2017

Heroic Makers vs Heroic Land

Video Vortex XI, Shristi Outpost - Kochi-Muzeris Biennale, India, February 2017

Mer rose et Mer violette

« **Réalité altérée** », festival Transient OFF, le Tétris, Le Havre, France, January 2017

Mer rose et Mer violette

Cinéma Pathé Les Quais, Rencontre régionale du Pôle Image de Franche-Comté, Belfort, France, December 2016

Screening of *I is an other*, *Floating mountains* and *Heroic Makers vs Heroic Land*

Salins Theater, Martigues, France, November 29 2016

Performance *Cross By*

« **L'écriture comme trace** », Collège Lucie Aubrac, Dunkerque, France, November 2016

Heroic Makers vs Heroic Land et Floating mountains

« **MIG 21** », Maribor, Slovénie, October-November 2016

Heroic Makers vs Heroic Land

Rencontres Bandits-Mages, Bourges, France, November 2016

Heroic Makers vs Heroic Land

3 bis F, Aix en Provence, France, June, 30 2016

Cross By - creation residency restitution

Festival Photo d'Athènes, Musée Benaki, Greece, June-July 2016

Heroic Makers vs Heroic Land

Nuit des Musées, Frac Nord-Pas de Calais, Dunkerque, France, May 21, 2016

Heroic Makers vs Heroic Land

« **Coder et décoder les frontières** », Espace architecture de l'Université La Cambre, Brussels, Belgium, April-May 2016

Heroic Makers vs Heroic Land

« **S'étranger** », La Plateforme, Dunkerque, France, April 8, 2016

Heroic Makers vs Heroic Land

« **Campos Alterados** », MAC USP (São Paulo Contemporary Art Museum), Brazil, November 2015

Santa Tereza Fazenda Reloaded, Blublublu, Blue noise, Floating mountains

Santa Tereza Fazenda, Brazil, September 26, 2015

Residency restitution - *Santa Tereza Fazenda Reloaded, Blublublu, Blue noise, Floating mountains*

Google Cultural Institute lab, Paris, France, September 2014

WJ Performance « Data Dramatization »

