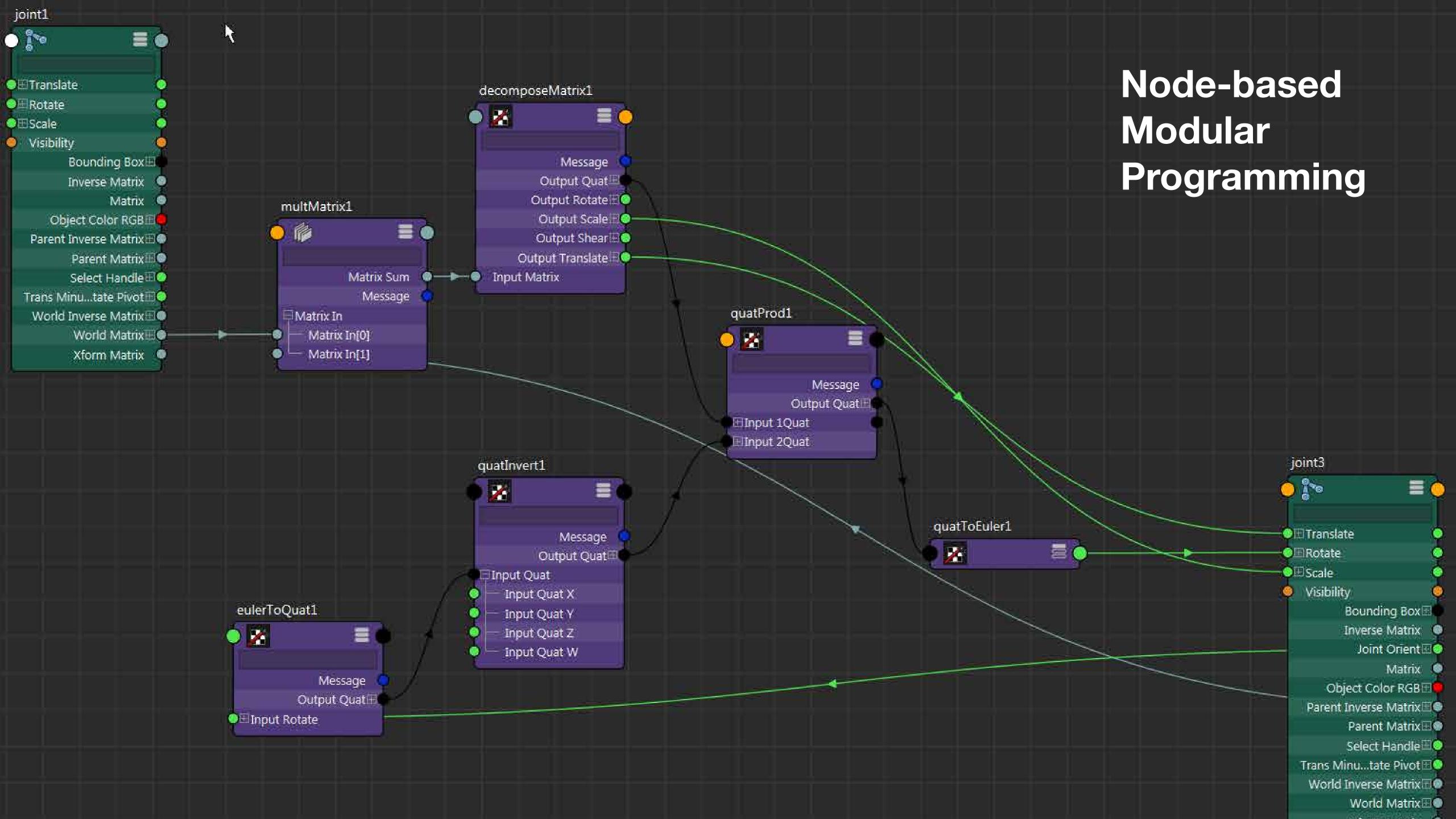
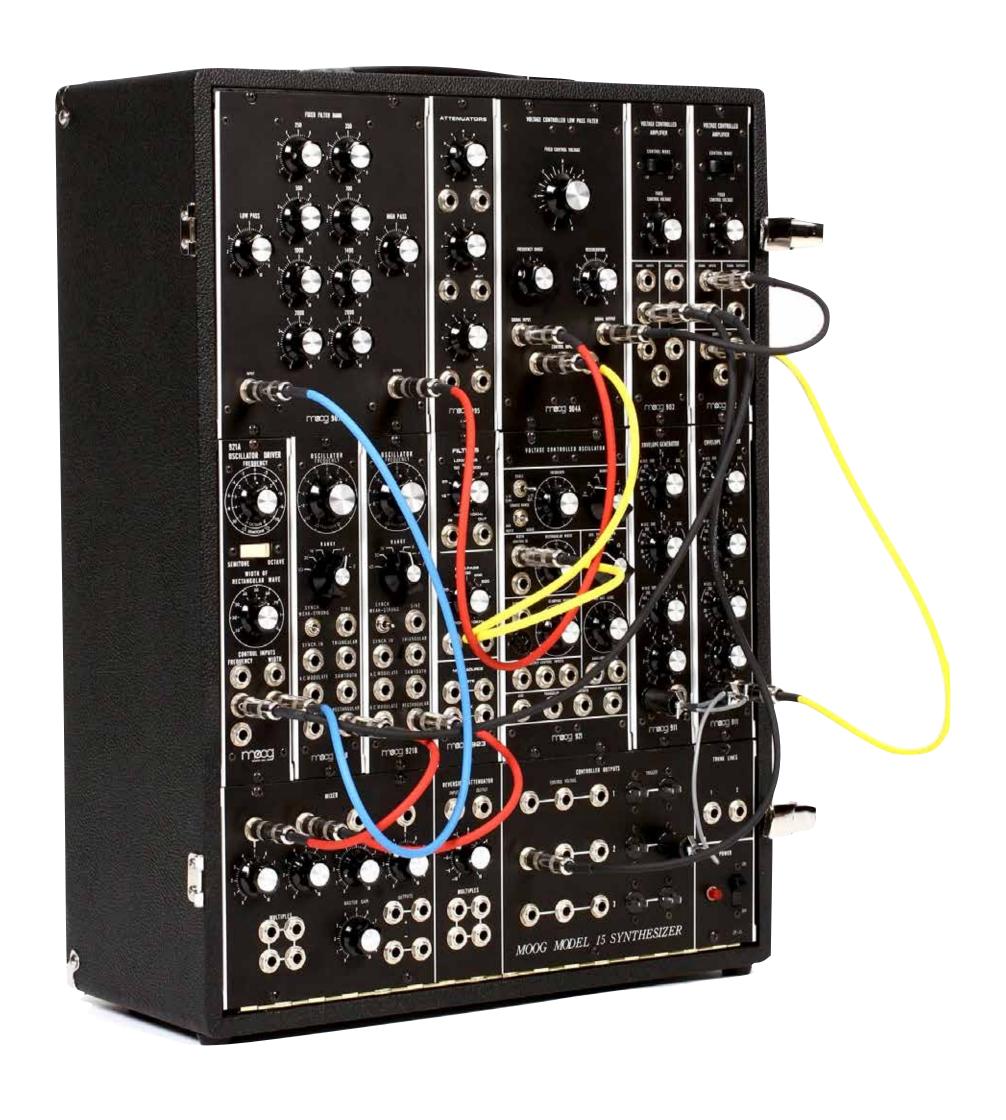
PROJECTS

