SOUND AND VISUAL INSTALLATION
TIME.PASSING THROUGH.TRAVEL
IUAN-HAU CHIANG

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Time-Passing Through-Travel, est une exposition conçue et réalisée par Iuan Hau Chiang, et commandée par GRAME et le Digital Art Center de Taipei.
Ondes électromagnétiques, lumières infrarouges, téléphones mobiles, télévisions et ordinateurs, tous les outils de diffusion et néons urbains sont la preuve de l'influence de la lumière sur notre vie. Cette installation est l'expression de la perception de l'artiste du phénomène lumineux, avec une attention toute particulière accordée à l'étroite relation qui lie lumière, lien social et espace.
Iuan-Hau Chiang nous invite ici à renouveler notre perception spatio-temporelle.
Une installation interactive avec 49 dispositifs émetteurs de son et de lumière. Le public déambule au coeur du dispositif et entre les ombres projetées. L'interaction des sons, de la lumière, des corps et des ombres compose une partition musicale et construit une scénographie qui sollicite tous les sens du visiteur.

We spend much time moving through the space that we exist in (cities, streets, home, room, and internet). Today is created by the constant repetitions from yesterday's action, day after day. Travel, we use our perception to move through reality and our minds. The real world and our spiritual world interact with each other like parallel universes through our actions and exist. Even through we use only 1 type of perception to experience two different worlds....

This piece is an interactive device between light shadow and sound. Forty-nine light sourced sound devices are displayed in a matrix with dimensions of 7 meters by 7 meters. Each light sourced sound device uses a transparent acrylic as main structure. Through the independent sound channels and the independent LED lamps, the audience can move at will through the matrix in a space consisting of white walls on all 4 sides. Lighting up the space and projecting the shadows of the devices and audience onto the 4 walls, the sound and light source constantly change the location of the show within the exhibition space. The shadows of the devices and audience will create many layers of changes through flashing, looming, overlapping, and displacement through changes in the locations of the light source and targets. The musical rhythm created through interaction of the sounds, lights, audience, and shadows create a music and light shadow theater with auditory, visual and three-dimensional effects. The shadows of the devices move rapidly just like the rising, falling, and changes of buildings within the city. Also, just like the city landscape that moves rapidly through the windows of moving vehicles, the shadows of the audience reflect how busy and mundane city residents and visitors are.

In addition to the execution of fixed sequence of light source and audio playback, the hope is that the creative work program is one that can be altered after its completion, where different aspects can be on display at different locations and audiences. The hope is that the work will become a playground co-created with other artists, performers, musicians, and interactive program designers. When the work is on display in Lyon, it will work with local dancers to co-create an interactive dance performance.

IUAN HAU CHIANG

Iuan-Hau Chiang a étudié aux Beaux-Arts de Lyon.
«Je suis né dans une famille d'artistes divers, touchant les domaines de la peinture, de la musique et de la calligraphie. J'ai été en contact avec l'art et j'ai étudié la peinture comme un petit enfant, ceci a influencé mon avenir en tant que créateur. Au lycée, mon travail a porté sur la création d'avions en 2D. Je suis resté concentré sur l'apprentissage de la peinture, le design et l'illustration.
Après être entré au département de sculpture au Taiwan National College of Arts en 1991, mon apprentissage s'est orienté vers la 3D. Le processus d'apprentissage de l'art en trois dimensions m'a donné une plus grande liberté artistique. Pendant ses études en France, j'ai utilisé différents médias comme la photographie, le multimédia, la vidéo, les installations, des images et de la musique numériques pour faire mon travail créatif.
En 2008, Christian Rizzo et moi avons travaillé ensemble (en tant que chorégraphe et artiste numérique), avec un groupe de danse Dance Forum et présenté «Comment dire "ici ?», un spectacle de danse qui combine la 3D et la danse. J'ai continué à travailler avec Christian Rizzo depuis plusieurs années, en termes de créations et d'expositions. J'ai travaillé avec le Dance Forum sur la technologie de pointe et nous avons monté le spectacle de danse « A Beautiful New World. »

Currently interested in applying 3D animation into multi-media artwork, Iuan- Hau Chiang has been committed to exploring human issues since his graduation from National Lyon School of Beaux-Arts (France) in 2003. This is the year that Chiang had an opportunity to work in a 3D animation company, and since then, he switched his concentration from creating traditional sculptures to researching virtual 3D animation based artworks.
While devoting himself to the work of virtual world, he discovered he could better understand the virtual world and its many relationships with the human world in the reality, which literally leads him to a new path toward his art creation.

" I was born in a diverse artistic family, with artists in the fields of painting, music, and Chinese calligraphy. I have been in touch with art and studied painting as a small child, which influenced my future as a creative artist. During high school, my work focused on plane (2D) creations, concentrating on learning painting, design, and illustrations. After entering the Sculpture Department at the National Taiwan College of Arts in 1991, my learning expanded from 2D to 3D work. The learning process of three-dimensional art gave me greater freedom and breadth, which gave me the determination and direction for my future art career. In 1995, I worked for a computer animation company, with 3D computer animation being the topic of my creative work. Even though I have learned many skills needed for creative work during my 20 years of artist learning, I enrolled in the Ecole d'Art du Havre of France in 1999 to develop more potential for creative work and graduated from the Ecole Nationale des Beaux-Arts de Lyon in 2002. While studying in France, I used different media such as photography, mixed media, video, installations, digital images, and digital music to do my creative work.
After returning to Taiwan, I continued to try new ways of expressions. I exhibited digital art works and at the same time, I hoped to work with those in performing art and to create new form of multimedia performance. In 2006, I met Christian Rizzo at the Taipei Artist Village. In 2008, Christian Rizzo and I worked together (as choreographer and digital artist), with a dance group Dance Forum and presented « How to say here? », a dance performance combined 3D digital animation. After this, my creative work entered a new domain.

I continued to work with Christian Rizzo for several years, in terms of creative works and exhibitions including: the 2009 digital audiovisual work «il», the 2010 Digital Image Joint Exhibition «Here we are now», the 2011 digital audiovisual product «Paysage» and «Fom-1». In 2011, I worked with dancer Shuhan Jan on the dance performance combining interactive images and digital music «Over the Cloud», which was presented at the Taipei Digital Art Center. In 2012, I once again worked with Dance Forum on the technological art dance show «A Beautiful New World - Window». Not being satisfied with performing with single medium, in 2014, with the opportunity of artist residence in France, hosted by Grame centre national de création musicale (Lyon, France) and Digital Art Center (Taipei, Taiwan), I tried to use the 'automatic control technology' in my artwork « TIME · PASSING THROUGH · TRAVEL». During the residence, a dancer, Maëliss Bozon, was invited to work me and performed in the opening performance. This artwork broadened my ways of expression and I discovered the unlimited possibilities of multimedia applied in performing art".