



BY
EMMA TERNO
&
VALENTIN PELISCH

MÉTROPOLE

GRAND LYON



AMBASSADE
DE FRANCE
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Fraternité

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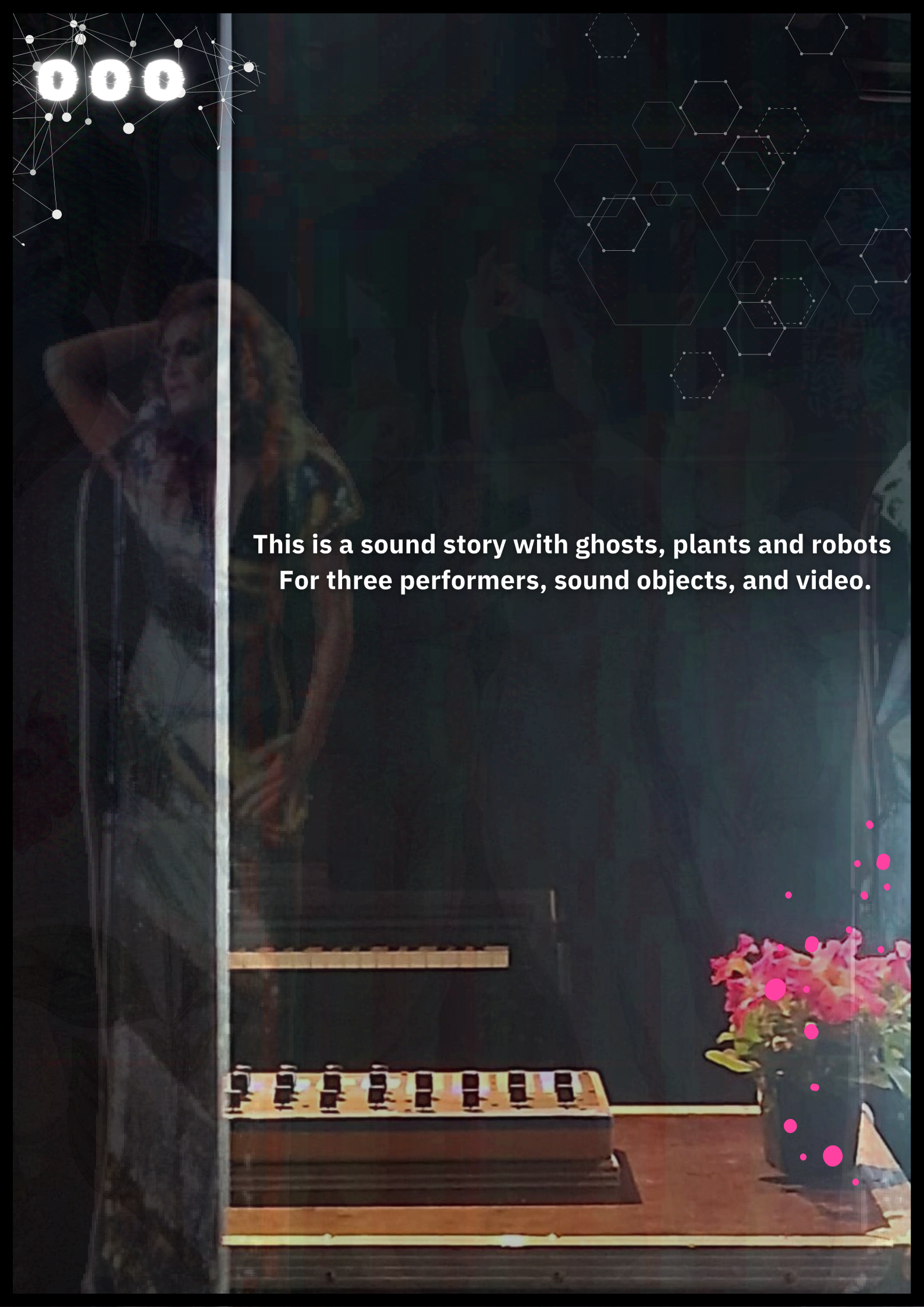
Liberté
Créativité
Diversité