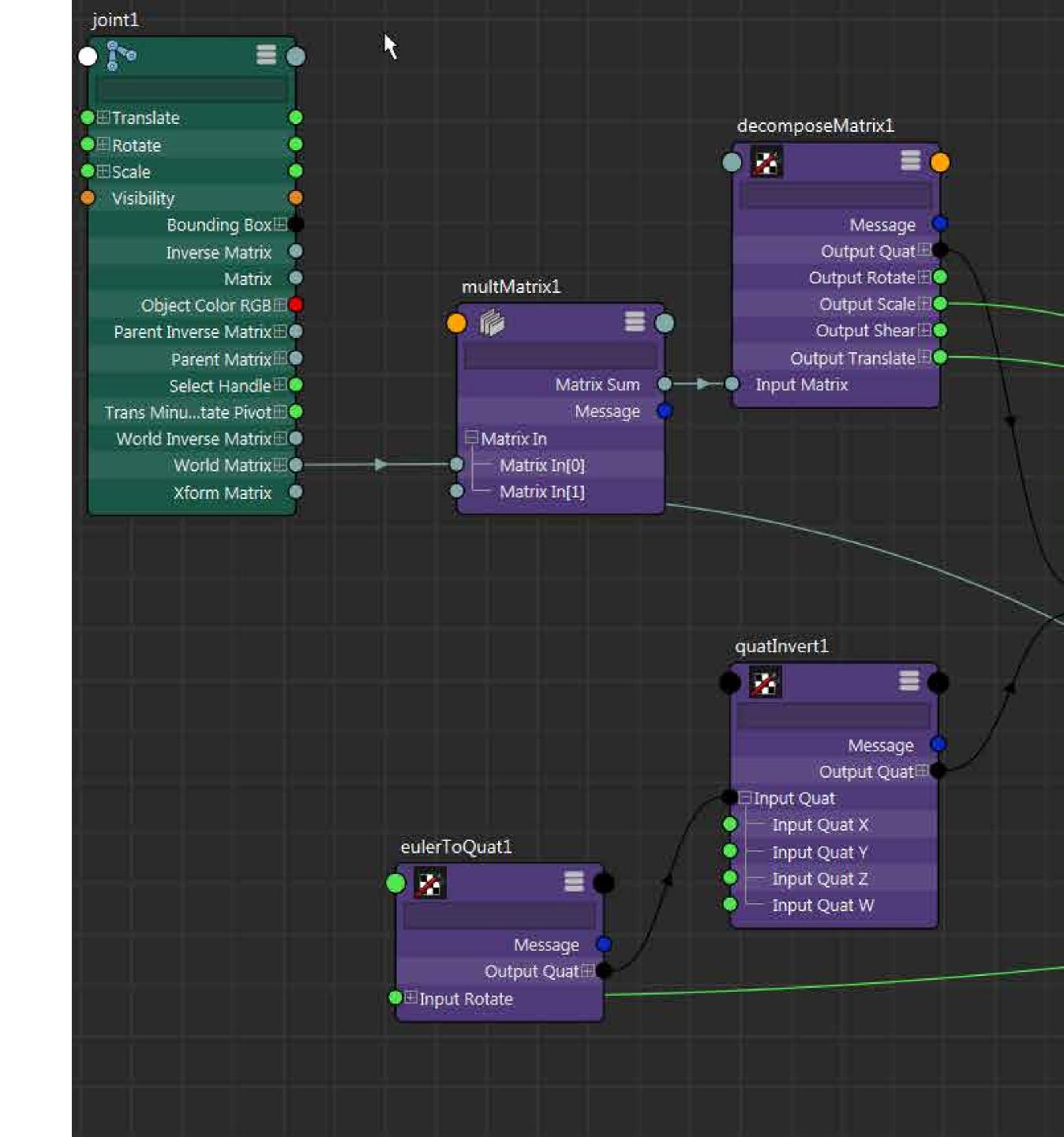
Publicis Moldova

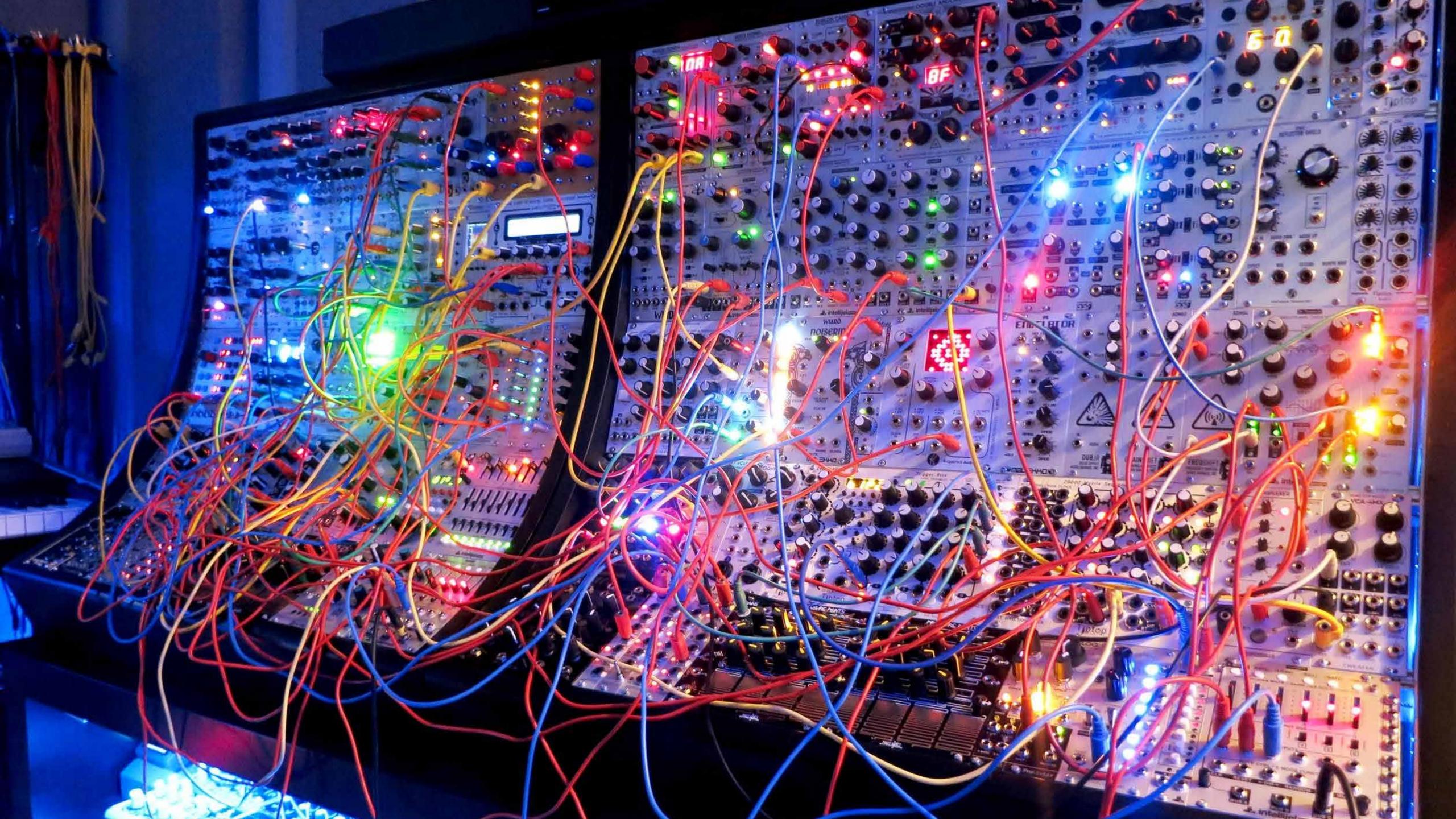


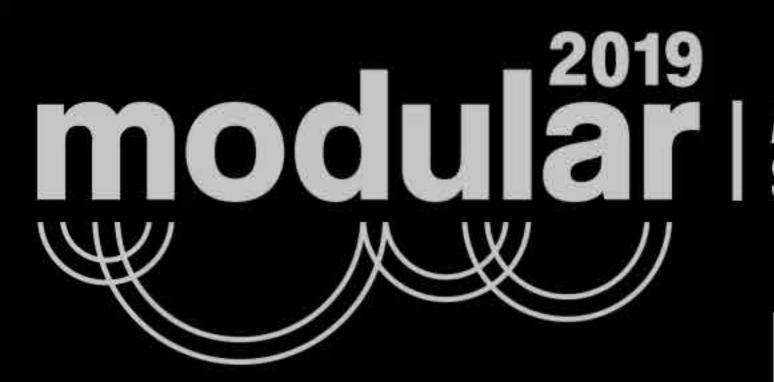




Patch-based Modular Music Instrument







SATURDAY

ANALOG MULTITIMBRAL AUDIOVISUAL MODULE

BANK

A NIGHT OF LIVING SOUNDS AND VISUALS

3



MIXER IN

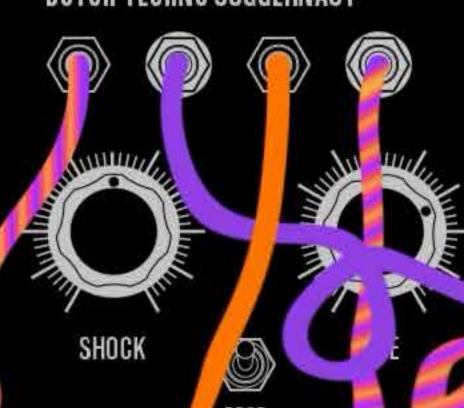
0

SWEDISH SEQUENCER WIZARD



LIFT

**DUTCH TECHNO JUGGERNAUT** 





0

















**AUX OUT** 

8

### UNEXPECTED VINYL ENCOUNTERS





















PRESET

ALL IN

















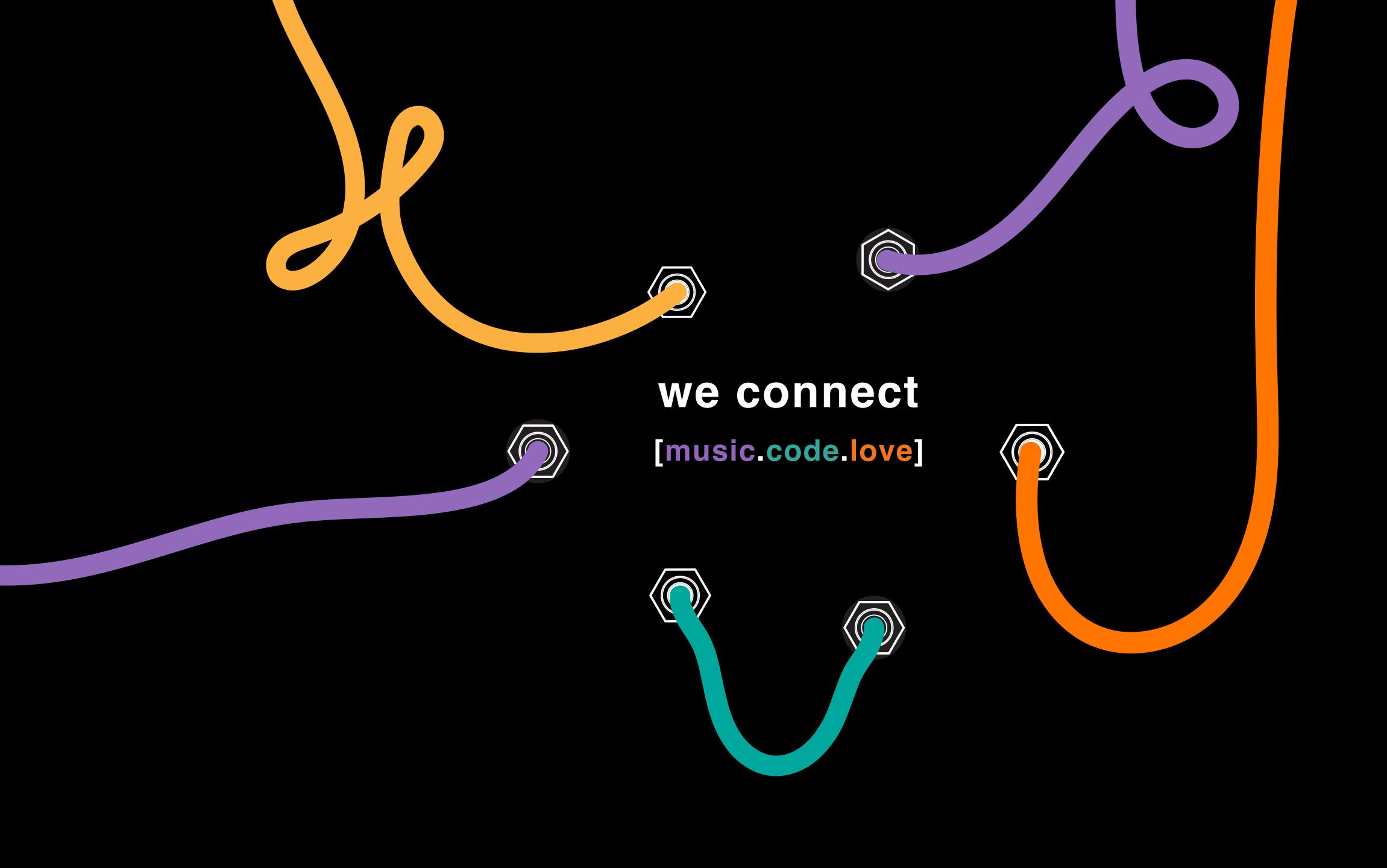
0







0





#audience

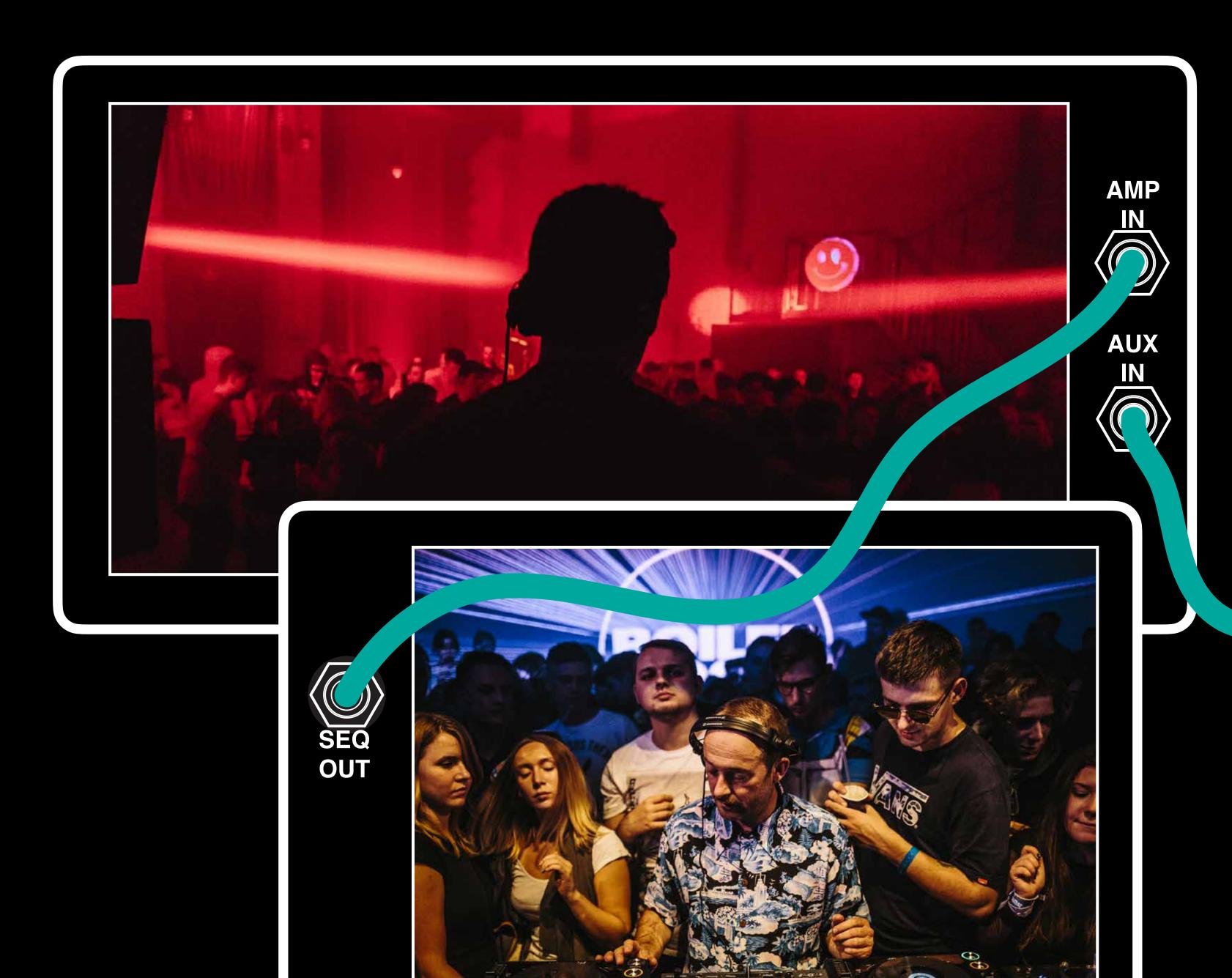
<it\_crowd>

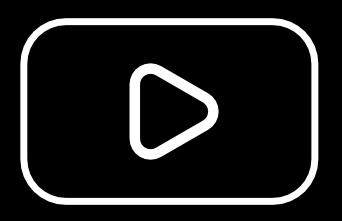
/\* thrill seeker IT specialists

\* geeks and hipsters