Gamerz Festival 08, Aix en Provence, France, October 2012

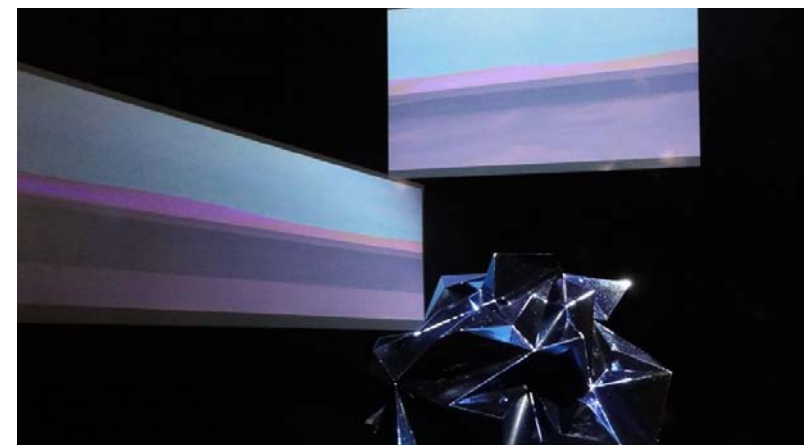
I is an other



Video Vortex XI, Shristi Outpost - Kochi-Muzeris Biennale



« Coding and decoding borders », Brussels



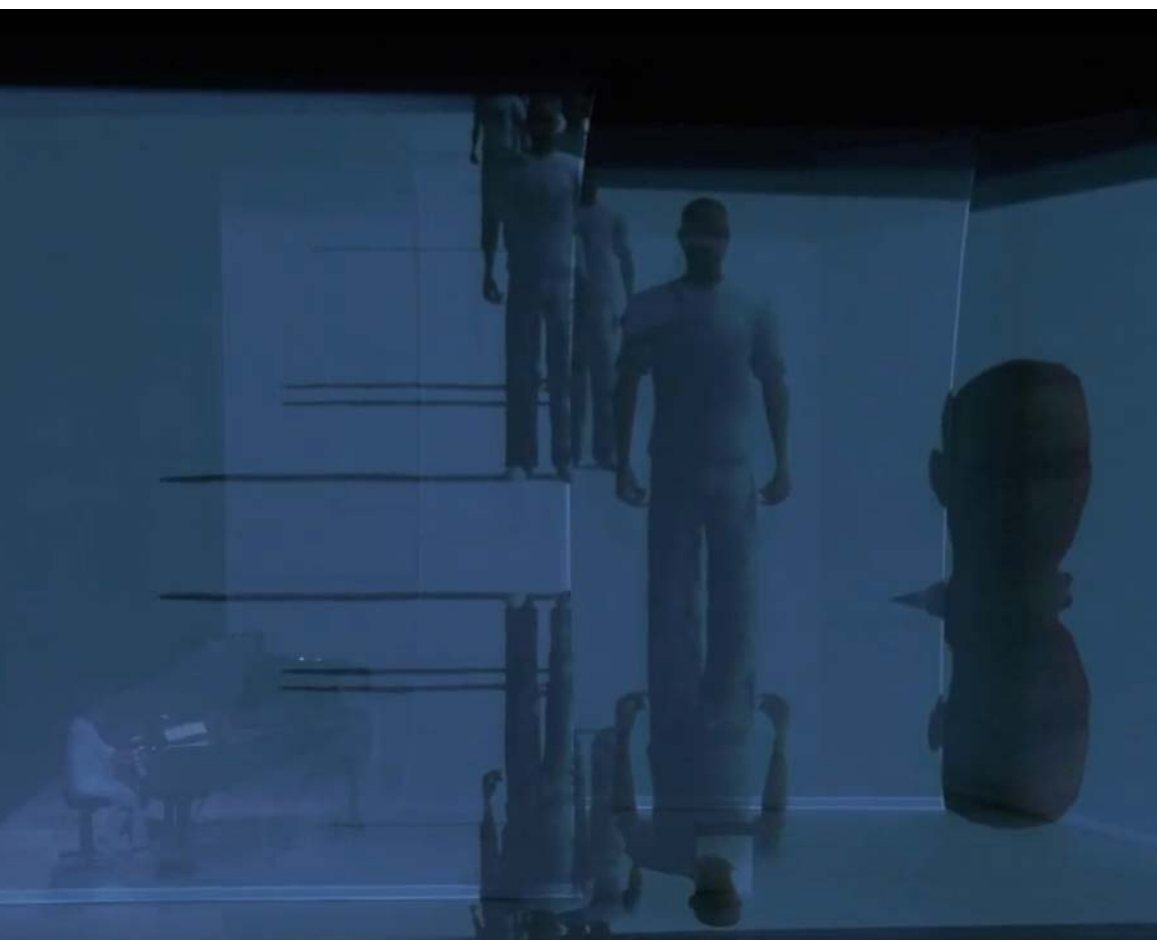
« Data City », BBot - Rebelling Nature, Enghien-les-Bains

CROSS BY

Musical and immersive show
Piano and machinima
2016

An unique meeting between the world
of video games and the music of Steve
Reich, John Cage and Arvo Pärt.

vimeo.com/173455402 



This creation is based on the meeting between repetitive minimalist music and machinima (films made with video games), and crosses pre-recorded sequences of video games, live gaming performance with music, interactive performance and visual and sound installation.

The very close relationship between image and music is thought to create an immersive and contemplative experience in a hybrid form of a virtual space to inhabit in real space. Every sound, every rhythm is visually represented by using a game engine. And allows the public to physically experience the concepts of dual personality, removal, wandering, and otherness. The form then evolves in a sort of no man's land, accompanied by the music of Steve Reich, John Cage and Arvo Pärt.

Cross by is born out of the meeting of Arvers Isabelle and Nathalie Negro during an artistic residency in the Nord Pas de Calais. From the mutual discovery of their universe, crossings were quickly made between piano and video games film making. The work of Isabelle Arvers, machinima specialist, is interested in their hybridization with other art forms: music, painting, sculpture, installation in situ, interactivity. In recent years, the work of Nathalie Negro - pianist - is crossed by exploring the repetition of musical patterns. As an extension to this research, she returns to a narrower form around the iconic Steve Reich piece: Piano Phase, which is the center of gravity of this show.

