

CV

Nathalie obtained a post-diploma at the École Nationale Supérieure des Arts Décoratifs de Paris (ARI : Interactive Research in New Media) and studied at the University Paris 1 and Paris 8 in the department of hypermedia in visual arts (Aesthetics, Science and Technology of Arts)

She took part in the exhibition Jouable Geneva - Kyoto - Paris, with an interactive video installation : Gesture (Haute école des arts appliqués (HEAA), Geneva, Switzerland, 2002) : jouable.net + [data bank //ludicine.ca/fr/filmographie/gesture](http://data.bank//ludicine.ca/fr/filmographie/gesture). Before, she made a number of installation and short films , exhibited at Gallery Donguy (Paris, 1995), of the multi-media installation : Intimacy (CAC of Aix, 1998), of the scenarios of interactive video : Self-portrait (Vidéoformes festival, Clermont-Ferrand, 1999) ; Walk_walk (Vidéochroniques festival, Marseille, 2000) and Sugar (interactive installation).

In 2003 and 2004 Nathalie tries out performances with interactive sensors and real time software (Isadora software) in Brussels. In 2005 she takes part in *Protocoles meta* (Palais de Tokyo, Paris). In parallel she teaches at the Universities in practice of the scenarios videos (for web) and aesthetics of digital arts. She makes a website to make visible and public work and network of the students (cinema and theater department University of Montpellier 3), also works out the contents with the choreographer Lila Green (univ-montp3.fr/media_arts/index.html).

In 2004 she elaborate idea of online multi-residencies inside other artists and institutions websites who invited her (see the online interface to cross these spaces trans_sites:nathaliefougeras.org/Liens2/).

Since 2004 she collaborates with other artists and does collaborative networks with the online group Aether, using Max/MSP and Pure data softwares, chat or online forum to practice rehearsals and international events (see the website and wiki: 1904.cc/aether/). She works with the collaborative music group Avatar Orchestra Metaverse in second life (avatarorchestra.org) to think about virtual instrument and scenography with avatars in 3D environment. Also she works with the digital artist and performer Pascale Barret between RL and SL realities in Brussels (www.artefakt.be/article.php3?id_article=106).

During Nuit blanche 2004 in France she programs off Nuit blanche in Saint Denis (suburb town in the Paris region) with multimedia and activist artists (www.artact.net/zonederesistance/). The last proposition is *Stream On You* about network, stream and performance in the Center for Digital Cultures and Technology iMAL Brussels (www.imal.org/StreamOnYou/EN.html).

Her last work is a performance and installation in the space of Second Life where she perform with her avatar ida Aabye for the 'double_skin' project (see the photos here: http://www.flickr.com/photos/double_skin/).

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- last works

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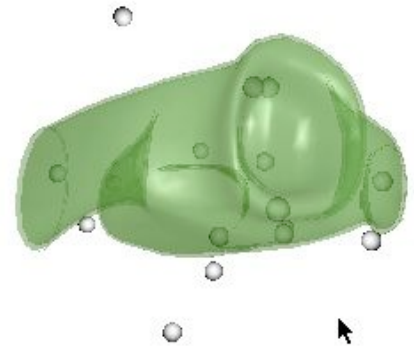
gesture

installation exposed in "Jouable: Geneva-Kyoto-Paris"

<http://www.jouable.net>

Gesture/Geneva - Switzerland 2002





JOUABLE 01, Genève

Manifestation et exposition du 23 octobre au 9 novembre 2002

Une exposition de dispositifs interactifs numériques + 2 workshops.

