

EVE 2050

CORPS SECRETS
VAN GRIMDE

WHAT BODY FOR THE FUTURE?

1 WORK | 3 COMPONENTS

VAN GRIMDE CORPS SECRETS

— ARTISTIC APPROACH

Van Grimde Corps Secrets approaches the dancing body in a trans-disciplinary manner. The company's research and creative work is enriched by various disciplines, offering a pluralistic and resolutely contemporary vision of the body. Concepts from cutting-edge research in science and humanities are interwoven with ideas from theatre, music and literature to create a dynamic dialogue through dance. This approach leads Isabelle Van Grimde to collaborate with artists and researchers from various disciplines incorporating digital technologies into the creation, production and presentation of her works, forming a wide array of artistic gestures aimed at rethinking and reconfiguring dance.

Stage productions, choreographic concerts, installations, performances, publications and interactive web-based works are all part of Van Grimde Corps Secrets's repertoire.

— TECHNOLOGICAL INNOVATION

Eve 2050 is a particularly innovative project in its artistic use of digital technologies. It is based on a novel association of different image analysis and processing applications, movement sensing systems, and the latest interactive technologies. Most of the visual effects that transform Eve in the web series are generated in real time by interactive technology, not in post-production. This process makes it possible to reproduce the same effects on the bodies of spectators who are exploring the digital installation, and on the dancers performing the work on stage. Technology is used in the service of dance, creating a unique experience for each spectator.

EVE 2050: AN INTERACTIVE, EVOLVING TRIPTYCH

4

How, in the near future, can the boundaries of the body and its identity be redefined? Eve 2050 invites audiences to engage in an artistic, aesthetic and ethical reflection on the future of human beings and the body in an age of digital technology, biomedical advances and artificial intelligence. Combining dance, video, music, visual and digital arts, the work takes on various forms to be presented in theatres, public spaces and online. The result is a fascinating integration of life and technology.

The work has three components, which establish different types of relationships with the audience:

- A WEB SERIES AND A SHORT FILM
- AN IMMERSIVE AND INTERACTIVE INSTALLATION
- A STAGE PRODUCTION

Through its three components, Eve 2050 combines the vibrant force of actual physical presence with the magical transformations and ubiquity made possible by technology. Nature and culture are reconciled in this meeting between the primal body—its ancestral heritage expressed through a visceral gestural vocabulary—and the body of the future, transformed by its connection with technology.





COMPONENT 1

THE WEB SERIES

We are in 2050, in a world where being human no longer means what we're used to. The technological and biomedical advances of the last 30 years have changed the status of the body and redefined identities. Some humans have embraced technological advances, augmenting their bodies with artificial devices. Others have preferred to hybridize with other species, making organic and living material their own technology. Still others cherish and honour the original body, refusing any modification or lacking the means for enhancement. The web series Eve 2050 takes us to the heart of this amazing world through 5 episodes that follow Eve's journey. A symbolic character, of all cultural origins, both child and adult, male, female, transgender made of flesh or artificial, Eve 2050 offers a unique glimpse at humans of the future.

7

SEASON 1 - 5 ÉPISODES

PRELUDE - ORIGIN - TRANSFORM - HYBRID - SAPIENS

AVAILABLE ON
VANGRIMDECORPSSSECRETS.COM

The Web Series is an invitation to follow Eve in its next developments: The Installation and The Stage Production.

Eve 2050: The Web Series is a creation of Van Grimde Corps Secrets, coproduced with DAVAI.

INTERACTIVE DIGITAL INSTALLATION

8

Designed to exist autonomously or as part of a performance the installation Eve 2050 features alternative scenarios to the web series on interactive panels and sculptures from the work "Family Portrait" on loan from artist Marilene Oliver. Set up in a gallery, the panels generate digital environments that show five facets of Eve, inviting visitors to discover her world.

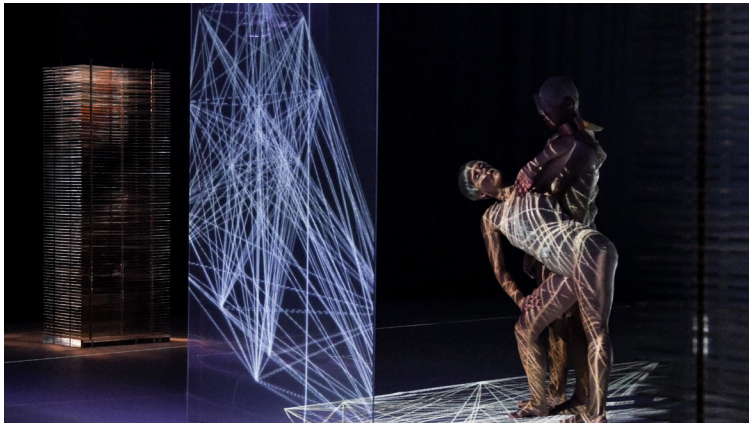
Projected onto the transparent panels are images of Eve blended with images of the spectators and performers present. These images are filmed, processed and projected in real time, making visitors part of Eve's story as they play with their own reflections in the virtual mirrors. The interactive devices take visitors into a parallel world. As they explore the space, they trigger sounds with the performers, creating surprises along the spectator's journey. Visitors create their own narration depending on the perspective they choose, the paths they adopt, and the surfaces they interact with. Each experience is unique. When the dancers are in the installation, the primal body and body of the future are brought together in a dance where living and virtual become complicit to the point of being indistinguishable. The space of the installation, enchanted by dance and technology, invites visitors to become actors in the story of Eve 2050, the narrative thread of an intimate, sensorial and poetic experience.