► [more information on Kareron website](#)

Machinimas created for *Cross by*

LABMOUNTAINS

Piece of music: *In a landscape*, John Cage



BLUE MOUNTAIN

Piece of music: *Für Alina*, Arvo Pärt



HOMME DE LOIN

Piece of music: *Piano phase*, Steve Reich



DÉSERT DÉPHASÉ

Piece of music: *Piano phase*, Steve Reich



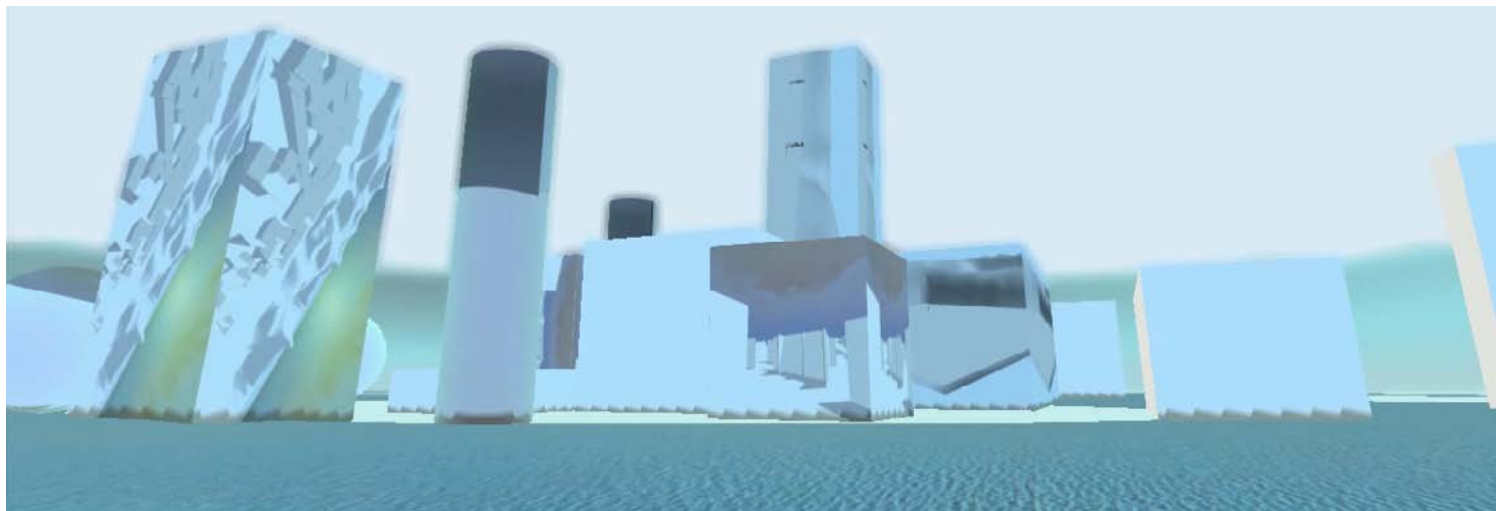
SILENT SEA

Piece of music: *Music for Marcel Duchamp*,
John Cage



END SCREENS

Piece of music: *Piano phase*, Steve Reich



HEROIC MAKERS VS HEROIC LAND

Machinima documentary, 10'56
2016

How to live in the jungle, how to restore its humanity, how to create spaces for living and sharing together. How to do the work of a government that shuns it, that refuses to see the urgency of the situation, that focuses instead on “reducing” the number of immigrants in Calais ?

vimeo.com/193335294 



In a little less than a year together, and with the help of numerous French and especially British NGOs, the refugees of the jungle have built what has become a city-world, populated by places of worship, shops, services, restaurants, schools, galleries, cultural spaces...

The jungle's biggest irony is the mayor of Calais' “big project” to rebrand her city by creating a 275 million euro amusement park called Heroic Land—a theme park inspired by the world of video games, manga and heroic fantasy... with total contempt for the true heroes, those who find solutions to the problems of migration and transit zones.

