

_ Mathias Isouard is a multidisciplinary artist graduated from the Fine Arts School of Aix-en-Provence in 2011. He develops practise around installations linking sculpture and sound by their own spatial relationships. He makes also performance and in-situ sound, to investigate the sensitive connections between the body perception and acoustic qualities of architecture.

He's interested by aleatory and interactivity among artistic mediums, data fluxs and sounds to create artworks that often happen «HERE and NOW».

Through in-situ productions and real-time generation programs, his situations and transformations of space operate in such a way that they encourage exploration thus the visiting public are simultaneously spectator and subject, involved through feedback processes in the functioning of the artwork itself.

His artistic references are John Cage, Alvin Lucier of course but mostly David Cunningham for his acoustic explorations or again, Pascal Broccolichi for his sonifications of magnetic waves.

> Hasard pendulaire #4 Lab30 Festival Augsburg, Germany, 2014

© photo : Mathias Isouard

Hasard pendulaire #4 Lab30 Festival Augsburg, Germany, 2014

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HASARD PENDULAIRE #,

is a series of sound and sculptural installations, made in harmony with the exhibition space. They are composed of a pendulum that oscillates above a spatial partition. Performative, these installations / instruments are activated by a launcher, the interpreter who define the course of things with a simple unconscious gesture. Indeed, when thrown, the pendulum strikes, throughout its race, the sculpture thus producing specific rhythmics of acoustic sound corresponding to used materials. In addition, these percussive sounds are captured and processed directly by a computer which generates, in the same listening space, an artificial second sound content. Tuning and detuning sounds with swings of the clock, these installations question the elasticity of the spacetime through a generative writing. They also interrogate the links between spatial and musical; between matter and sound. On an arbitrary and anecdotal action results in an unique visual and sound composition, with indefinite durations, that will play of the expectations of the viewer.

Festival Media Art Festival «LAB30», Kulturhaus Abraxas, organized by cultural desk of, Augsburg, Germany.

Hasard pendulaire #3 Residency «Park in Progress 10» Festival «City Sonic #12» exhibition «Sound in Progress»

Mons, BE, 2014 Organized by «Transcultures» and «Pépinières Européennes pour Jeunes Artistes»

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Road Music is an auto-generative system created by Peter Sinclair, to make music from the movement and vibration of the car on the road. Peter Sinclair invites in 2012 other musicians artists to compose their own version on the same device.

Chaosmos

This version of Road Music has no pre-recorded sound, using only direct synthesis, generated by events and statistics of the trip you travel. Some modules are directly activated and reveal the present situation, others include looping sequencers, initially blank, in which events, such as bumps, accumulate into musical forms. These compositions, created from unpredictable rhythms of the trajectory, are melodies of the memory of the road. They do not necessarily correspond to musical convention rather they are the result of a possible order in a seemingly disorganized environment.

Now, you can upload the App Road Music on your Smartphone with different sound versions of artists and experiment this new way to listen music in your car.

+ info : http://nujus.net/~petesinc/roadmusic_autosync/index.html



Water Percussions

Production in collaboration with Voyons Voir, 2013

This work is a sound and sculptural installation composed by many forms of noise-instruments that use the water like a musical source.

The artist creates a device that allows the public to interpret its own partition.

Jets and sprinklers are spraying water bouncing off objects and produce sounds, rhythms, discordant sounds or staggered arrangements.

Materials and vibrant forms reveal their unique acoustic characteristics, creating a symphony of sounds that resonate in the space of the garden and in our ears.

Water percussions # Festival «WaterGame» organized by «Voyons Voir», Bastide du jas de Bouffan, Aix-en-Provence, 2013



Artifices # Performative installation of Thomas Royez. Live Sound interaction by Mathias Isouard.

For the «Printemps de l'Art Contemporain» organized by Marseille Expos, at Maison de Ventes LECLERE, May 2013.

HASARD PENDULAIRE, Galerie des Grands Bains Douche de la Plaine, Marseille, 2012

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POINTS D'ECOUTES, Ecole Supérieure d'Art, Aix-en-Provence, 2011

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POINTS D'ECOUTES (Points of listening)

is an interactive sound installation, that immerses visitors into an evolutive sound environment.