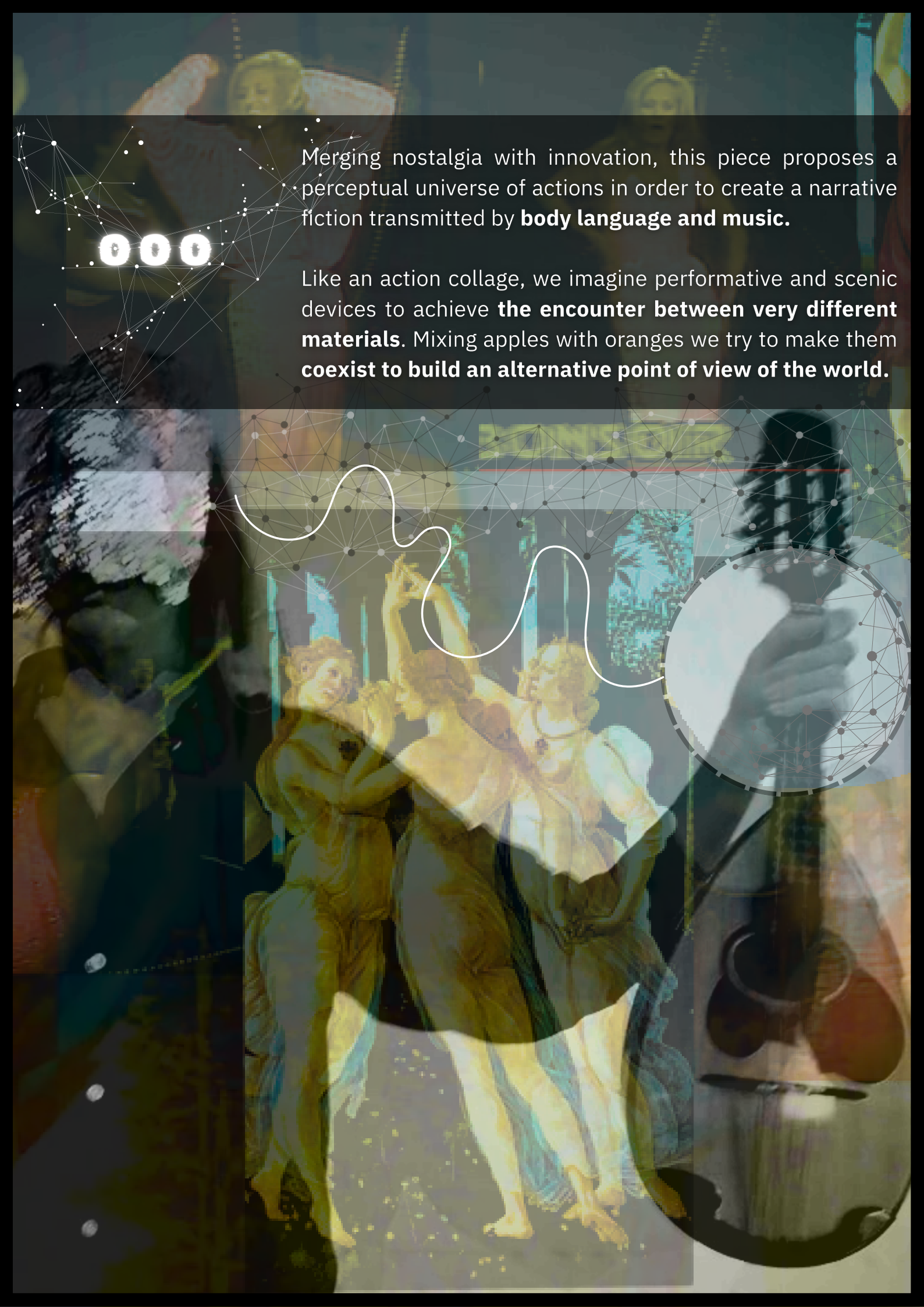
GRAMME
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**This is a sound story with ghosts, plants and robots
For three performers, sound objects, and video.**

The background is a dense digital collage. At the top, there's a network diagram with white nodes and lines. Below it, three glowing white circles are arranged horizontally. The central part of the image features a classical painting of three figures in a dynamic pose, overlaid with a white wavy line. To the right, a circular inset shows a hand holding a stringed instrument. The bottom right corner shows a close-up of a violin. The overall color palette is dark with various textures and colors from the collage elements.

Merging nostalgia with innovation, this piece proposes a perceptual universe of actions in order to create a narrative fiction transmitted by **body language and music**.

Like an action collage, we imagine performative and scenic devices to achieve **the encounter between very different materials**. Mixing apples with oranges we try to make them **coexist to build an alternative point of view of the world**.