Isabelle Arvers chose the medium of video games to translate the interviews of these jungle residents and give them another dimension. The excerpts presented here refer to building the Chemin des Dunes school. Zimako Jones, the project's instigator and an asylum seeker from Nigeria, was assisted by NGOs such as Solidarité Laïque, Ateliers Sans Frontières, volunteer groups and “brothers”, as he calls them. One of these brothers is Marko, a Kurdish man who has been in the jungle for more than 11 weeks.

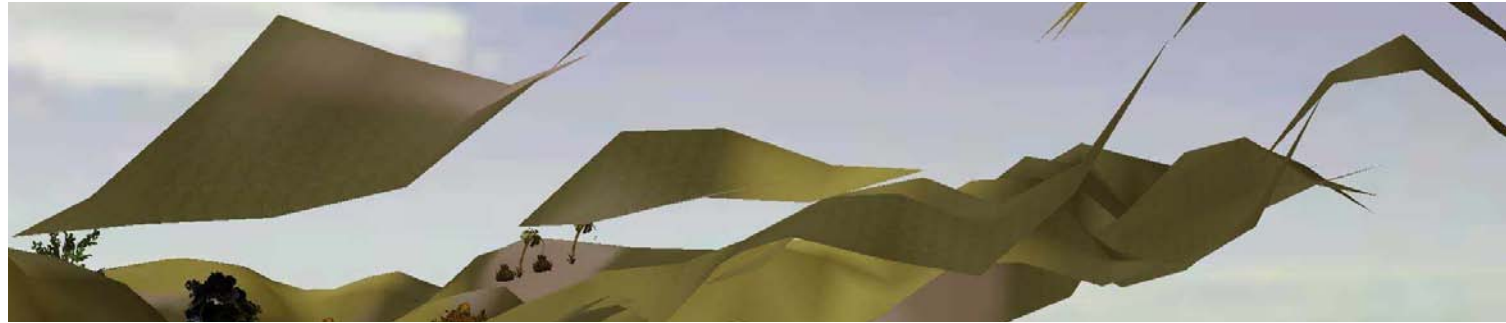
► [plus d'informations sur le site d'Isabelle Arvers](#)

Machinima videos, 2015

Experimentations realised during the Rural.Scapes residency, a farm-lab in Brazil that defends "Rural Intermedia", i.e. the confrontation of artists with local territory and know-how. These videos were made from representations of the surrounding mountains and topography, in which were created glitches with a video game engine.