Images of the Installation and web series will be projected in real time in different parts of the venue, including the building façade.





DISCOVER THE TEASER
OF EVE 2050:
THE INSTALLATION



THE STAGE PRODUCTION

In this last part of the triptych, the creators of Eve 2050 assume control of the audience's gaze: the story unfolds in time and space on a conventional stage. The interactive devices managed via a single computer can be synchronized or dissociated, an integral part of Isabelle Van Grimde's choreographic composition.

13

The holographic panels from the installation, powered by discreet technologies, create the elegant set for the stage work. The performers inhabit this shifting space, shaping the visual and sound environment with their movements. The stage is the scene of intertwined worlds. Time becomes fluid, as ancestral memories and futuristic visions are brought into the present. The very nature of reality is questioned in this odyssey where our musings on immortality and genetic mutations come alive before our eyes. The stage production Eve 2050 reveals all the poetry of bodies carrying ancestral memories and futuristic visions in a work where Isabelle Van Grimde offers the audience her own vision of Eve.

Images of the performance filmed in real time will be instantaneously selected by Isabelle Van Grimde, to be projected live on the theatre façade and live streamed on eve2050.com

IN CREATION

EVE 2050 ARTISTIC TEAM

14

Isabelle Van Grimde — Concept,
Artistic Direction and Choreography

Jérôme Delapierre — Interactive
Visual Design

Thom Gossage — Composition

Robert Desroches - DAVAI —
Web Series's Production

Sophie Breton — Choreographer's
Assistant

**Sophie Breton, Félix Cossette,
Justin De Luna, Chi Long, Marine
Rixhon, Gabrielle Roy** — Performers
in the installation

**Sophie Breton, Félix Cossette,
Alice Delapierre, Justin De Luna,
Chi Long, Kim Long, Emmanuelle
Martin, Erika Morin, Marie
Mougeolle, Brontë Poiré-Prest,
Marine Rixhon, Gabrielle Roy,**

**Georges-Nicolas Tremblay,
Soula Trougakos, Rhéa Sky Walsh,
Angélique Willkie** — Additionnal
Performers in the Web Series

Marilene Oliver — Sculptures from
the work "Family Portrait" and
props

Frédéric Filteau — Interactive
Sound Technologies

Anick La Bissonnière — "Table
lumineuse" (Luminescent Table)
from the work Dissections created
for *the body in question(s)*

Rémy Vigneron — Interactive
panels engineering

Pascale Bassani — Costume Design

**Manon Desrues et Jérôme
Delapierre** — Concepts and
preliminary research for the
costumes.

VAN GRIMDE CORPS SECRETS TEAM

Isabelle Van Grimde — Artistic
and Executive Director

Thom Gossage — Musical Director
and Deputy Artistic Director

Menez Chapleau — Deputy
Managing Director

Henk Boerhof — Artistic
Ambassador

**Carmen Menhert — Plan B
(Hambourg)** — Agente (Europe,
Asie, Amérique du Sud)

Émilie Voyer — Production Director

Audrée Juteau — Production
Assistant

Marie Mougeolle — Writer

Denise Gagnon — Accountant

PARTNERS

EVE 2050 PARTNERS



COMPANY PARTNERS



CONTRIBUTORS TO EVE 2050'S REFLECTION PANEL :

Dr. Cristian Berco — Historian

Dr. Marie-Hélène Boudrias — Neuroscientist

Marie Brassard — Playwright, Director and Actor

Dr. Joanne Lalonde — Art Historian

Dr. François-Joseph Lapointe — Biologist

Dr. Isabelle Lemelin — Anthropologist

Dr. David Paquin — Engineer and Designer in New Media Creation

Darian Goldin Stahl — Artist and PhD Humanities Student

Dr. Monique Régimbald-Zeiber — Artist and Researcher on the construction
of the gaze and history

Raphael Cuir — Art critic and Art Historian

Dr. Isabelle Choinière — Artist and researcher in new contemporary
performative practices

Roland Huesca — Author and Researcher in aesthetics and dance

Dr. Jacques Mateu — Plastic Surgeon

Brad Necyck — PhD Student in Psychiatry

Dr. Hiba Zafran — Occupational therapist

PHOTO • JÉRÔME DELAPIERRE

Performer in cover: Sophie Breton / Performer at the back: Justin De Luna.

Performers page 5: Rhéa Sky Walsh, Félix Cossette, Chi Long.

Performers pages 9-12: Sophie Breton.

PHOTO • DAVAI

Performers page 6: Angélique Willkie, Sophie Breton.

Performer pages 11: Gabrielle Roy.

PHOTO • DANIEL BÉLANGER

Performer page 12: Sophie Breton.

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15

