Image : Marie-Eve Levasseur, still from episode 3 (le soin du corps technologique) from the serie *unboxing another otherness*, video, 10.22min., 2022.

Marie-Eve Levasseur
Augmenté.e.s

metaverse residency	www
September 1 to December 31, 2022	https://marieevelevasseur.com/

LA CHAMBRE BLANCHE is pleased to welcome Marie-Eve Levasseur for the first Metaverse residency. From September 1 to December 31, 2022, the artist wishes to develop a series of augmented reality filters accessible online. These filters will be accompanied by a narration based on the passage from one face to another, influenced by the position of the user in the web space, thus creating different possible symbiosis, an inclusive science fiction, a constant becoming.

In her practice, Marie-Eve Levasseur is interested in the notion of science fiction to explore the possibilities between the real and the factitious. By speculating on this potential of mixing the human body with another device, she tries to provoke a certain empathy, or solidarity towards the non-human, the abstract or even the inhuman.

For her project, the artist wishes to propose a website augmented by interactive masks that use the user's camera, thereby implying a constructed narrativity. These masks would be composed largely of sculptural elements digitized in photogrammetry, reduced to a number of polygons, and used in compositions of augmented reality filters. These objects could become simple additions, or even references for a deformation of the face. The material elements would then become fictional extensions for the human body (more particularly the head), in order to contemplate oneself, with a certain mutation, a symbiosis. As a result, it will be possible to create a link between the physical object and the image of the person visiting the work online. This residency will allow Marie-Eve Levasseur to experience an interactive presence of her own face and that of others by mixing the manufacture of handmade objects and computer graphics.

Marie-Eve Levasseur (*1985, Canada) currently lives and works in Montreal. Her work deals with intimacy, non-human ecosystems, body extensions and the perception of language and images through screens. Her multidisciplinary approach uses various media such as video, installation, sculpture, 3D animation and augmented or virtual reality (AR/VR). She explores the proximity of technological and organic surfaces in a post-human context, while drawing inspiration from feminist science fiction.

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Source LA CHAMBRE BLANCHE
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