

Corps et Graphie

Marie-Hélène Tramus

This installation suggests that the viewer become a choreographer, who creates with several simplified computer-generated dancers a kind of living organism which is able to move around in real time. Actually his creation has to do with an imaginary choreography, which consists of creating a sort of plant-like animated organism. The rounded and flexible moves of the dancers present the imaginary idea of a body which is able to be metamorphosed into a plant-like, tree-like, flower-like body and so on.

The dancers' movements are not realistic since they go beyond the physical possibilities of a real body by performing imaginary movements that cannot be reproduced in the real world. They suggest, just as Oskar Schlemmer wrote in *Mechanisches Ballett*, "carrying out unconstrained imaginary shapes with unlimited variations".

Software Anyflo by Michel Bret