SANTA TERESA FAZENDA RELOADED

youtu.be/heDfD5JXpPU 



BLU BLU BLU

Avec Duo B

youtu.be/aZnXJPK3RQw 



BLUE NOISE

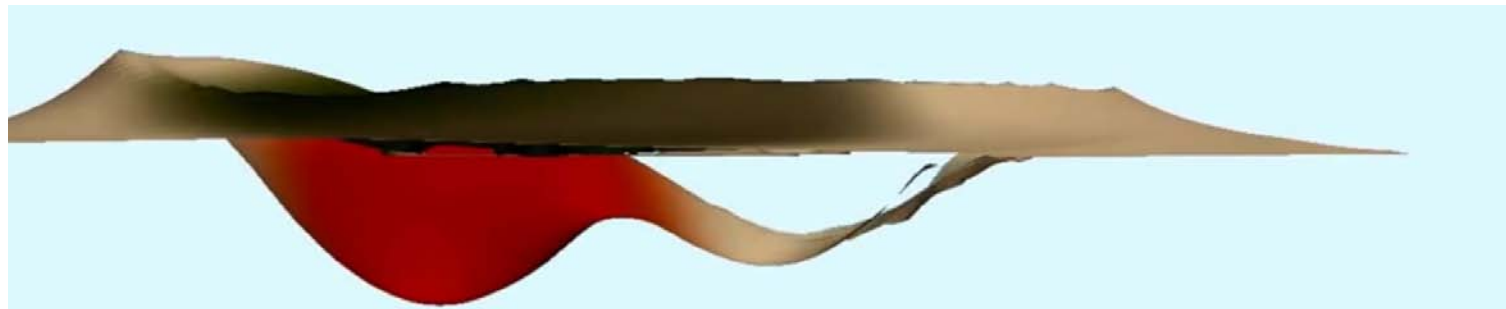
Avec Cristian Espinoza

youtu.be/hpzzPp-W7R8 



FLOATING MOUNTAINS

youtu.be/ROt9edl-1t4 



Abstract machinima, 2016

In these videos, forms and abstract landscapes are developed, in which random movement of some objects like the sea or the waves generated by the Moviestorm game engine plays an important part. Universes of abstract patterns, that fold or unfold, mat or very reflective, are testing the possibility of creating « species of spaces » (Georges Perec), aiming to modify the perception of the movements seen.

Mer rose : vimeo.com/184510041 

Mer abstraite : vimeo.com/184510045 

Mer violette : vimeo.com/184510038 

MER VIOLETTE



MER ABSTRAITE



MER ROSE



I IS AN OTHER

Machinima video, 9'25
2012

Presentation of the exhibition
Identité, altérité, jeu vidéo et machinima,
at Gamerz Festival 08

youtu.be/O4I2tAgc7Hs 



More than an aesthetic, games and machinima made from game engines are a 3D vision of the world - a digital representation of it. And in these 3D environments, voices transform the meaning of the scenes. Voices are a tool to appropriate these worlds by adding our own stories, thanks to dialogs between characters. Voices bring sensitivity, a sense of humor or an absurd touch to these virtual spaces.

Voice reflects the idea of alterity and the relationship to another person. Voice is the simultaneous presence and absence of human corporeality. Voice is the content and the meaning in language but also the sound of a person and its body through time and space. With recorded voices in cinema, the grain of the voice takes another dimension: it is the "anonymous body of the actor in my ear." As we move into the digital domain, this materiality of voice is essential to machinimas and their virtual game spaces. Besides the narrative in the dialog writing, the voice over represents a huge part of machinimas. Paul Marino talks about it as the "humanness that is otherwise missing from the digital package".

WJ performances

Realised with WJ-S, a project developed by Anne Roquigny

WJ-S is a software and a flexible public device for web performances allowing WJ-S to play live with text, sound and visual content available on line.

WJs take the control of a multiscreens environment and surf at distance in different browser windows simultaneously. WJ-S is a visible and collective experience of the surf. WJS is an immersive experience in the flux.



WJ PERFORMANCE

A WJ-s performance immerses the audience in a subjective derive in web contents, it is like an immersion inside the content of a conference about net.art or game art. It changes our relationship to Internet that we are used to see on little screens and not immersed inside them...

WJ-Spots

WJ-SPOTS is a series of public conferences where participants (artists, critics, thinkers, inventors, researchers, curators, organisers and producers of cultural events) are invited to look back on 15 years of artistic creation on the internet.

The 15 minutes presentations are organised within the WJ-S multi-screen environment, transformed for the occasion into a space for reflection and investigation.

WJ PERFORMANCES

Isabelle Arvers has 3 different performances in WJ-s which she can perform alone or with a musician: **Datavisualisation | Art, Games, Retrogaming | Psychogeography | Neen.** She also participated and performed for several WJ-Spots conferences.

DATAVISUALISATION

Le Lab, Google cultural institute, Paris, 2014
Performance WJ « Data Dramatization »

ART, GAMES, RETROGAMNIG

WJs Perf, Gamerz 6, Scène Numérique, Aix-en-Provence, 2010
WJs Perf, Retrogaming show, Epitech, Marseille, 2010
WJs Perf, Les jeudis d'Oogie, Oogie Life Store, Marseille, 2010
WJs Perf, Playground, Centre Pompidou, Paris, 2009
WJs Perf, Mapping Festival, Bâtiment d'Art Contemporain, Genève, 2007

PSYCHOGEOGRAPHY

WJs, Le cabaret des curiosités, Phénix, Valenciennes, 2011
WJs Perf, Imaginez Maintenant, Centre Pompidou Metz, 2010