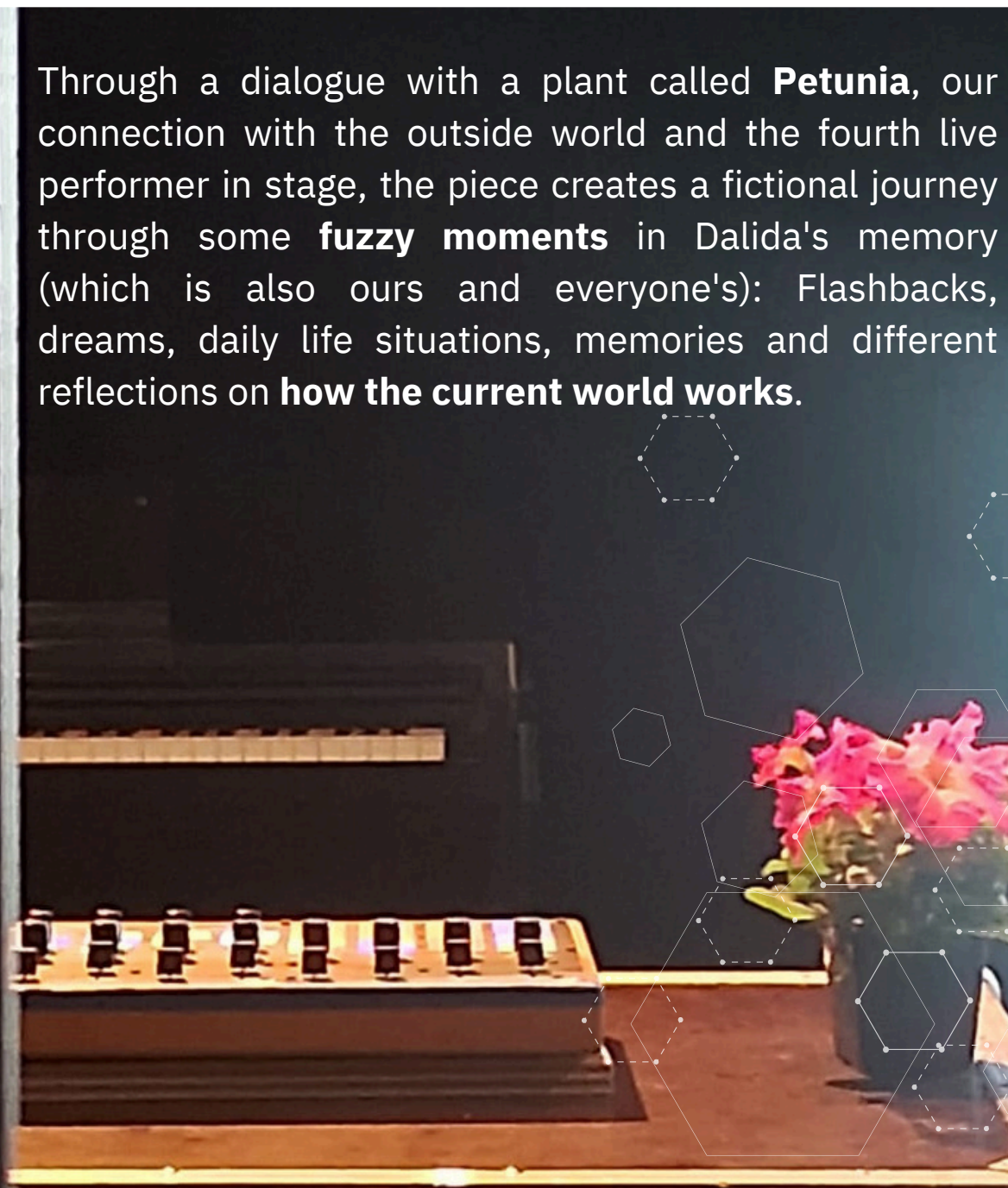
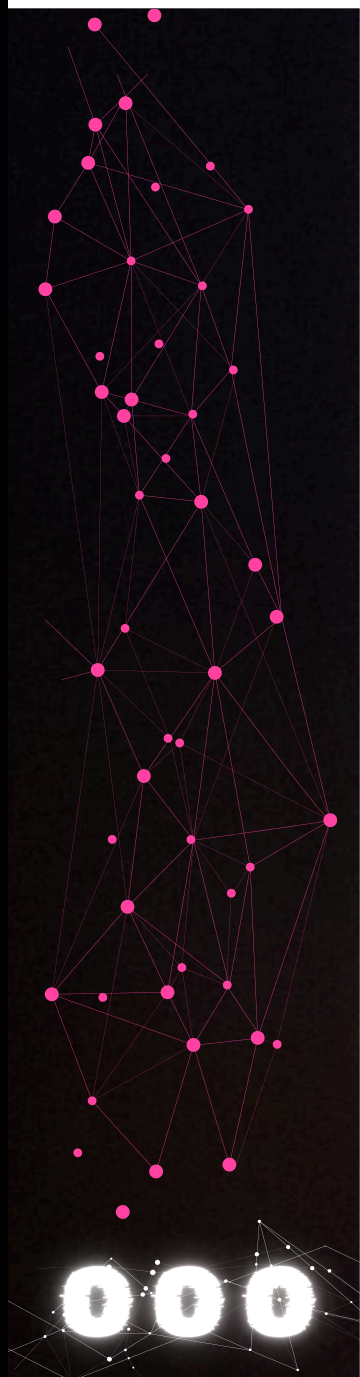
Sound and movement are guided by visual instructions
in a series of **modular chapters** that explore several ways
to bias the perception
to break the sound-image link
to dissociate the body and the senses
to hack the proprioception