\* nouveau connaisseurs

\* art & creative types





### #music

### <generative\_organic>

/\* unexpected, lifelike, generated and modeled in real-time

first event ever where CDJs and USB drives are not allowed

vinyl, analog, controller driven only



### #content

### def LEGOWELT:

- /\* fierce controllerist
- \* modular music pioneer
- \* Boiler Room resident
- \* visited Moldova and trended the socials with his Bandabar set

## Legowelt

### NETHERLANDS









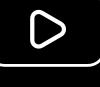


### Dataline sweden











### #content

### def DATALINE:

- /\* generative music wizard
- \* modular music performance evangelist
- \* Elektron instruments official artist

### #content

### def LOCALS:

- /\* moldovan underground communities
- \* vinyl / modular / controller sets
- \* influential artists with important following

# Olan/Vzorova









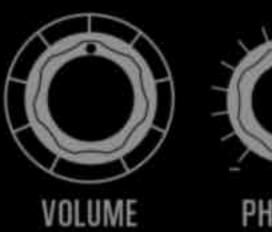








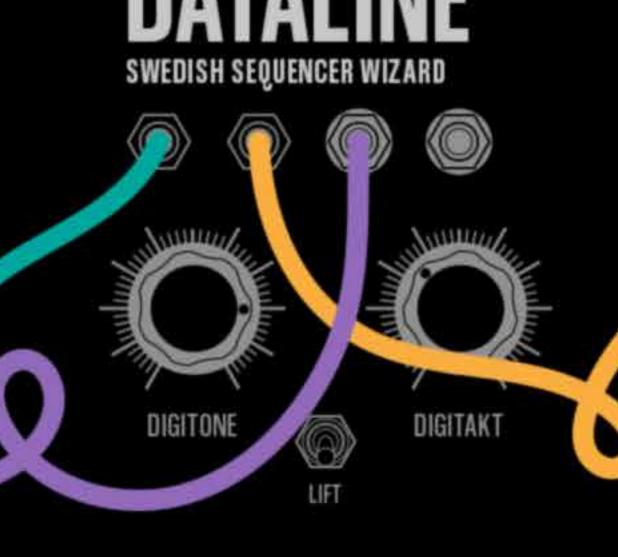




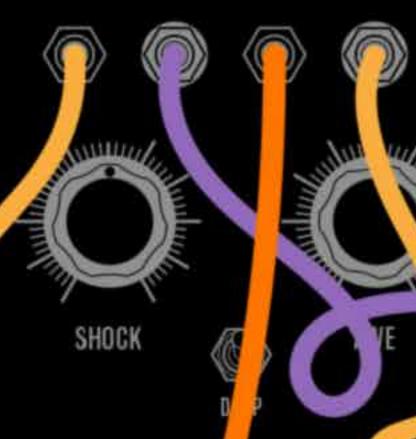














FEEDBACK













MIXER IN





0

























0



**AWESOMNESS** 

20Hz













USE R IN





#experiences

<ignite\_agency>

/\* connect the audience with the artist

\* let the visitors perform along

\* use tech to create and live moments to remember



#aural

### <touch\_sound>

/\* a tool availableto every visitorto modify the natureof the sound

- \* invite and coach visitors to engage
- \* share the moment with friends and the audience