NEEN

WJs Perf, Nuit des Technos, Restaurant Grandes Tables, Friche Belle de Mai, Marseille, 2009
WJs Perf, Festival Dièse, Fine Arts Museum, Dijon, 2009
WJs Perf, Monkeytown, Brooklyn, New York, 2009
WJs Perf, Immotoc Domotic by Agora, Sophia Antipolis, 2008
WJs Perf, Fluxn'remix LE ARTI IN CITTA' II Edizione, Perugia, Italie, 2008
WJs Perf, Gardens of the RITZ Hotel, Paris, 2008
WJs Perf, RIAM, Dakiling, Marseille, 2008



Playground, Centre Pompidou, Paris, 2009

WJ-SPOTS

Lunch of the WJ-SPOT journal by MCD, La Gaité lyrique, Paris, 2012

Artists take over the network

WJs, WJ-SPOT Bruxelles, IMAL, Bruxelles, 2011

History and future of artistic creation on the Internet

WJs, , WJ-SPOT #2, La Gaité lyrique, Paris 2011

History and future of artistic creation on the Internet

WJs, Wave – WJ-SPOT Berlin, Transmediale.10 Satellites, Betahaus, Berlin, 2010

« 15 Years of Artistic Creation on the Internet »

WJs, WJ SPOTS #1, Maison des Métallos, Paris, 2009

« 15 years of artistic creation on the internet » « Etat des lieux des arts en réseaux »

DATAVISUALISATION

Curator of the antiAtlas of borders exhibitions, Isabelle Arvers realises a conference with WJ-S and present the net.art and video contents of the antiAtlas of borders platform.

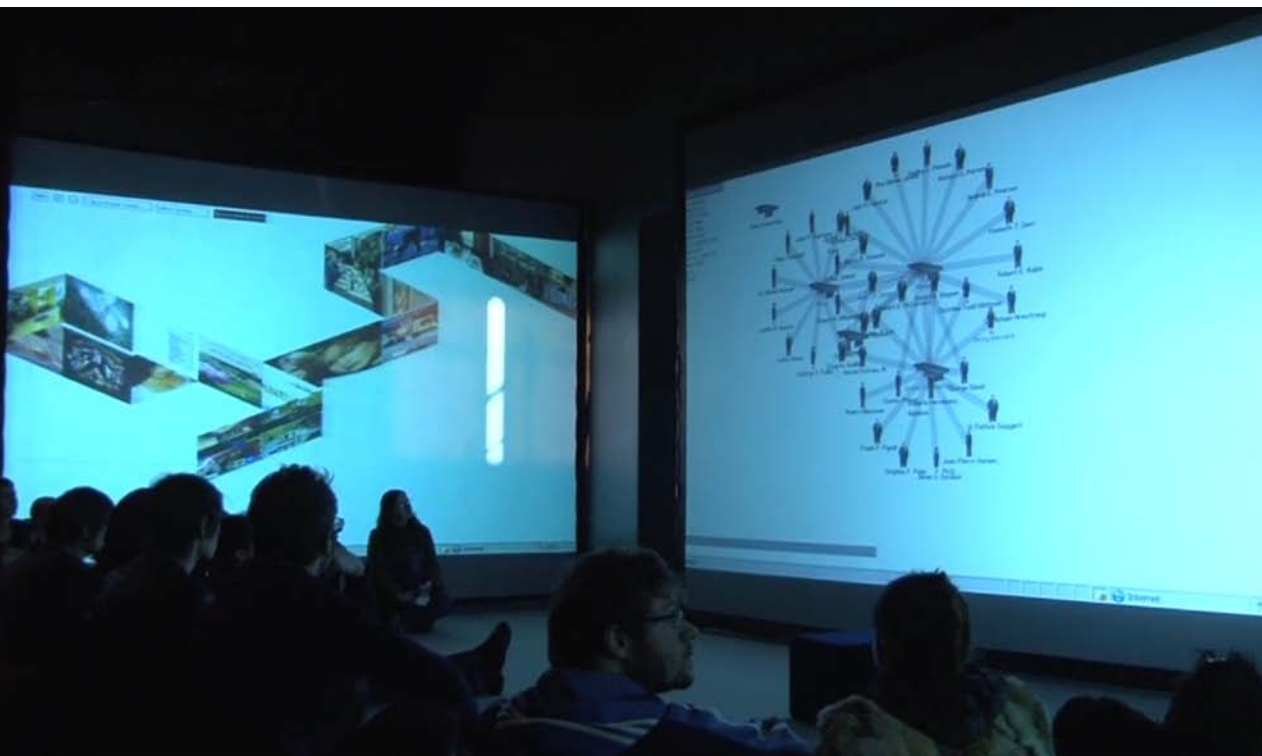


Conference/performance on the antiAtlas of borders at the Google Cultural Institute

PSYCHOGEOGRAPHY

A performance about psychogeography, video surveillance, urban artistic re appropriations, emotional mapping and cartography.