We invoke the ghost of Dalida, the famous French singer and actress, and through the actions of two fictional workers inside her head, we observe human behavior. Like an avatar **making the sounds of what she sees suggesting words for her to speak giving instructions to make her move introducing questions to make her think**

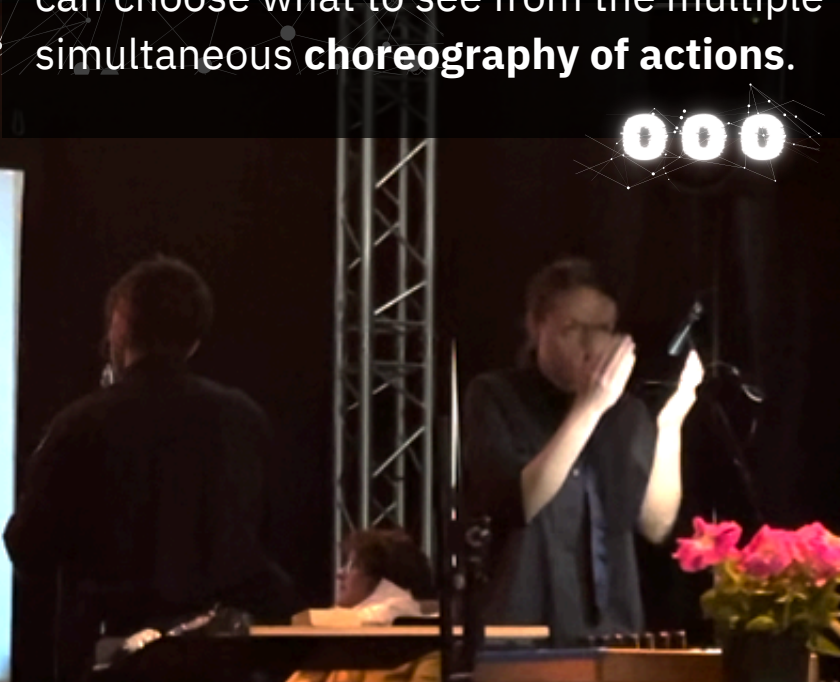


Through a dialogue with a plant called **Petunia**, our connection with the outside world and the fourth live performer in stage, the piece creates a fictional journey through some **fuzzy moments** in Dalida's memory (which is also ours and everyone's): Flashbacks, dreams, daily life situations, memories and different reflections on **how the current world works**.





The performance and the audience merge into the same space. Within a foley studio-like stage, the scene is made up by different islands with varied technical setups and two big video projections on each side. The lighting set-up brings us the possibility to guide the action by both focusing on particular spots or opening the scenic space. The audience, also surrounded by speakers and other autonomous sound objects, can freely choose where to stay. Like in virtual reality or reality itself, everyone can choose what to see from the multiple simultaneous **choreography of actions**.



