PRESS RELEASE . FOR IMMEDIATE DISTRIBUTION



PIERRE GINER (FRANCE) THE RESIDENTS

production residency

presentation

www

from October 19 to November 9, 2016

on November 3, 2016 at 5pm

www.pierreginer.com

It is with great pleasure that LA CHAMBRE BLANCHE welcomes artist Pierre Giner for a production residency from October 19 to November 9, 2016. He intends to work with 3D scans and augmented reality devices. The artist will present his work on November 3 at 5 pm.

Talking about his work as an artist, Pierre Giner recalls the game of children who create environments born from their imagination where they install their dolls and figurines as so many representations of their own universe. He also sees his computer as a doll's house where he creates interaction between many 3D avatars Pierre Giner makes new technologies, video, mobile telephony, websites and video games the territory of his expression.

During his research work in LA CHAMBRE BLANCHE'S, labs, he will be working on a project named "RESIDENTS" by creating avatars of the people he will meet at LA CHAMBRE BLANCHE as well as and in the city. By scanning these people, Giner aims to create LA CHAMBRE BLANCHE'S population of avatars and then disseminate them throughout Quebec City.

If you drop by LA CHAMBRE BLANCHE during that and you feel like it, you can get scanned and therefore run the chance of meeting your avatar somewhere in the city! A surrealistic meeting, as if you crossed to the other side of the mirror.

Pierre Giner is an artist, a curator and a designer. He lives and works in Paris and elsewhere. This unclassifiable artist and facetious unrepentant globetrotter explores new technologies, augmented reality as well as all the possibilities brought on by 3D scanning.

-30-

Text : Claude Chevalot Source : Carol-Ann Belzil-Normand (418) 529-2715



185, Christophe-Colomb Est, Quebec (Quebec) G1K 356 • T (418) 529-2715 • F (418) 529-0048 www.chambreblanche.qc.ca • info@chambreblanche.qc.ca • Open from Wednesday to Sunday from 1pm to 5pm