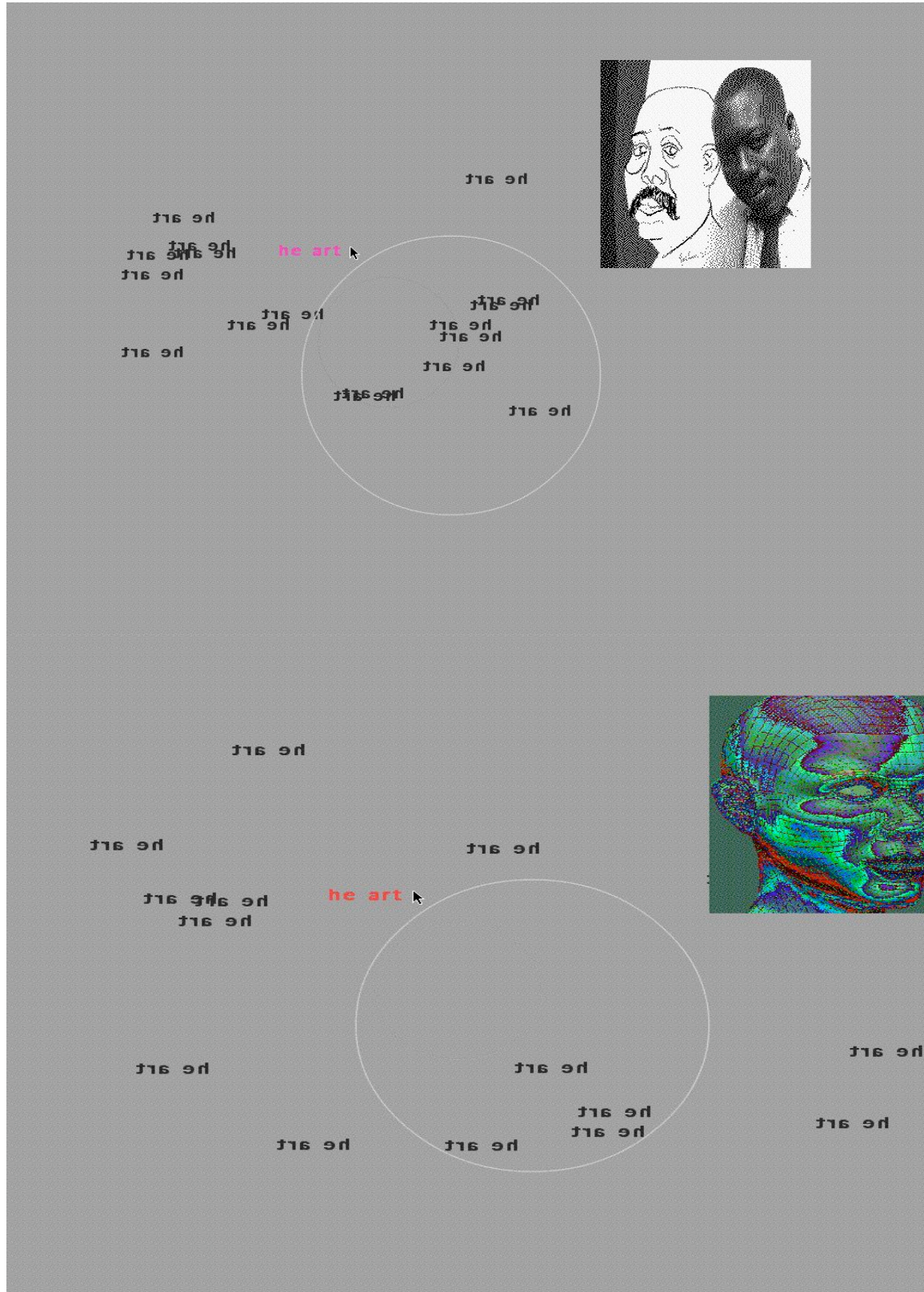


heart

is a collaborative intervention by generative animation
with the conference "Trans-Europe-Halls Express"

Conference co-carried out with Christophe Bertossi
(sociologist) and also an article co-writing

Nathalie Fougeras/ Birmingham - The Drum (U.K.) 2003



kit « pause »