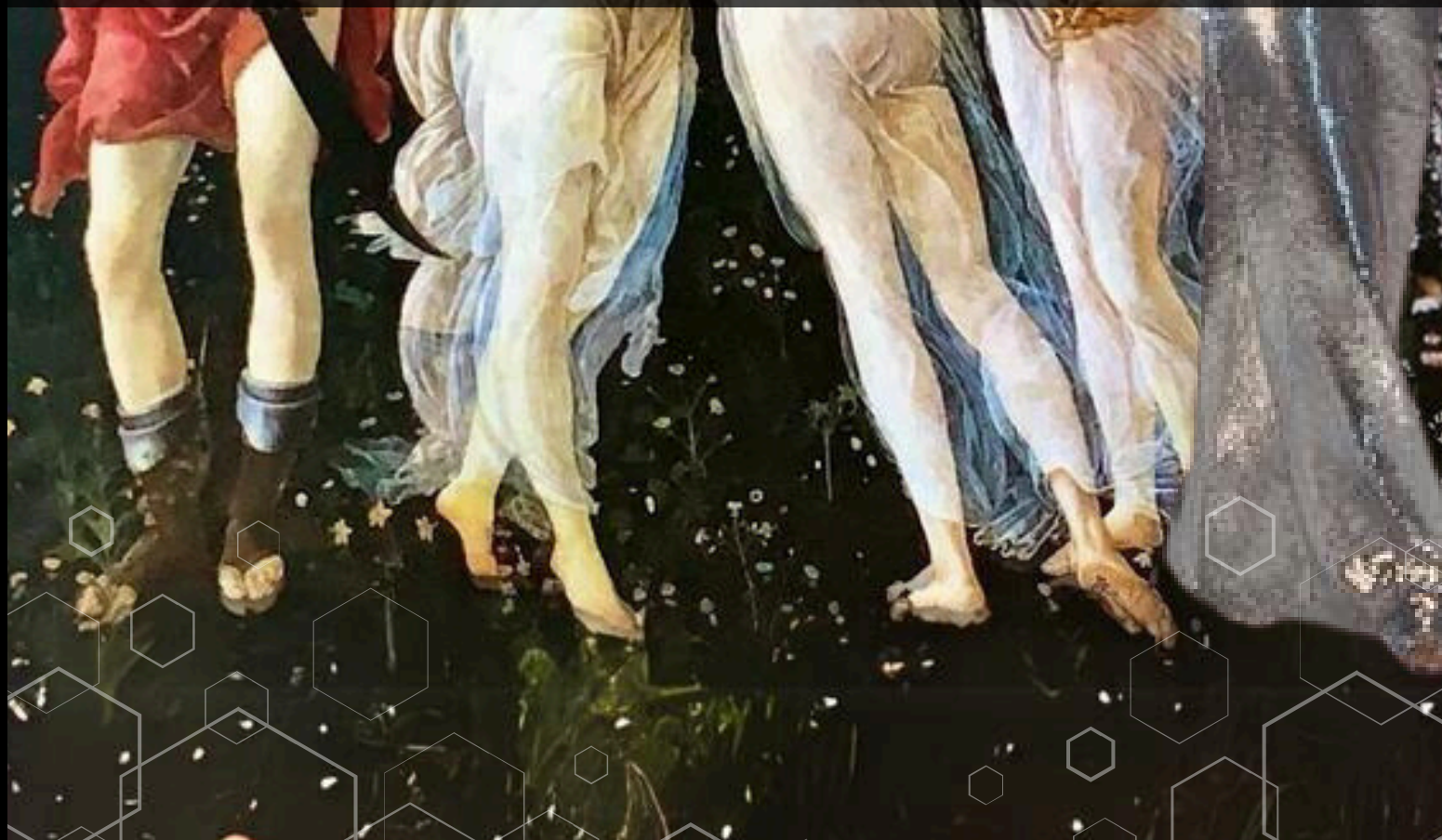
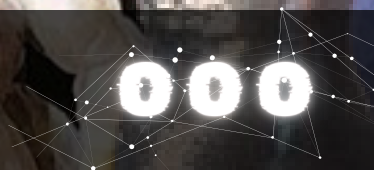


The past meets the future.

An early music ensemble and Dalida's timeless hits.

A mandolin and an artificial intelligence bot.

We put the extremes into dialogue to understand what happens in the middle.



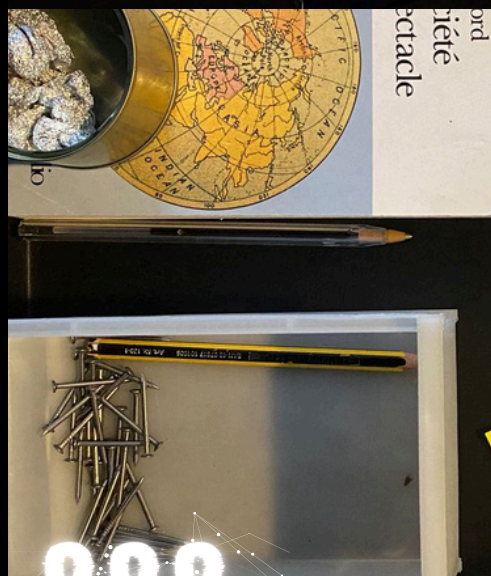
We face a future where all is absorbed by the virtual black hole and we ask ourselves about how everything is becoming just mere information. It looks like digital accumulation seems infinite but,

How much information does a body accumulate?

