



HUGO NADEAU (MTL)

NOUS AURONS – TOUJOURS L'AUTOMOBILE
(WE WILL, ALWAYS, HAVE CARS)
ET 24-HOUR CREATION SPREE



Hugo Nadeau



Pierre-Luc Lapointe

digital art's residency

From October 26
to November 1, 2014

24 H

From noon on October 25
to noon on October 26, 2014

www

www.hugonadeau.com
www.pierreluclapointe.com

Quebec, October 10 — From October 26 to November 1 2014, LA CHAMBRE BLANCHE welcomes Hugo Nadeau for a short digital art production residency. From noon on October 25 to noon on October 26, a 24-hour creation spree will take place. The public is invited to attend.

Transforming an existing video game, Hugo Nadeau propels us into a post-apocalyptic universe, a future when all the possible human and environmental catastrophes have already happened. He defines the contours of a planet-wide revolution, a sort of anarchist utopia, an environment that the gamers are invited to discover.

Nadeau follows up on the work he started last March. He intends to incorporate to this new version of the game, as many cars as possible (in working condition as well as in pieces) and a few containers illustrating our consumption habits (shopping carts and wheelie bins). To help him in this process, Hugo Nadeau invites his fellow artist Pierre-Luc Lapointe to create a virtual background with the software Blender thus allowing for the addition of three-dimensional images and animations.

Nous Aurons is a user-friendly game even for novice. During the 24h creation spree, the public is invited to play but also to contribute to the evolution of *Nous Aurons*.

Visual, action art and poetry artist, Hugo Nadeau has shown his projects in Canada, United-States, Brazil and China. His works follows a path in which a lot of permanent projects are initiated and maintained, mainly on the Web, serving a conceptual and symbolic view of art practice. Part of these permanent organisations are: H1N1 Conspiracy, Model Citizen Project, HNL(Hugo Nadeau League) and C.A.C.H.E. (Hugo's Hidden art center for Eternity). The artist is born in St-Zacharie, Chaudière-Appalaches and works in Montreal. He will be celebrating ten years as an artist in 2015.

Pierre-Luc Lapointe holds a Master Degree in Visual and Media Arts at École des arts visuels de l'Université Laval in 2012. His work was presented at LA CHAMBRE BLANCHE (Quebec City, 2009), Image festival (Toronto, 2010), EXIT festival (China, 2010), as well as Jim Thompson Art Center (Thailand, 2010). In 2012, he presented the project Interzone - Lorient, within the project Géographies Variables residency (France, 2012). He continues his research within the framework of laboratories and residencies. Pierre-Luc Lapointe was born at La Malbaie (Quebec), he lives and works in Quebec City.

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