within the framework of the Artivistic festival Montreal, on
September 24, 2005

During break of the event a web performance between
Paris and Montreal

<http://artivistic.omweb.org/modules/wakka/HomePage>

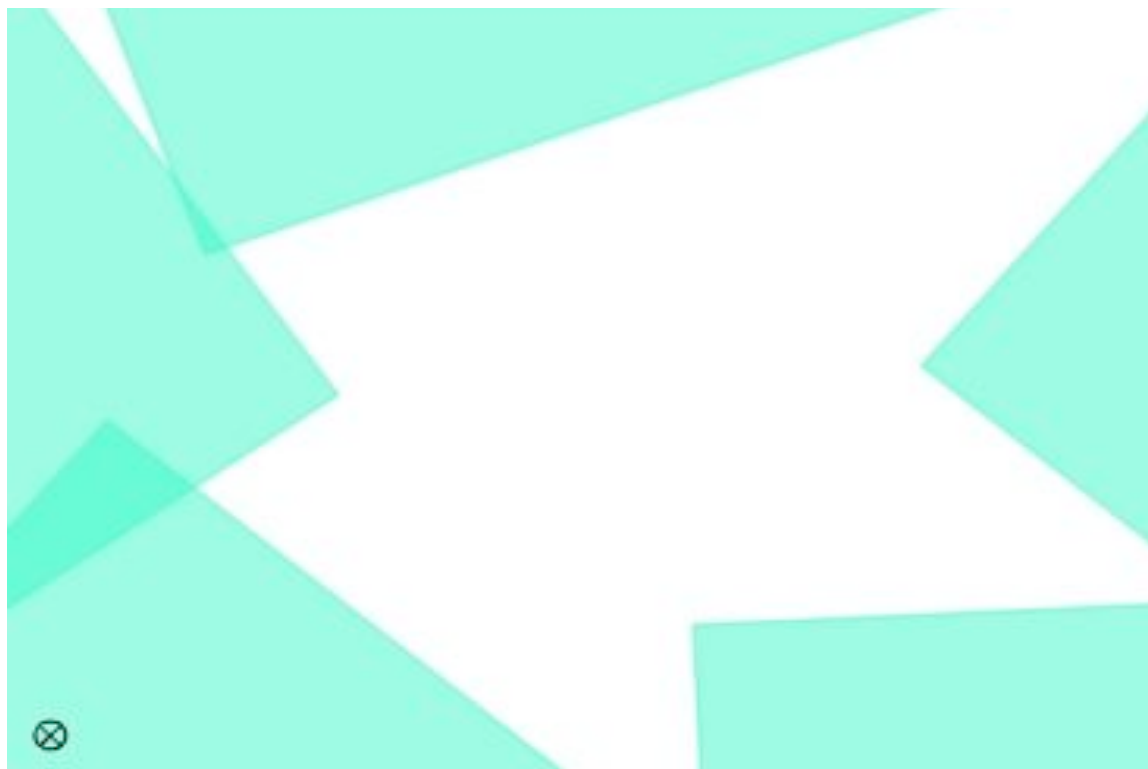


in process "œil-foule" ("eye-crowd" interactive video):
in "Protocoles meta" at Palais de Tokyo on March 25, 2006
Nathalie Fougeras/ - Palais de Tokyo - Paris 2006



trans_sites

This work was presented in september 2006 at the Gallery Magda Danysz Paris during the event organized by the online review lacritique.org (Gallery Magda Danysz, <http://lacritique.org>, September 2006).



download <http://nathaliefougeras.org/Liens2>

t r a n s _ s i t e s

To live at the other, to cohabit, it is to be transported of a space to the other. To make themselves mobile and work with the space in which one is temporarily. The writing in various spaces of Internet sites is not to have a site with oneself, it is to multiply modes of writing according to space where one is and not to centralize and solidify the thought. To cross is to migrate of a space to the other by a work in process. The interface of crossing "trans_sites" represents my mobile identity between these sites invests by the writing on the setting in abyme of space where I write.

aether / collaborative network

the 9 remote performers from 9 different locations are reunited in a real-time broadcasting in the context of the Mapping Festival in Geneva in 2007 may 3-4-5, the culminating point to a 3 day workshop exploring the performative aspect of the infosphere. The workshop made use of existing communication tools to experiment with the integration of dramaturgical elements linked to the constraints of working with delocalised group to develop interface with Max/MSP and video performance



Avatar Orchestra Metaverse (AOM) / avatars network

AOM group means to make rehearsals in Second Life together ; create new interfaces ; test interfaces together ; organise a scenography ; communicate on AOM mail list ; publish documentations about AOM in different networks

A rehearsal time:



Simultaneously plays in Second Life performed by the Avatar Orchestra Metaverse and at a festival or gallery (see the website www.avatarorchestra.org/archive.html). Some of the AOM performances are mixed reality performance (RL audience with screens or video projectors in parallel with us also having a virtual audience attending performance of us at the different SL rooms).