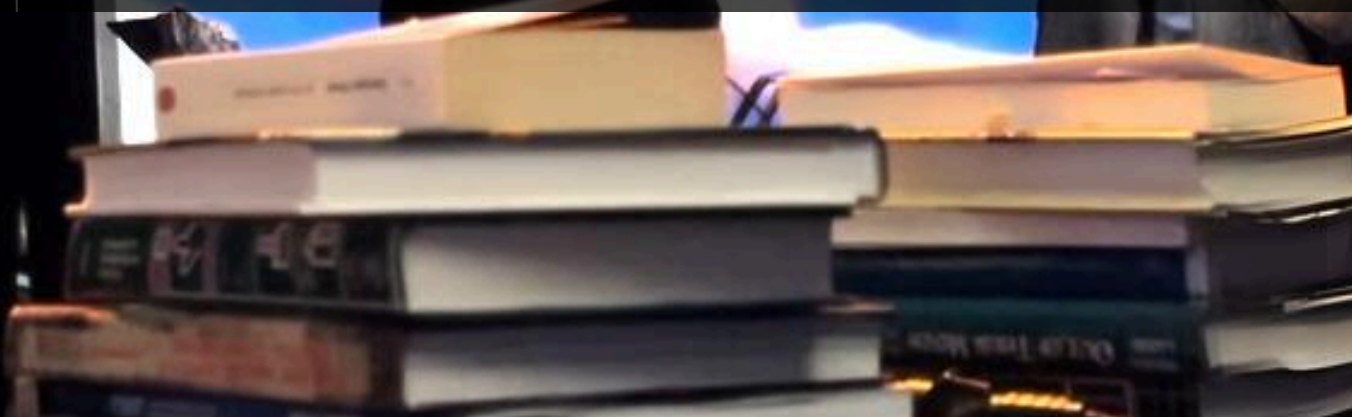
How much information does an **object** accumulate?

How can we (re)interpret this amount of data?

We **creators** will also be **performers**. We want to develop our own language that allows us to unite and dissolve each of our practices into a new one: The staging of a melting between **artistic disciplines**. The research topic that brings us together is the relationship between sound-image-movement and how to materialize this relationship from a musical perspective, working with language, the body and sound as materials for a **performative score**.



We run this performance, playing and reinterpreting the use of different objects and devices we both created and find. The title comes from the concept of **Orient Object Ontology**, a 21st-century school of thought that rejects the privileging of human existence over the existence of nonhuman objects and includes a critique of anthropocentrism. We like to think about the autonomy of our sound objects and how the technical devices we created show us just a few of the infinite possible functions they have.



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(for 3 performers, sound objects and video)

dur. 45min

Creation

Emma Terno

Valentin Pelisch

Performers

Emma Terno

Valentin Pelisch

Musician/Ensemble X

Technical assistance

Remi Georges

Production

GRAME

Centre national de création musicale (Lyon, FRANCE)

With the support of Institut Français à Paris,
Métropole de Lyon,
Institut Français Argentine

Conditions

GRAME has in charge :

per diems/transport/accomodation for FR artist ;

