



FROTH ON THE DAYDREAM XR

A COPRODUCTION



**An immersive and interactive experience
inspired by the novel by Boris Vian**

WRITTEN AND DIRECTED BY **JULIE DESMET WEAVER**



CONCEPT

***Froth on the Daydream*, the famous novel by French writer Boris Vian, becomes the cornerstone of a collective and interactive virtual reality experience of 15 minutes, designed and tailored for the 360° immersive structure, Le Cube.**

The public is invited to enter Colin's room (the main character of *Froth on the Daydream*): a poetic, interactive and sensory experience behind closed doors. Inside, the spectators dive into the heart of the universe of *Froth on the Daydream*. They are quickly invited to interact in a playful and instinctive way with Boris Vian's key inventions - such as the Pianocktail, the Biglemoi, and the anti-nymph flowers - to advance the story and trigger funny or dramatic situations.

By adapting Boris Vian's work for a virtual reality device, the idea is to offer the audience the opportunity to experience the sensations, emotions, sounds, roughness and colors of this jewel of literary heritage, to offer a contemporary and innovative interpretation, as an answer to the question «How can Boris Vian's work be showcased 100 years after his birth...?».





AN INTERACTIVE EXPERIENCE



5 to 8 spectators are invited to enter the immersive space of the Cube, a travelling 360° immersive device, to live a 15-minute interactive and collective experience.

Colin's room, dreamlike and luminous, will be transformed throughout the experience, as in Boris Vian's novel: the virtual settings projected on the 360° screen are animated so that the spectators have the feeling that the environment is changing in real time. Drawn into the universe that unfolds around them, taken to interact with the story, they find themselves at the heart of the action.

To move from one sequence to the next, the spectators are invited, at specific moments, to enter into the shoes of Colin in order to experience the key inventions of Boris Vian's work. From then on, they interact, through movement and action with the narrative, visual and sound universe projected around them in this unique technical set-up. By carrying out key actions, they explore the interactive frameworks and trigger the rest of the story.

A modern and contemporary visual universe has been designed specifically for *Froth on the Daydream XR* in Le Cube. Following initial filming of the live performance, the images were tailored and configured to the specific format of this set-up, requiring rigorous development and integration within specific software and engines.

SYNOPSIS

Extensively described in Boris Vian's novel, Colin's bedroom is a central location for the dramatic action: spacious and bright to start with, the room eventually shrinks and folds in.

In Le Cube's immersive setting, the bedroom unfolds through multiple tapestries, symbols of the passing of time, gently spins on itself, rises, changes, twists and eventually becomes an oppressive, narrow and swampy space.

It is from this notion of changing and malleable space-time that the idea of 5 sequences was born. In each of the sequences, the audience is invited to experiment in different ways with funny, playful or, sometimes, more dramatic situations. The intent is to make the audience physically experience the main character's situation.

1

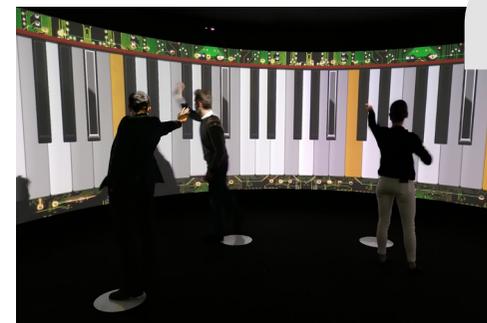


PRELUDE / COLIN

INTERACTIVE SET-UP: when the audience approaches the door of Colin's room, a voice inside invites them to enter, thanks to a motion capture device.

IMMERSIVE UNIVERSE: the audience finds itself in a virtual antechamber setting. He discovers in front of him, on the screen: Colin, an absolutely charming young man, but visibly very absorbed by a hidden scene that is playing just behind him, in another room. His best friend Chick joins him. Soon the sounds of the sea bed and boiling kitchen begin to echo. Colin, with a triumphant smile, reveals a new world to the audience and we discover Nicolas, his friend and cook, in action, wrestling with the huge electric eel he has planned to cook for lunch. We watch as this incredible recipe is prepared!

2



PIANOCKTAIL

IMMERSIVE UNIVERSE: Colin is at the height of excitement: he has just completed his Pianocktail, the only piano that lets you drink the music you have just played. Colin explains that to play this wonderful instrument, you just have to press the keys of the keyboard in rhythm, which light up: for each note, he matches an alcohol, a liqueur or an aromatic. The spectator is then invited to play the famous Pianocktail himself.

INTERACTIVE SET-UP: a keyboard appears on the circular screen: the spectators have to press the right notes in rhythm and play the «right» jazz chords. It is understood that it is not necessary to be a musician, since the interaction is directed precisely by a set of colours projected on the piano. When the spectator plays the right notes on the keyboard, the visual universe around him is coloured with golden mixtures with phosphorescent flashes: heavy liquors or icy effervescences will pour into his glass. But if a false note were to dissonate, an electric shock would circulate throughout the room.

3



BIGLEMOI

IMMERSIVE UNIVERSE: Chick tells his best friend Colin that he met Alise, a very pretty girl, while attending a conference by Jean-Sol Partre. From then on, Colin fantasises and has only one thing on his mind: falling in love!

The famous Biglemoi dance is the dance of seduction par excellence. Nicolas knows the basics. It's a dream come true! Colin begs him to teach him the basics of the Biglemoi! The spectator follows Colin's steps and learns to dance to the music of the great Duke Ellington. He soon finds himself on the dancefloor, face to face with the beautiful Chloe.

