



C.M. Hsieh, A. Luciani, Dance Verbs, October, 2004

1st, 2 and 3
JULY 2019
GRENOBLE
FRANCE

Computer animation Workshop

With the ACROE MIMESIS software

3 days at ACROE Studios, Grenoble France
1st, 2nd and 3rd of July 2018

ACROE's philosophy to visual dynamic and performing arts put the body and the movements at the center of the creative process.

The software developed by ACROE allows to work on the creation of the movement in itself - *walking, shuddering, falling, swinging, propagating, etc.* - regardless of any graphic or scenographic representations. There are new ways to see, feel and create visual movements and animated images.

ACROE is a research and creation center on musical and visual arts. Since 1976, ACROE researchers and artists have developed innovative digital tools for musical and visual creation, such as GENESIS and MIMESIS softwares and gesture haptic systems. These tools allow everyone to build any virtual instrumental object and play it as if they were real.

ARTISTIC CREATION WORKSHOPS

JULY 2019

- ▲ **Computer music and Sound Design Workshop** 1st, 2nd, 3rd and 4th of July 2019
- ▲ **Claude Cadoz Master Class** « From sound synthesis to virtual instruments simulation : new concepts and practices for musical creation » July 4th, 2019
- ▲ **Computer animation Workshop** 1st, 2nd and 3rd of July 2019
- ▲ **Interactive and multisensory computer music Workshop** July 5th, 2019

Workshop Contents

Philosophy

- Can we talk about an art of visual movement? What could it be with the computer? What is the place of the body, the physical matter and gestural manipulation in the dynamic imagination?
- New methods to see the visual movement in itself, behind and beyond the spatial features and to experiment its relationship to corporality.

Introduction to techniques

- State of the art in computer visual and animation creation techniques
- Description of the principles of the MIMESIS software
- Examples

Practical works

- Individual or group working
- Design of virtual movements from examples library
- Analysis of practical Works

Teachers

Annie Luciani

Software designer, researcher, Dynamic Visual Arts Artist

Bénédicte Adessi

Visual artist, performer

Attendees

The workshop is limited to 12 participants.

Participants

This training is accessible at all levels:

- People who have never been confronted with ACROE's software concepts and tools;
- People of intermediate knowledge, who have a first practice;
- More expert people, with a confirmed practice.

Agenda

July 2019, Monday 1st, Thursday 2nd and Wednesday 3rd,
9h30 to 17h00.

Venue

ACROE, Studios,
Institut Polytechnique de Grenoble,
46 avenue Félix Viallet 38000 Grenoble,
France

Fees

380 €

For 3 days

The fees do not include travel, meals and accommodation.

Information

Annie Luciani

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Annie.Luciani@grenoble-inp.fr

Registration

The registration form

is available on-line at:

<http://www.acroe-ica.org/en/acroe/scientific-cultural-training/cultural-artistic-training>

or requested to:

Annie.Luciani@grenoble-inp.fr

To send back to:

**ACROE, 46 av. Félix Viallet
38000 Grenoble**

before 24th, June 2019