**ENV IN** 



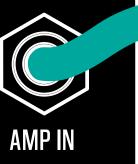








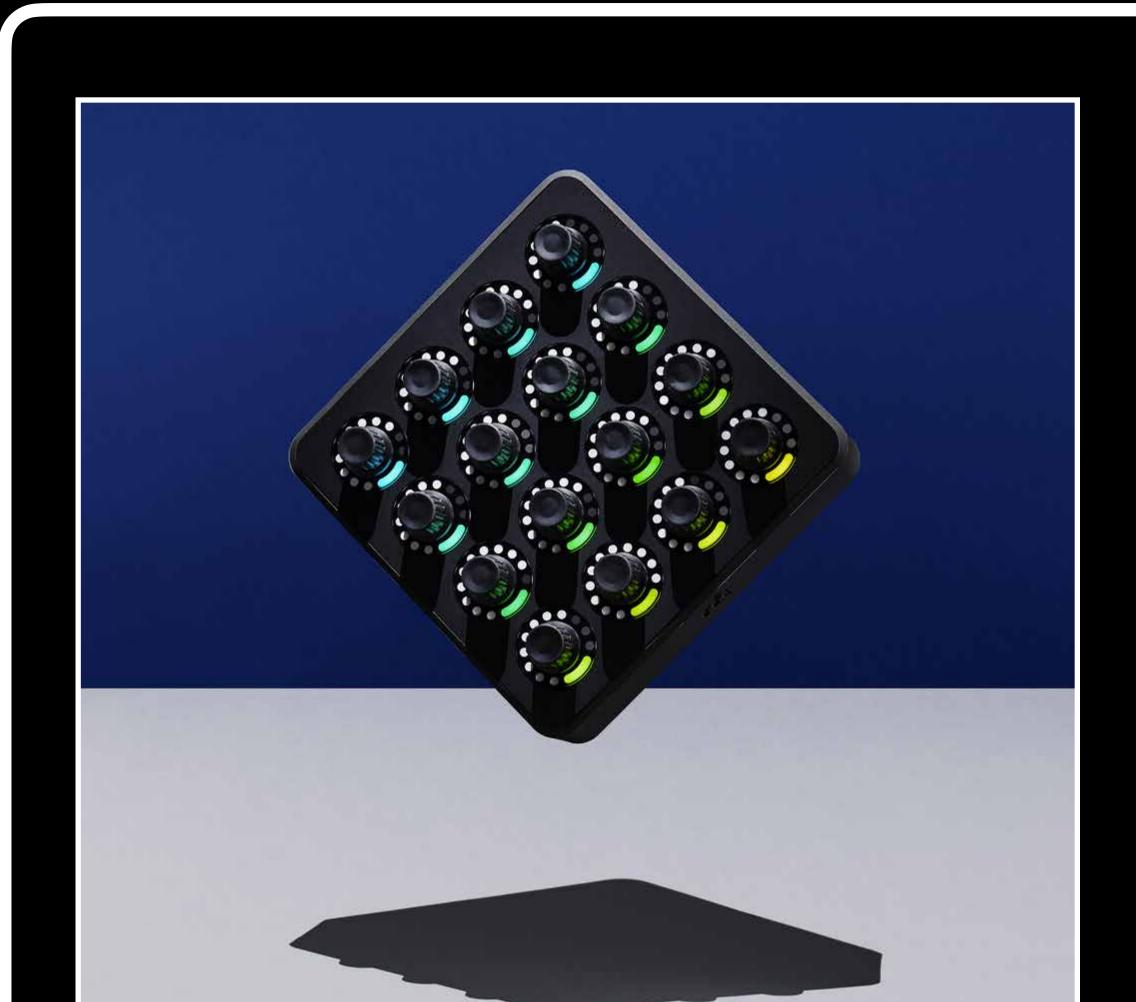
#visual





### <touch\_images>

- /\* a tool available to every visitor to affect the visuals
- \* invite and coach visitors to engage
- \* share the moment with friends and the audience



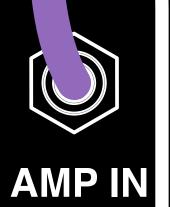


### <handball\_school>

- /\* surprise location in the heart of the city
- \* can fit up to 2500 pax
- \* may be difficult to operate after midnight







### <hala\_moldova\_film>

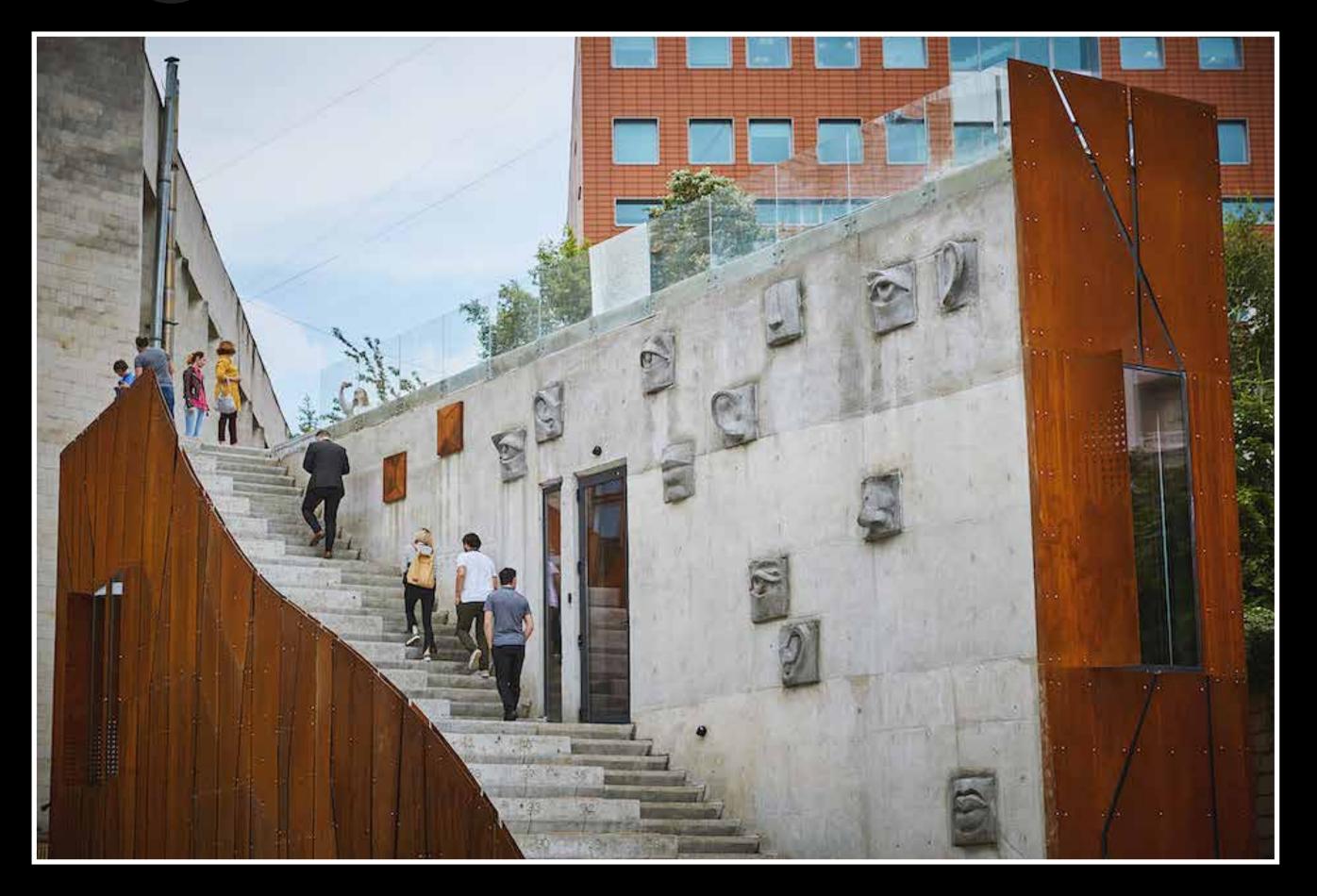
/\* well treated modular spacious location allowing From 500 to 2000 pax

- \* used for underground rock concerts
- \* no problems after midnight

### <art\_cor>

- /\* buzzing hot new creative place downtown Chisinau
- \* can fit up to 300 pax in the main room and the underground stage











### <gradina\_botanica>

- /\* beautiful unexplored park location
- \* can fit up to 5000pax
- \* may be difficult to operate after midnight



#orange\_kitchen

### <modular\_food>

- /\* foodcourt featuring build your own burger or noodle box
- \* diy mixology cocktails further supporting modularity
- \* Orange Kitchen branding