Generated by computer from video tracking of the visitors' activities into the space; composition, sounds' modulations and spatialisations are obtained from the performance of the public group : the positions, movements...

Sound spatialisation through the space encourage visitors to explore and move into the fictive sound scape. This exploration causes changement and create feedback effect on the listen process.



REVELATION (Reveal)

is an in-situ live concert based on the architectural space.

Here, in an underground parking, four big speakers are hidden in the corners to sculpt space and reveal its acoustic characteristics. Architecture becomes a material, an instrument.

Duration : 5 min 40 s

Sound extract : misouard.free.fr/sitedw/revelation.html

Underground Parking, Ecole Supérieure d'Art d'Aix-en-provence, DNSEP, 2011.

DESSINS D'ESPACES #7, Nottingham, GB, sept. 2012

Mathias Issued France

Lifts # & Toilets #



DESSINS D'ESPACES # (Drawings of spaces #)

is a series of in-situ installation that employs different techniques to create an anamophosis in the architectural space.

Beyond creating the illusion of a volume on a flat surface, Dessins d'espaces extends the drawing into the adjacent space using the simplest of materials (tape and wooden batons).

The installation modifies the dimension of the volume in which it is created.

A multitude of readings of the work appear as the visitor changes his of her viewpoint thus questioning accepted boundaries between surface and space, drawing and sculpture and between the human body and the space it inhabits.

DESSINS D'ESPACES #7, World Event Young Artists «DISORDER» New Art Exchange, Nottingham, GB, sept. 2012

DESSINS D'ESPACES #6, «XVe BJCEM» Thessalonique, GR oct. 2011

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VOLUMES SONORES # (Sounds volume #)

is sound installations that experiment relationship between different materials, forms and sound vibrations into the space.

With a random composition, sounds generated by computer reveal acoustic qualities of each objects and sculpt different zone of the space.

sound extract : misouard.free.fr/sitedw/volumes_sonore.html

VOLUMES SONORES #1, Galerie of ESAA, 2010



WAR AR A REAL



Screenshot

SYNESTHESIE TELEVISUELLE (SynesTV)

is an interactive audio-visual installation.

Synesthesia is a neurological phenomenon in which two or more senses are associated. This work's main idea is to invert senses, to visualize auditive variations and hear visual variations from the televisual live stream. SynesTV offers a purely stimulatory interpretation of the TV stream, devoid of informative content.

SynesTV invites the viewer to settle comfortably in a couch facing a TV then switch channels to get bombed by audiovisual stimuli. The evolution of the piece depends on the viewers' navigation through the TV program.



DIMENSIONS VARIABLES # (Variable Dimensions #)

is a visual, sound and generative installation born from the collaboration with Thomas Royez in residency at Galerie Susini.

A turntable diverted as a tool for creation of an evolutive sculpture, visual and sound material.

Between the potter's wheel, the first sound recordings, and digital processing, this piece evolves over time, working the raw material and generating a mixed concrete and abstract sounds.

DIMENSIONS VARIABLES #, with Thomas Royez, Galerie Susini, Aix-en-Provence sept. 2012





© photo : Mathias Isouard

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DIMENSIONS VARIABLES,
Performance,
Galerie Susini, 2012
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DIMENSIONS VARIABLES (Variable Dimensions)

is a performance in collaboration with Thomas Royez. Residency at Galerie Susini. Mixed techniques, variable time and dimensions.

«DIMENSIONS VARIABLES» is a performance imaginated and interpreted by Mathias Isouard et Thomas Royez during their joint residence at the Gallery Susini in Aixen-Provence.

It showcases the two artists in a locked glass volume saturated by smoke.

While a sound program rhythm time, the duo built, with gas mask and stress, an intuitive structure that stays dangerously in equilibrium.