INTERACTIVE SET-UP: The spectators will have to dance and perform the right choreography. If the spectator performs the right movements and in the right amplitude, video sequences in which Chloe encourages him and sends him kisses are triggered. If they get it wrong, Chloe's image remains diffracted in space (shaderised: visual effects that change textures) and Chloe laughs gently at his clumsiness!



COLIN ET CHLOE

IMMERSIVE UNIVERSE: Colin is charmed, Chloe is seduced: the two lovers kiss passionately before being carried aboard the train of life that unfolds at full speed, all around them, on several floors: up to the treetops, to the seventh heaven. At the top, Colin and Chloé float, as if weightless, through a pink cloud that smells of sugar and cinnamon. But Chloe slips, falls into the void in a never-ending fall.

4



THE SWAMP BEDROOM

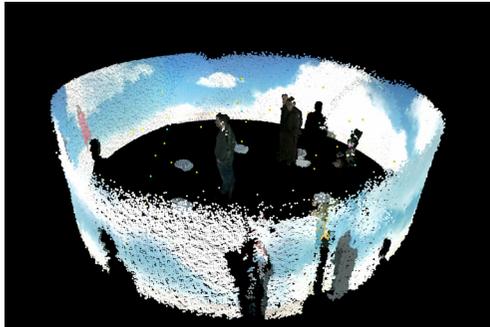
IMMERSIVE UNIVERSE: in a swampy attic, Chloe is lying on a green moss. Colin, worried, joins her: the drawings on the tapestries in the room have changed like the seasons, they are crumbling and tearing. Dampness oozes down the walls, vegetation and water make their way into the gaps and cracks in the walls of the room... Chloe is growing paler and paler: she has a water lily growing in her right lung. Colin has to find some flowers as soon as possible to save Chloe. He collects rose petals, almond blossoms and armfuls of jasmine and places them all around Chloe.

INTERACTIVE SET-UP: Colin runs against time. In turn, the spectators are invited, with their hands, to cover all the walls of the room with flowers, to fight against the moss and the swamp that invades the room. Each action of the audience on the walls brings luminosity and spring. If they are slow to put down the petals, the swampy world gains ground. The audience's actions are less and less effective, useless...and the shadow gains ground. Chloe's heart is gradually dying out.

5



A COLLECTIVE VIRTUAL REALITY DEVICE



LE CUBE

The experience takes place within the virtual reality device Le Cube which **allows a 360° immersion and a totally intuitive interaction** (without controllers) with the public.

A mobile and itinerant device, Le Cube is a cylinder of 7m in diameter and 4m in height which can accommodate up to 8 spectators and which is likely to appear in space as a bubble of poetry and mystery. It is planned that the installation of the rough exterior structure will be scenographed so that the experience begins as soon as it is discovered in the venues.

THE INLUM.IN TECHNOLOGY

The technological innovation developed by the Marseille-based start-up Inlum.in for Le Cube **relies on multi-camera 3D volumetric capture in real time**. It provides an immediate representation of the occupation of the space, of the people and their gestures, via several hubs each grouping several volumetric cameras (RGB-DI) streamed live to a central computer where the virtual world is simulated.

It offers the audience the possibility to interact instinctively. **The viewer does not use joysticks or a virtual reality headset**: it is really his or her body in action in the immersive space and his or her play intentions that modify the visual and sound universe projected around him or her. This invisible technology makes the experience all the more innovative and magical.



ARTISTIC TEAM

VISUAL CREATION

Alain Lagarde

ACTORS

Axel Beaumont (Colin)

Lou de Laâge (Chloe)

Jonathan Genet (Chick)

Xavier Coppet (Nicolas)

TECHNOLOGY AND INTERACTIONS

Inlum.in

Vincent Borrel and Nicolas Gambini

JULIE DESMET WEAVER

writer and director



Julie Desmet Weaver has made a name for herself as an artist who wants to dynamise artistic forms and create new languages. Between digital, literature, theatre and dance, she imagines contemporary worlds capable of bringing together the virtual and the emotional.

After studying Philosophy at the Sorbonne and Dramatic Art at the Conservatoire (Marseille). Julie Desmet Weaver has performed numerous roles in the theatre: she was awarded the Mounet Sully Prize for the interpretation of poetic works.

In October 2019, Julie received the SACD Prize - Multi-screen Writing for *L'Écume des jours - Rêverie virtuelle* which takes two forms: a show + an XR experience.

In January 2018, she won the «Ciné Corps» Festival for the presentation of a film-dance concept for virtual reality

In 2020, she received the support from the Centre National du Cinéma for *Charade*, an experience inspired by the surrealist poets (for VR headsets)

She is currently working on the choreographic and interactive experience *Entrez dans la danse*, which features thirty artists, including dancers from the Avignon Ballet and the Metz Ballet.



PRODUCTION

DARK EUPHORIA

Dark Euphoria is an art & technology production agency based in Marseille. We prototype and produce transdisciplinary and innovative artistic projects, at the crossroads between art, science and digital technologies. We support artists and cultural actors in the realisation of experimental and hybrid projects (interactive installations, digital experiments, art-science collaborations, new media creations) where technology is an entry point for new ways of telling stories, feeling emotions, understanding the world we live in.

With the expertise of our big sister Black Euphoria in the production of innovative digital content for communication and audiovisual, our watchwords are curiosity, agility and eclecticism.

COPRODUCTION

Inlum.in
Cie Underground Sugar
La Cohérie Boris Vian
Les Films du Marigot



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ADAMI
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This project was hosted in residency at Pôle Média de la Belle de Mai (Marseille), Ardénome / EDIS (Avignon), Grenier numérique (L'Isle sur la Sorgue) and Théâtre Toursky - Cie Richard Martin (Marseille).



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