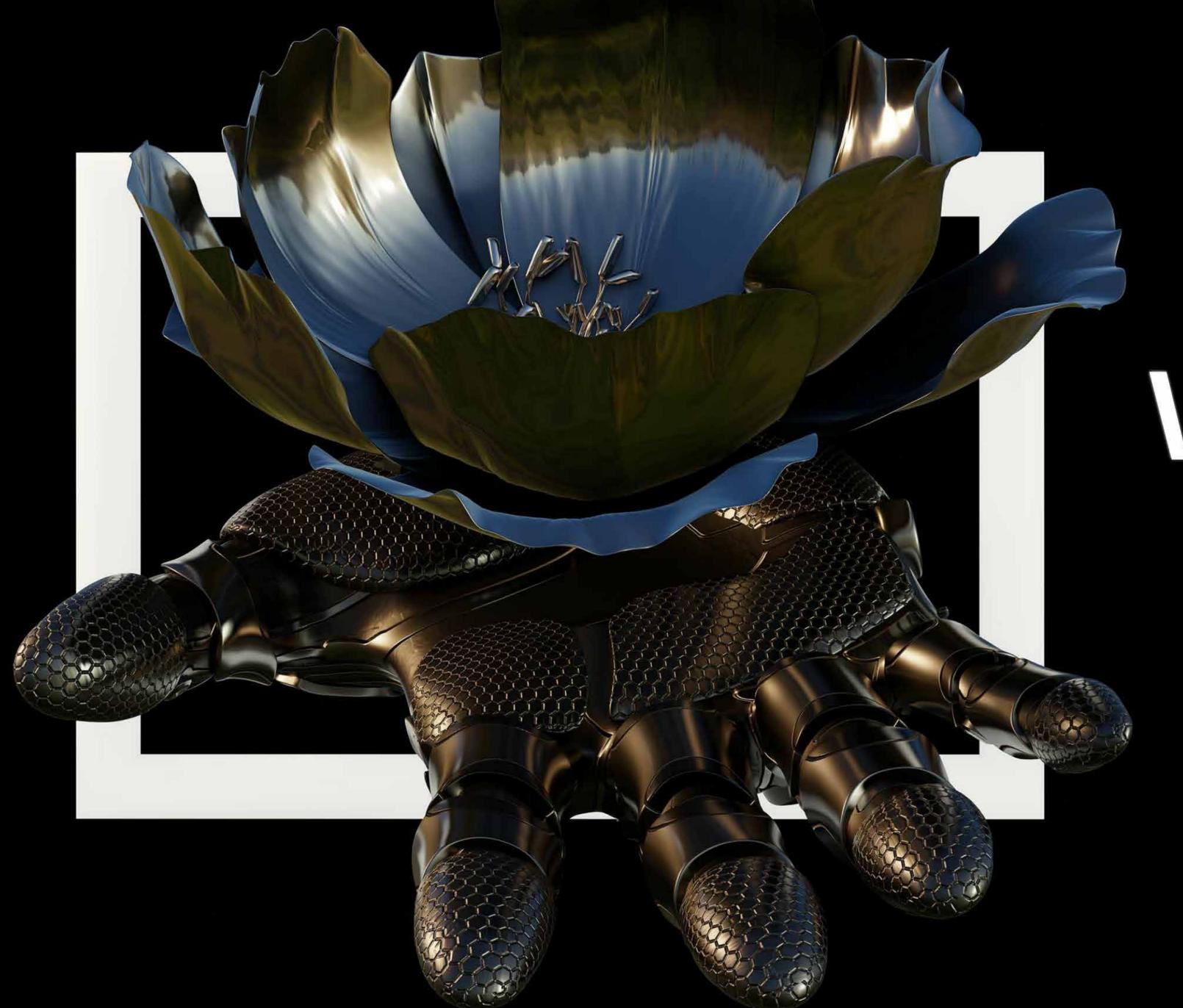


#orange\_systems

<orange\_sound\_system>

/\* carefully selected sound system

- \* orange accents added
- \* orange sound system markings



16/12/2022\_\_2:00 \_\_MOLDOVAFILM

# THE IMMERSIVE MINIMAL TECHNO EXPERIENCE

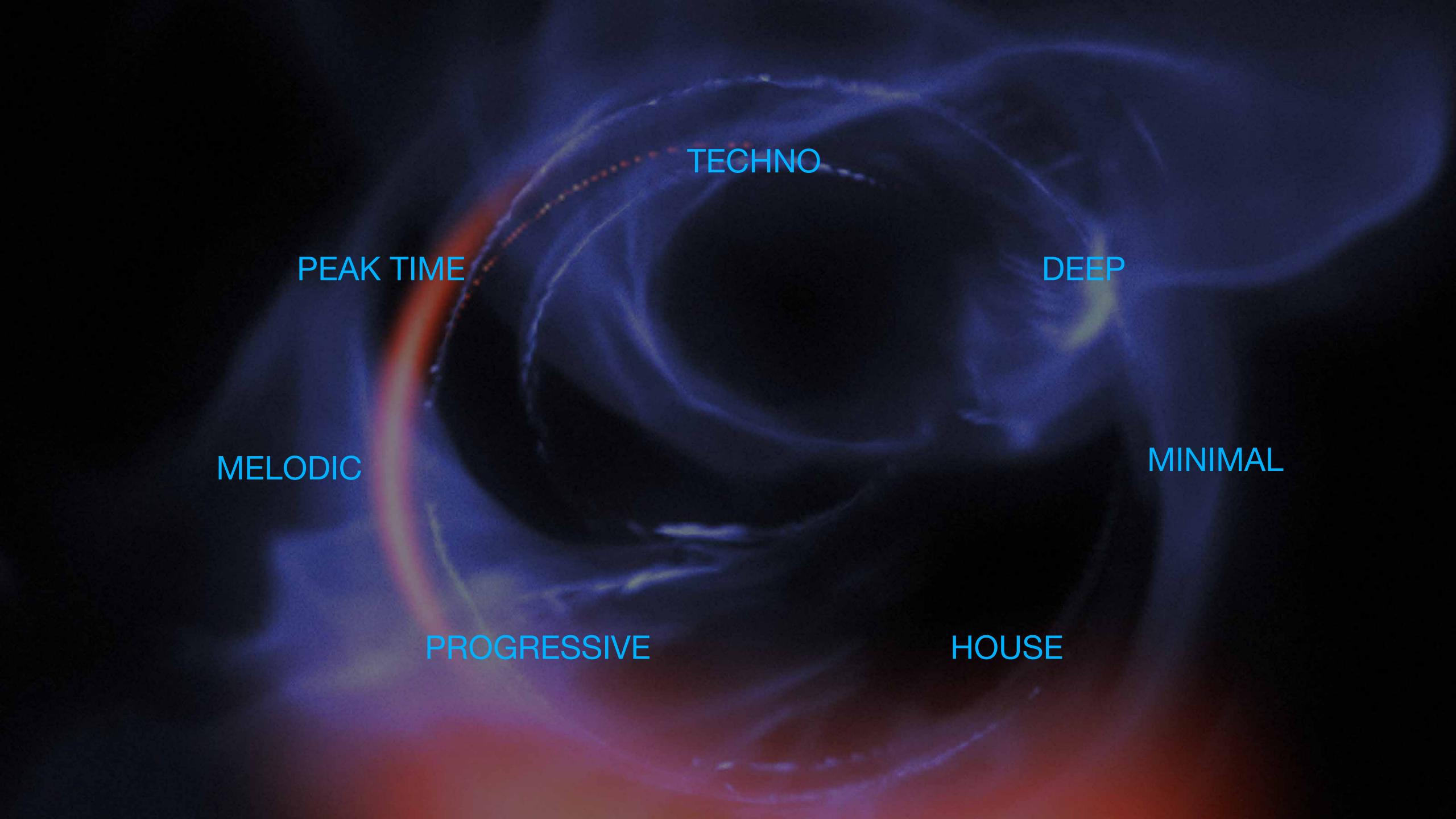
ROSSI /UK/\_\_
MICHAEL JAMES /UK/\_\_
\_\_NU ZAU /RO/\_\_
PERKY WIRES /MD/\_\_
\_IMMATURE /DE/\_\_
VZOROV /MD/\_\_
SOL\_LIVE /MD/\_\_
MODULAR/MD/\_\_

modular

TBX

The Vision / Mixed Arts Festival 16/12/22 22:00 – 10:00 12HR MoldovaFilm / BR films Studios Main Room GALLERY Sub Room LAB Intl & local talent music & visuals

# Artists



GENRES VS TALENT **Current Config** TECHNO PEAK TIME Vzorov MELODIC Pau Guilera **PROGRESSIVE** 