DIMENSIONS VARIABLES, After the performance, Galerie Susini, Aix-en-Provence, sept. 2012

CV

Mathias ISOUARD

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EXHIBITIONS

- _ 2014 : «LAB30», Media Art Festival, Kulturhaus Abraxas, organized by cultural desk of, Augsburg, DE
- 2014 : *«Sound in Progress»*, Collective exhibition, organized by «Pépinières européennes pour jeunes artistes» and «Transcultures», for the festival «City Sonic #12», **Mons, BE**
- _ 2013 : «Festival Gamerz 09», «Connext» exhibition program, Bois de l'Aune, Aix-en-Provence (catalog 2013 édited)
- _ 2013 : «Water Game», Group exhibition, Production with Voyons Voir, Bastide du Jas de Bouffan, Aix-en-Provence
- _ 2013 : «Artifices #», invited by Thomas Royez, Performance for «Printemps de l'Art Contemporain», Marseille
- 2012 : *«Retour de Biennale»*, Group exhibition, Château de Servières, Marseille
- 2012 : «Disorder», Group exhibition, Fabbrica del Vapore, Milan
- _ 2012 : «Dimensions variables», Exhibition with Thomas Royez, Galerie Susini, Aix-en-Provence
- 2012 : «Disorder», World Event Young Artists, New Art Exchange, Nottingham, GB (catalog «DISORDER» edited)
- 2011 : «Quasi una fantasia», Group exhibition, La Compagnie, Marseille
- 2011 : «Biennale des Jeunes Créateurs d'Europe et de la Méditerranée», Thessalonique, GR (catalog 2011 edited)
- 2011 : «Créations visuelles sur des pièces de Francis Dhomont», Diffusion, Seconde Nature, Aix-en-Provence
- _ 2008 : *«C'est sud»*, Installation *«Reflecting Loop»*, Mairie d'Aix-en-Provence
- _ 2007 & 2008 : «Histoires d'Eaux-Histoires d'Art», Gréoux-les-bains (catalog 2007 & 2008 edited)

FESTIVALS

- _ 2014 : Sound performance for *«Revoir un Printemps»* exhibition of Mark Garry, organized by «Marseille Expos», Galerie du 5ième, Galerie Lafayette, **Marseille**
- _ 2013 : «Chroniques des mondes possibles», diffusion of «Road Music», Fondation Vasarely, Aix-en-Provence (catalog édited)
- 2013 : «REEVOX» 2nd Edition, diffusion of «Road Music», Friche Belle de Mai, Auto generative composition, Marseille
- 2011 : «Festival Gamerz 07», Sound performance «Collaborative sounds», Aix-en-Provence (catalog 2011 edited)
- 2011 : «Laisser le passage libre», Bivouac concert «Modulation», sound performance, Barnave
- _ 2010 : *«Les Estivades»,* Sound performance *«Ecoute au coeur de la matière»*, Cucuron

EXPERIENCES & WORKSHOPS

- _ 2014 : Assistant of Mark Garry for his exhibition *«Revoir un Printemps»*, Galerie du 5ième, Galerie Lafayette, Marseille
- 2012 : Workshop «Road Music», festival «Reevox», invited by Peter Sinclair,
 - with Atau Tanaka, Andrea Cera, Marine Quiniou and Charles Bascou, GMEM, Marseille
- _ 2012 : Conference and performance, Open atelier #6, Galerie des grands Bains Douches de la Plaine, Marseille
- _ 2011 : Workshop «Parties de chasse», in-situ sound interventions, coordinated by Julien Clauss, plateau de la Servelle, Barnave
- _ 2011 : Assistant of Emilie Lasmartres, exhibition «Welcome to my little forest laboratory», OHP, St Michel l'Observatoire
- _ 2010 : Assistant of Erik Samakh, exhibition *«Effets de serres»*, Embrun
- 2009 : Workshop «New Atlantis», in collaboration with SAIC, Chicago, US

RESIDENCIES

- _ 2014 : Residency *«Park in Progress 10»*, organized by *«Pépinières européennes pour jeunes artistes»*, and with *«Transcultures»* for the festival *«City Sonic #12»*, **Mons, BE**
- _ 2012 : Working in collaboration with Thomas Royez, Galerie Susini, Aix-en-Provence

FORMATION

- _ 2009/2011 : Master of Fine Arts, Ecole Supérieure d'Art, Aix-en-Provence
- _ 2006/2009 : Bachelor of Fine Arts, Ecole Supérieure d'Art, Aix-en-Provence