Imaginez Maintenant, Centre Pompidou Metz, 2010



Le cabaret des curiosités, Phénix, Valenciennes, 2011

ART, GAMES, RETROGAMING

A retrogaming performance, Isabelle Arvers plays to online artgames or retrogames live.

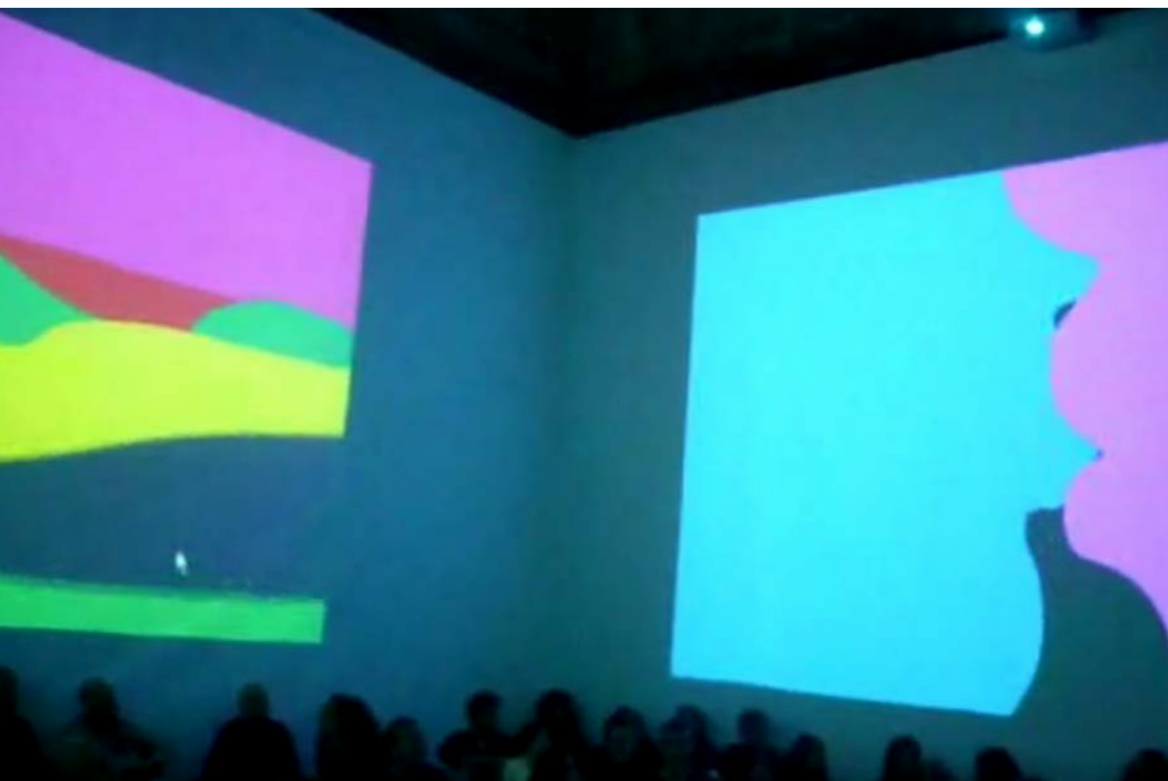
Mapping Festival, Bâtiment d'Art Contemporain, Genève, 2007



Playground, Centre Pompidou, Paris, 2009

NEEN

Performance about Neen art movement with websites by Rafael Rosendaal, Miltos Manetas, Angelo Plessas



Fluxn'remix LE ARTI IN CITTA' II Edizione | Perugia, Italie, 2008