### Main Room **Sub Room**

**DEEP** 

Dyed Soundorom APOLLONIA Nu Zau

Djebali

Perky Wires

**Immature** 

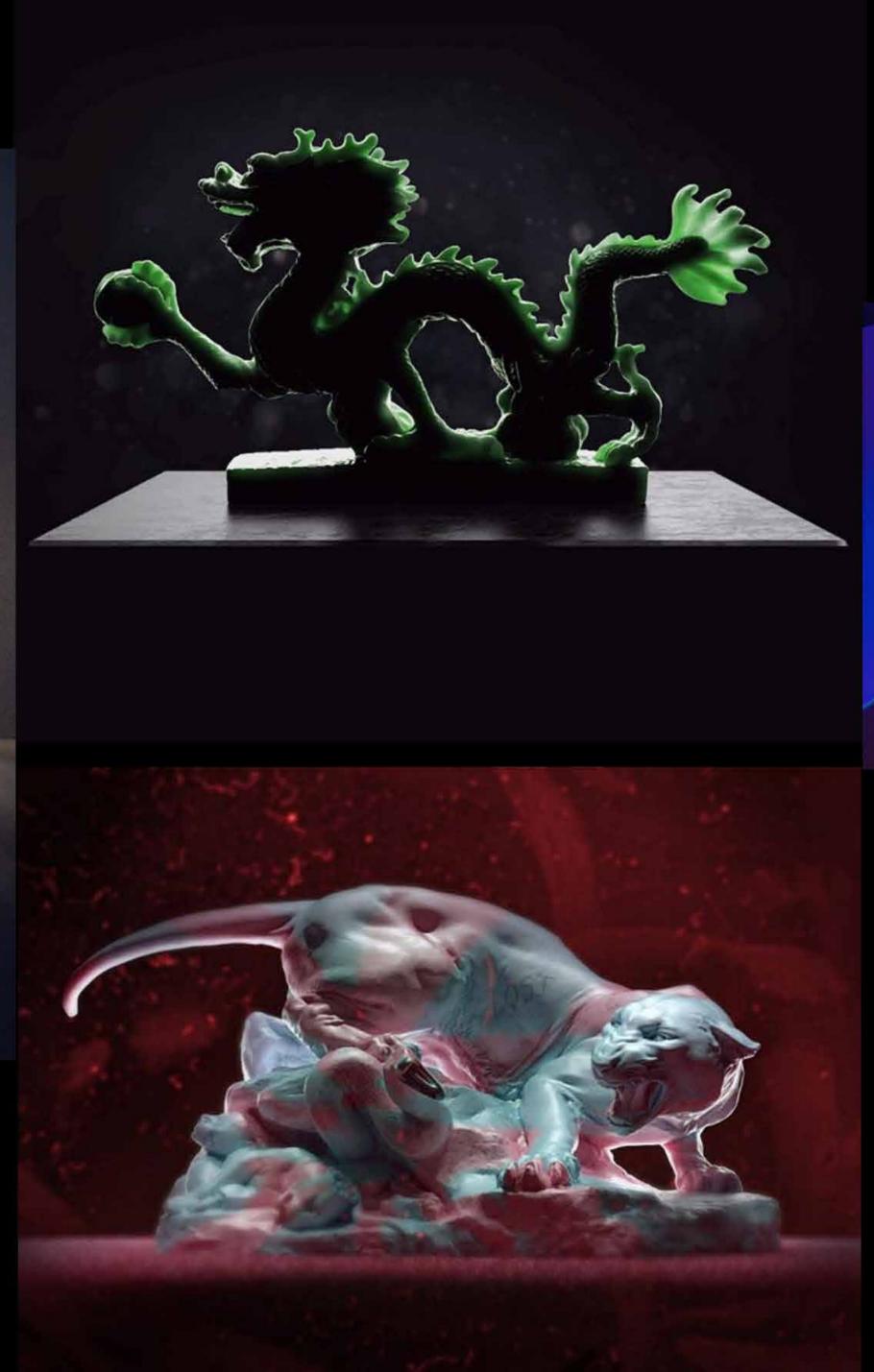
Sol

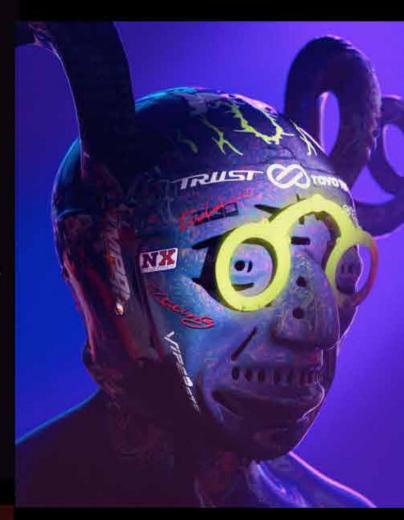
HOUSE

Nevolla

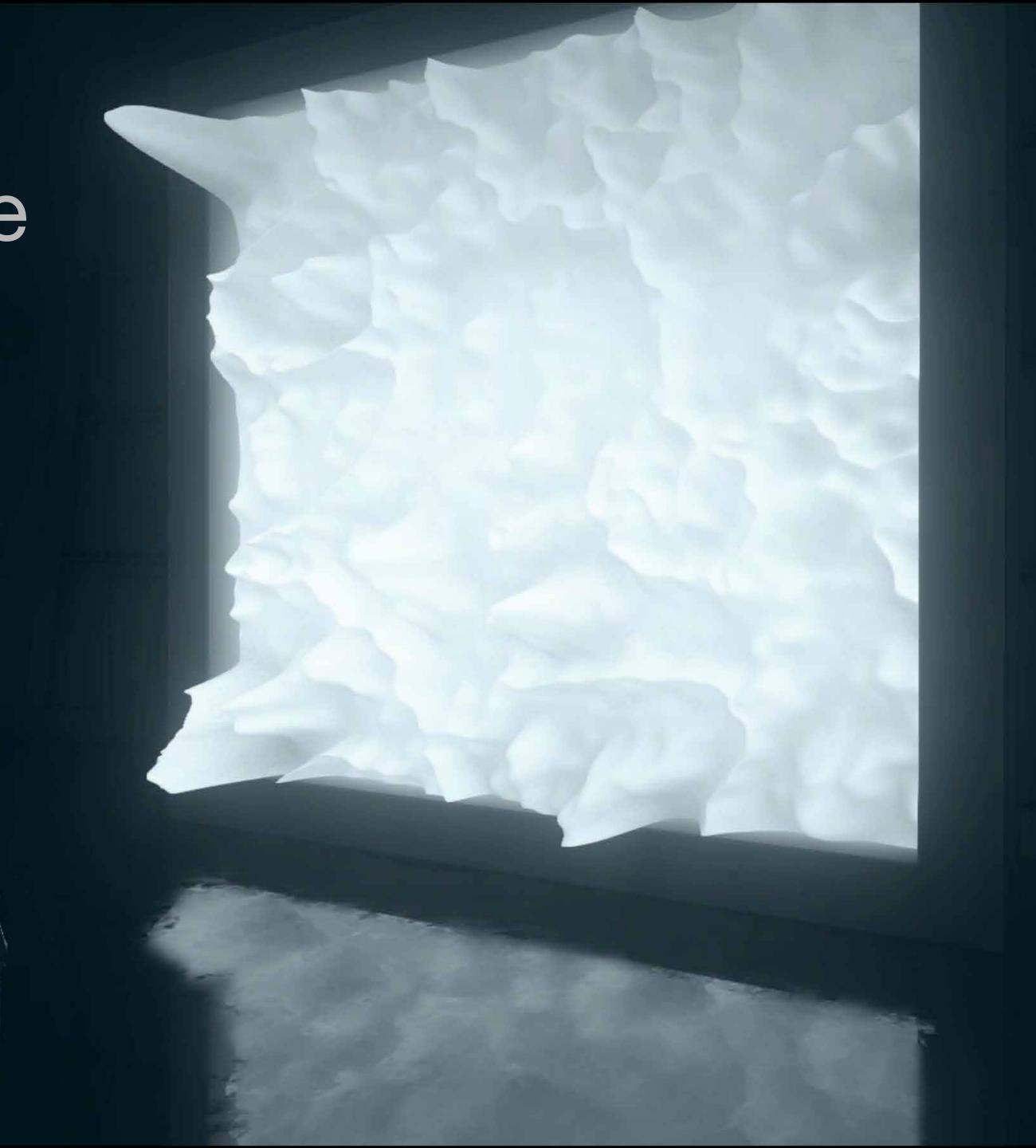








We use a projector to create The Frame – an immersive 3D gallery frame with detailed live visuals including sculptures and animated 3D models



