The Adrien M & Claire B Company creates digital and living art forms, ranging from stage performance to installations. It is co-directed by Claire Bardainne and Adrien Mondot, whose approach puts the human experience at the centre of technological issues, with a strong visual focus on the body and unique bespoke technologies created in-house. They strive to create living digital art: mobile, handcrafted, short-lived, and responsive.

Since he was discovered at Jeunes Talents Cirque in 2004 with his Convergence 1.0 project, multidisciplinary artist, computer scientist and juggler Adrien Mondot creates stage performances based on responsive interactions between digital art forms, juggling, dance and music. In June 2009, he received the Grand Jury Prize for Cinématique at the Dance and New Technologies international competition of the Bains Numériques Festival (Enghien-les-Bains).

In 2010, he meets visual artist, graphic designer and scenographer Claire Bardainne. Graduate from the Estienne and Paris Arts Déco schools, her approach focuses on the imaginary realms conveyed by pictures and graphics, especially in their space-constructive capacity. She works at the BW Studio she co-founded in 2004, and with the research teams in sociology of the imaginary of the Ceaq (Sorbonne, Paris).

After joining forces on a shared creative vision in 2011, they restructure their company as Adrien M & Claire B. Transcending the spatial boundaries of stage and the time limits of performance is pivotal to this transformation. Together, they create the XYZT Abstract Landscapes interactive exhibit. In 2011, they write conference-performance Un point c’est tout and the digital scenography of Grand Fracos isus de rien, directed by Pierre Guillois. In 2013 they created Hakanaï, a show for one dancer in an immersive environment.

In 2014, they co-sign the performance of Pixel with Mourad Merzouki (CCN Créteil and Val-de-Marne/Cie Käfig). In 2015, they created Le mouvement de l’air, and were honored by receiving the SACD Digital Creation award of the year.

In 2016, Snow does not make sense is published with Editions Subjectiles. This is Adrien M & Claire B’s first monograph book, it includes six drawings in augmented reality. 2017 sees the making and the première of a new series of installations, entitled Mirages & miracles. In 2018, they are commissioned by la Fondation d’entreprise Martell to create The shadow of the vapor, a site-specific installation.

Together, they aspire to create an art of movement to set the human body in resonance with graphic and digital arts. The result is a poetic visual language blending imaginary, real and virtual dimensions while bearing unlimited opportunities for artistic exploration.

Today, the Company has 30 associates, two performances and two exhibits touring internationally. Its Lyon headquarters also house a research and creation studio. The Company is registered with the DRAC Auvergne-Rhône-Alpes and the Auvergne-Rhône-Alpes Region, and subsidized by the City of Lyon.
A journey in the imagery of water, with a stage performance, a pop-up book in augmented reality and an experience in virtual reality.

Acqua Alta is a story. A woman, a man, a house. A daily routine, absurd and filled with discrepancies. But one wet rainy day, their life is turned upside down: the rising waters drown their home in an ink-colored sea. The woman slips and disappears. Only her hair remains, and it is alive. It tells the tale of a disaster, unique and universal. It tells of losing and searching. It tells of the fear of the bizarre and otherness, and how to tame it.

We created three variations on the same story, using three different formats: **Acqua Alta - Ink black** : a visual theatre performance that blends movement and living digital images; **Acqua Alta - Crossing the mirror** : a book whose drawings and paper volumes become the décor of the story, only visible in augmented reality; **Acqua Alta - Tête-à-tête** : an immersive experience in a virtual reality headset to live one scene of the performance in immediate proximity.

The suggested parcours is made up of the three experiences above, they resonate with one another.

Claire Bardainne & Adrien Mondot
Mirages & miracles

Adrien M & Claire B
Exhibition — 14 installations
Creation 2017

Augmented drawings, holographic illusions, virtual-reality headsets, video-projections...
A series of installations inhabited by digital animism.

«Stones are simple, heavy and motionless. Stones are the archetype of what is real and concrete. But listen to their silence, and you can hear them speak. They speak of the forces that consumed them, of the distances they have travelled, of the genies they shelter. Observe them through the window of augmented reality, and they grow transparent and their inertia pulses. The image —intangible, moving, nimble— embodies this imaginary and reveals these objects of poetic reaction.»

Claire Bardainne & Adrien Mondot

Ranging from small to large-scale work, this corpus of installations offers a delicate coincidence between the virtual and the material. It offers a unique ensemble of improbable scenarios that takes root in both the mirage and the miracle, and plays with the boundaries between true and false, the animate and the inanimate, the authentic and the deceptive, the magical, the wondrous, and the indescribable.