salary both artists for the performance



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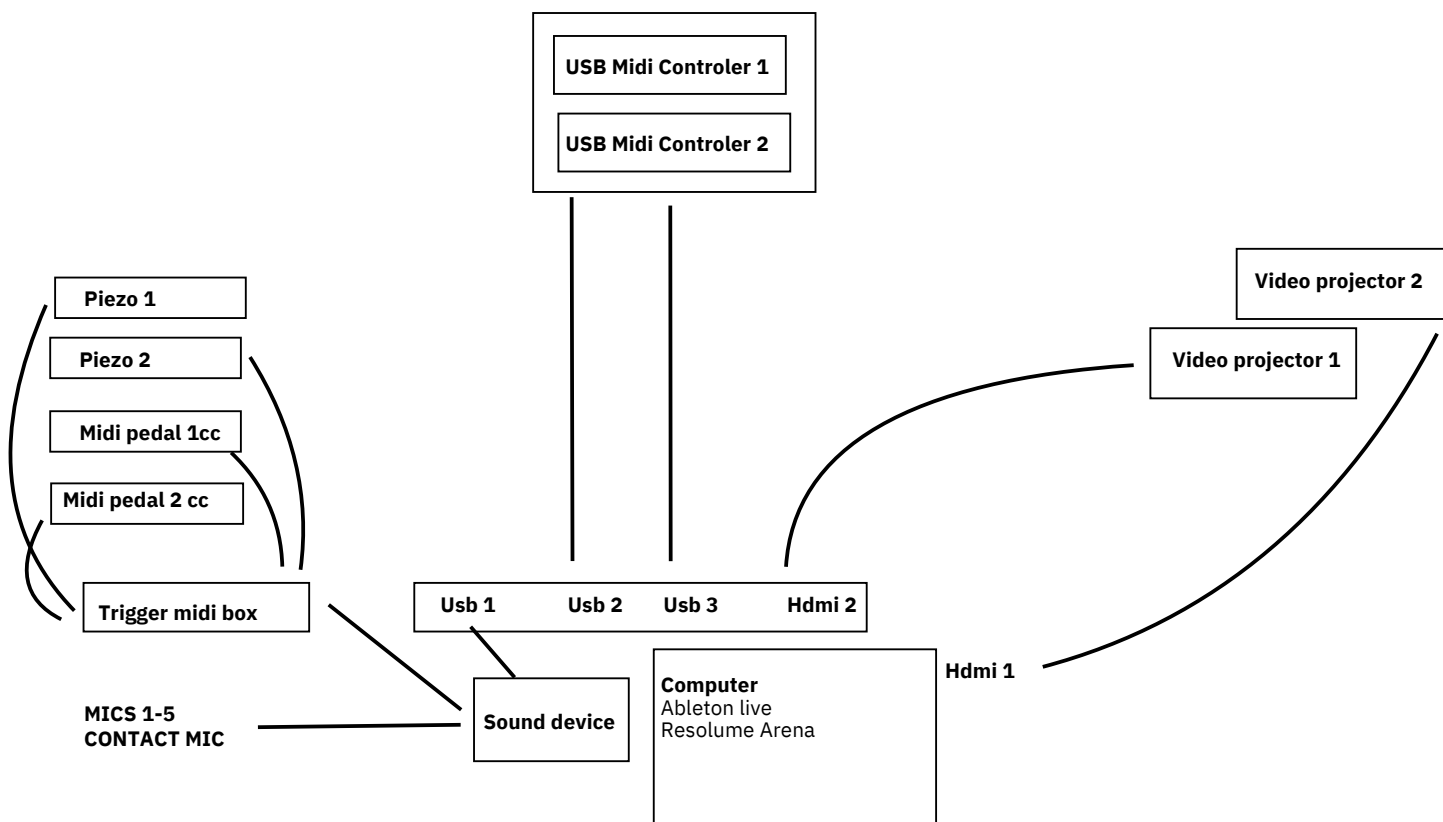
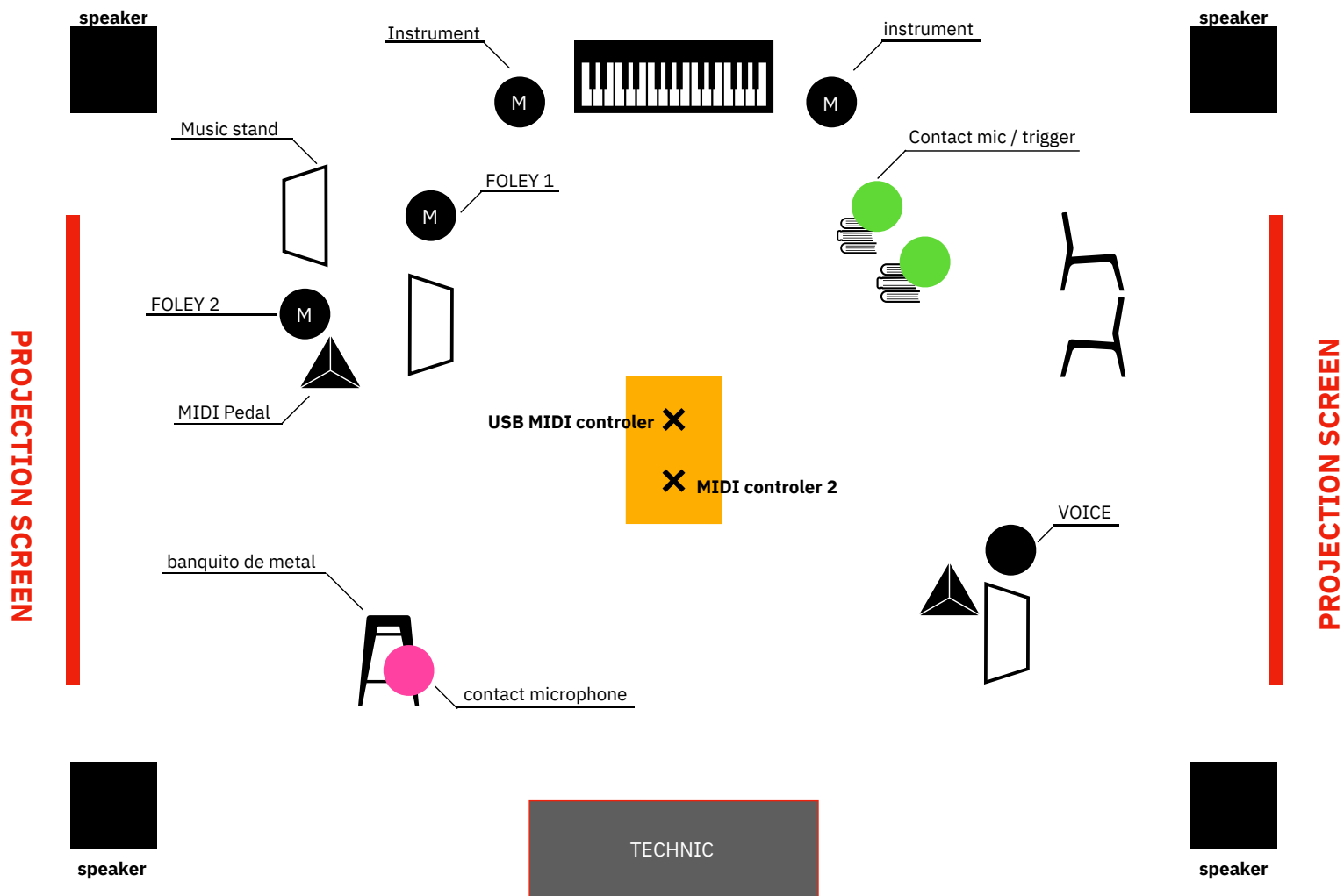
LYON