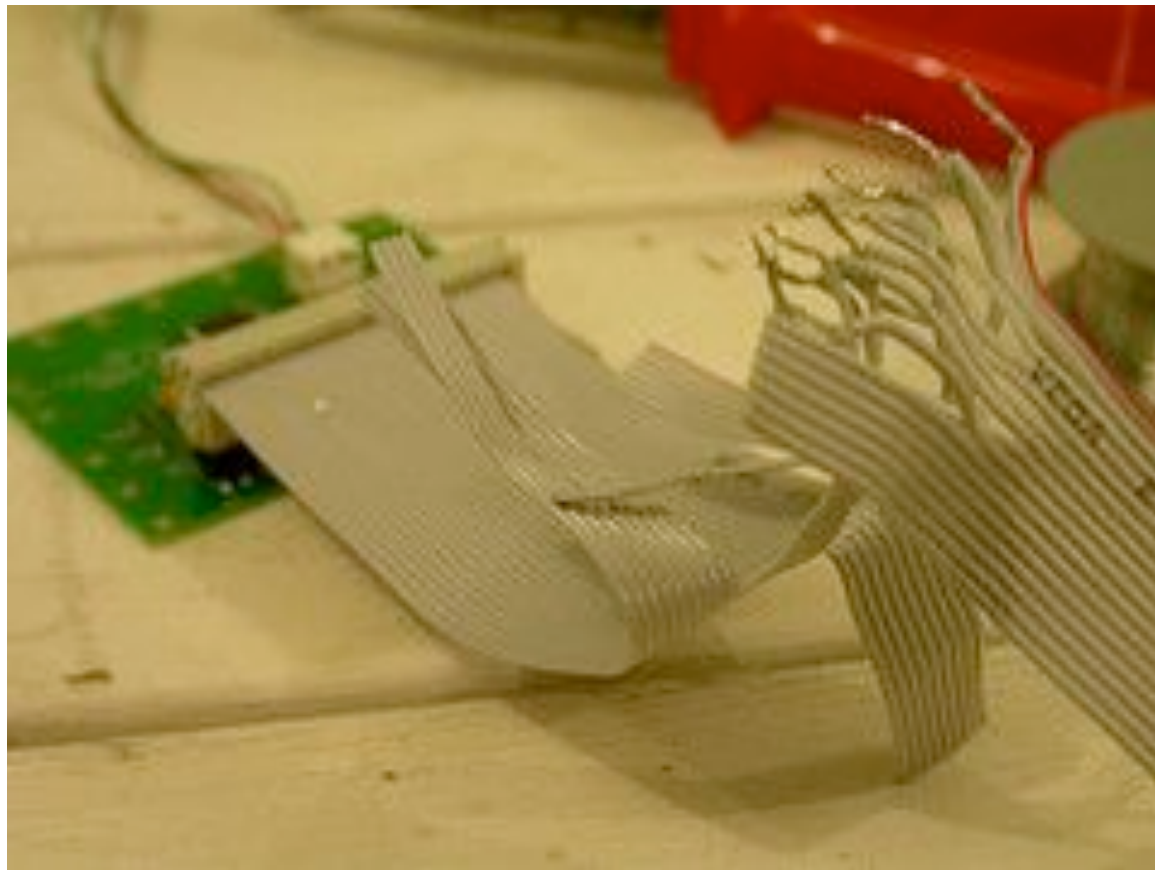


see the website <http://avatarorchestra.org>

double_skin

is a work in progress explores the relation between virtual reality and network process via avatar. double_skin is play via a platform and a virtual space too. With double_skin we try to approach differences between two bodies and also chats of the network to write with it. So we use material of the network of this virtual space to put in perspective the languages – one language of the text and other of the body – used.

double_skin receipt in a art residency in Bains::connective art laboratory, Brussels, in January and February 2008.



see the blog : www.mutin.org/BI/wakka.php?&wiki=BI3

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