Team
Concept and artistic direction: Claire Bardainne & Adrien Mondot
Drawings: Claire Bardainne
Computer design: Adrien Mondot
Computer development: Rémi Engel
Composition and sound creation: Olivier Mellano
Dance: Bérengère Fournier, Samuel Faccioli, Akiko Kajihara
Technical management: Laurent Cuzin
Exhibition set-up: Elvire Tapie, Lionel Rivière, Claire Gringore, alternating
Electronics: Sébastien Albert alias Dudley Smith
Carpentry: DeFacto / Julien Quartier, Charles Robin — Atelier Gautier
Steel locksmith: Mathieu Laville, Rémy Mangevau, Elvis Dagier
Aluminium locksmith: Teviloj / Ludovic Laffay
Lithography: URDLA
Screen print: Olivier Bral
Printing: Artprint
Blown glass: Nicolas Sartor
Technical direction: Alexis Bergeron
Administration: Marek Vuiton
Booking: Joanna Rieussec
Tour Production: Margaux Fritsch, Delphine Teypaz

Production
Adrien M & Claire B

Co-production
Fondazione Romaeuropa – Arte e Cultura (Italie)
2 Pôles cirque en Normandie / La Brèche à Cherbourg – Cirque Théâtre d’Elbeuf (France)
Scène nationale d’Albi (France)
Les Subsistances, Lyon (France)
Lux, scène nationale de Valence (France)
Espace Jean Legendre, Théâtre de Compiègne – Scène nationale de l’Oise en préfiguration (France)
Arenberg Creative Mine – Communauté d’Agglomération de La Porte du Hainaut

Funding
Fonds [SCAN], Région Auvergne-Rhône-Alpes

Support
Les Subsistances, Lyon (France)
UrbanLab, Lyon (France)
URDLA - centre international estampe & livre, Villeurbanne (France)
Villa Medicis, Rome (Italie)

The Adrien M & Claire B Company is accredited by DRAC Auvergne-Rhône-Alpes, Auvergne-Rhône-Alpes Region and is supported by the City of Lyon.
Hakanaï
Adrien M & Claire B
Show — Duration 40 min
Creation 2013

Dance choreography performed in the immersive environment of a moving cube, to explore the fleeting nature of dreams and the fugacity of life.

“In Japanese, Hakanaï means ‘impermanent, fragile, evanescent, transitory, and fleeting’, somewhere between dream and reality. This very ancient word also captures an elusive aspect of the human condition and its precariousness, but also grounded in nature. It's written by combining the graphic characters symbolizing ‘man' and ‘dream'. This symbolic association is the starting point for a dancer who will face images revealing what lies on the brink of imagination and reality.”
Claire Bardainne & Adrien Mondot

Live animations based on physical movement modelling, on an original music score played live. After the quadrifrontal performance, the audience will be invited to explore the stage installation.

Team
Conception, artistic direction, scenography and stage setting: Claire Bardainne & Adrien Mondot
Computer design: Adrien Mondot
Dance: Akiko Kajihara, Virginie Barjonet, Satchie Noro, Francesca Ziviani altering
Digital Interpretation: Jérémy Chartier, Loïs Drouglazet, Rodolphe Martin altering
Sound Design: Christophe Sartori, Loïs Drouglazet
Création sonore: Christophe Sartori, Loïs Drouglazet
Sound Interpretation: Clément Aubry, Jérémy Chartier, Loïs Drouglazet, Christophe Sartori, Pierre Xucla altering
Set Design and construction: Martin Gautron, Vincent Perreux
Digital Toolset: Loïs Drouglazet
Light Design: Jérémy Chartier
Outside Viewer: Charlotte Farcet
Costume: Johanna Elalouf
Technical Direction: Alexis Bergeron
Administration: Marek Vuiton
Production and booking: Joanna Rieussec
Production: Margaux Fritsch, Delphine Teypaz

Production
Adrien M & Claire B

Co-production
Les Subsistances, Lyon ;
Centre Pompidou-Metz - Accompagnement à la production et résidence de création ;
Ferme du Buisson, scène nationale de Marne-la-Vallée ;
Région Rhône-Alpes Fonds [SCAN] ;
Atelier Arts-Sciences, Grenoble ;
Les Champs Libres, Rennes ;
Centre des Arts, Enghien-les-Bains ;
Co-financé dans le cadre du programme « Lille, Ville d'Arts du Futur » visant à développer les expérimentations mêlant arts et innovations technologiques » ;
Accueil en résidence au Centre de création et de production de la Maison de la Culture de Nevers et de la Nièvre (MCNN) ;
Micro Mondes, Lyon.

Funding
Ministère de la Culture et de la Communication DICRéAM

The Adrien M & Claire B Company is accredited by DRAC Auvergne-Rhône-Alpes, Auvergne-Rhône-Alpes Region and is supported by the City of Lyon.
XYZT
Abstract Landscapes
Adrien M & Claire B
Exhibition — 10 installations
Creation 2011 & 2015

An exhibit-path along ten installations designed to physically engage audiences.
The meaning of four letters in mathematical language is the key to open an imaginary landscape bordering visual and performance arts.

Because X (horizontality) Y (verticality) Z (depth) and T (time) can describe a point's movement in space, they also carry the essence of the potential place of that movement. The path, crossing a nature represented geometrically and organically, is responsive to visitors, who can play with the light in a landscape of lines, points and letters as they explore a vibrant and fleeting virtual environment generating dance and movement. Images are created in real time from physical movement modelling.