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TECH RIDER



EMMA TERNO

Dancer, performer, visual artist and choreographer, her work is an eclectic mix of mediums and versatile movement. Her travels abroad have opened her perspectives and allowed her to know multiple artistic and social cultures that were inspiring. International collaborations experimented her vision of art in places such as Switzerland, US, UK, Germany and Italy. She attended the Villa Arson (Nice, FR) and graduated in Visual Arts Bachelor from ECAL in Lausanne (2012) and Master studies in Scenic Art Practices at HKB in Berne (2014). Video, sound and drawings are essentially her principal mediums in fine arts. Then, performances are the place to mix the platforms and combine the chosen techniques. The fabulous mechanism of body movements is what animates her researches. The body as a laboratory of experimentation, work in progress and meeting with people from other disciplines and backgrounds. She has exhibited and performed in different Festivals, mainly in Switzerland (Skilt Festival 2011, 2012, 2013); Italy (Festival Racconti Di Altre Danze, Livorno) and France (Plateformes Chorégraphiques, Paris - Scène Découverte, Lyon). Next to her own projects, she works with Natacha Paquignon, Marco Berrettini, Sebastian Rivas (Printemps des Arts de Monte-Carlo) and several Operas in Europe (Monaco, Geneva, Lyon and Marseille).

VALENTIN PELISCH

Composer, performer and foley artist from Buenos Aires. His production includes works for ensembles, performances, video and sound installations. Different performers have presented his works in spaces in America, Europe and Asia. He also worked in collaboration with artists from various disciplines, both in performance works and in audiovisual formats. He also works as a performer and composer in BASURA, an audiovisual experimental duo that works through sound improvisation, on an eccentric collection of audiovisual archives. Since 2017 he has collaborated as co-curator of the Mínimo un Lunes concert series in Buenos Aires. He studied composition with Gerardo Gandini and Marcelo Delgado in Buenos Aires, where he also earned a Bachelor's Degree in Composition with Electroacoustic Media at the National University of Quilmes. He also participated in different courses, residencies, seminars and workshops with Mariano Etkin, María Cecilia Villanueva, Dimitri Kourliandsky, Simon Steen-Andersen, Yannis Kyriakides, Daniel Ott, Valentin Silvestrov, Séverine Ballon, Mario Lavista, the Arditti Quartet and the Moscow Contemporary Music Ensemble among others.