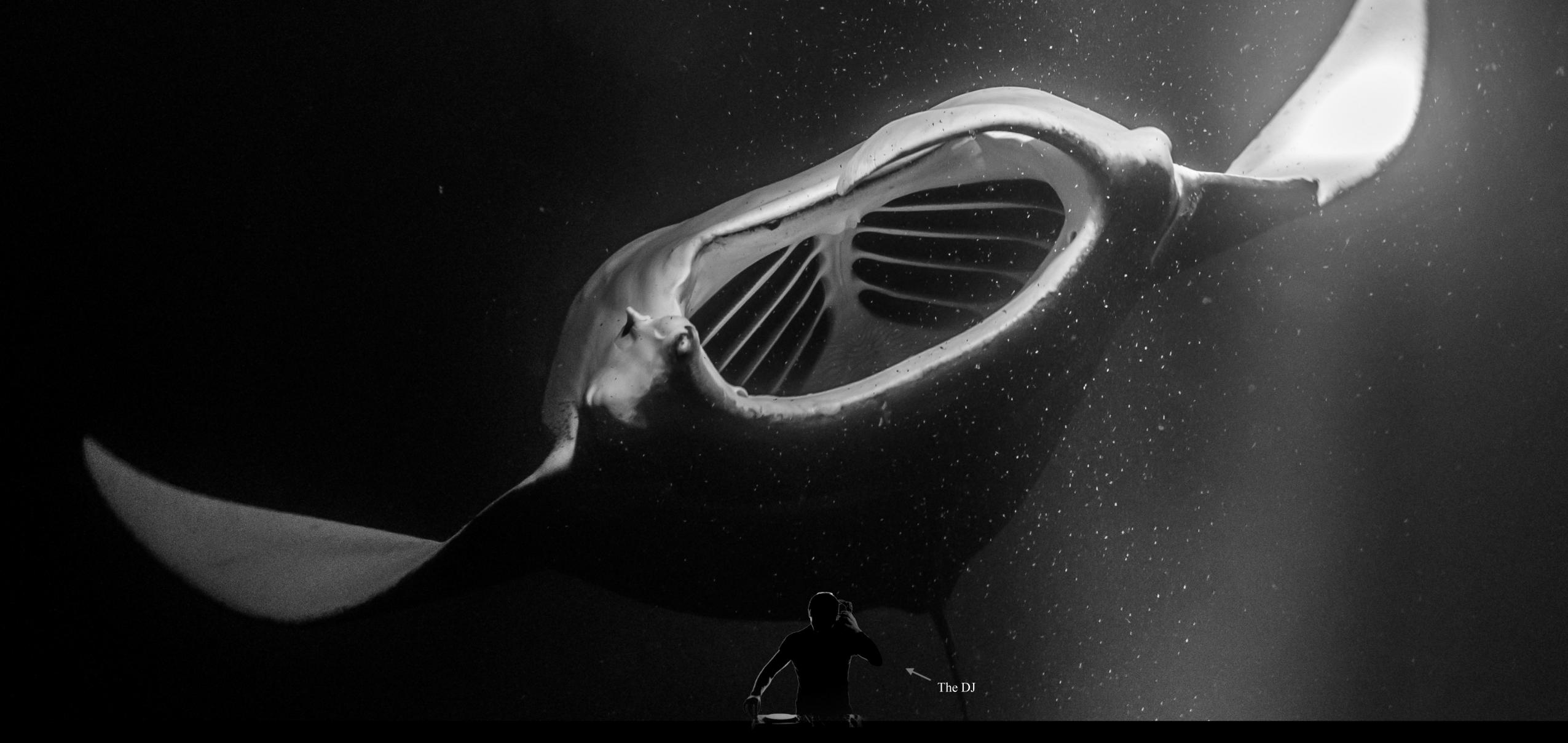
We invite visual artists to collaborate and create art for The Frame and discover new worlds



The visual artists to be invited:

Karen Grigoryan Vasile Luchian Vladislav Boico Stas Zaldea Eugen Boico





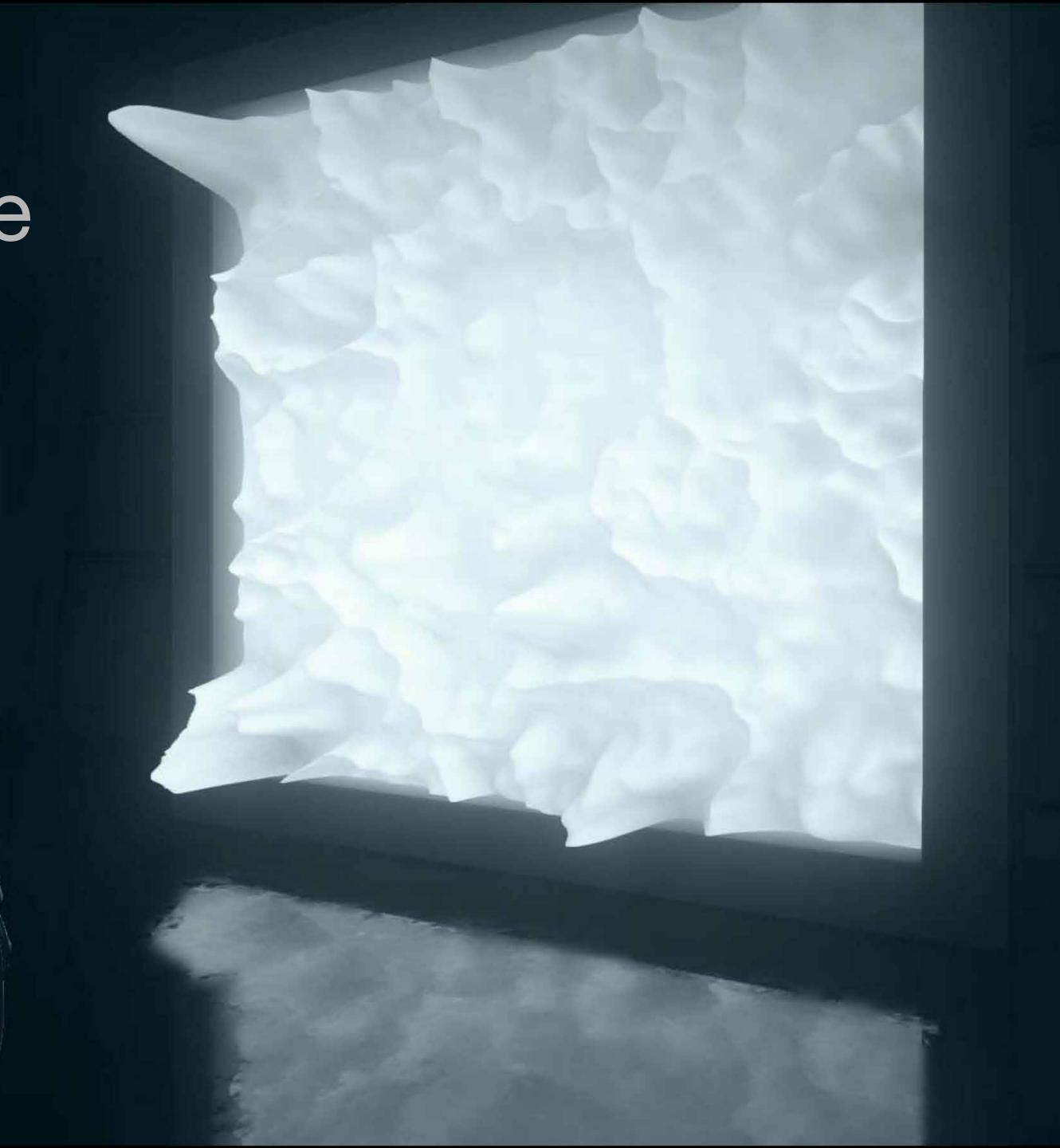






## Visuals' Concept

We use a projector to create The Frame – an immersive 3D gallery frame with detailed visuals including sculptures and animated 3D models



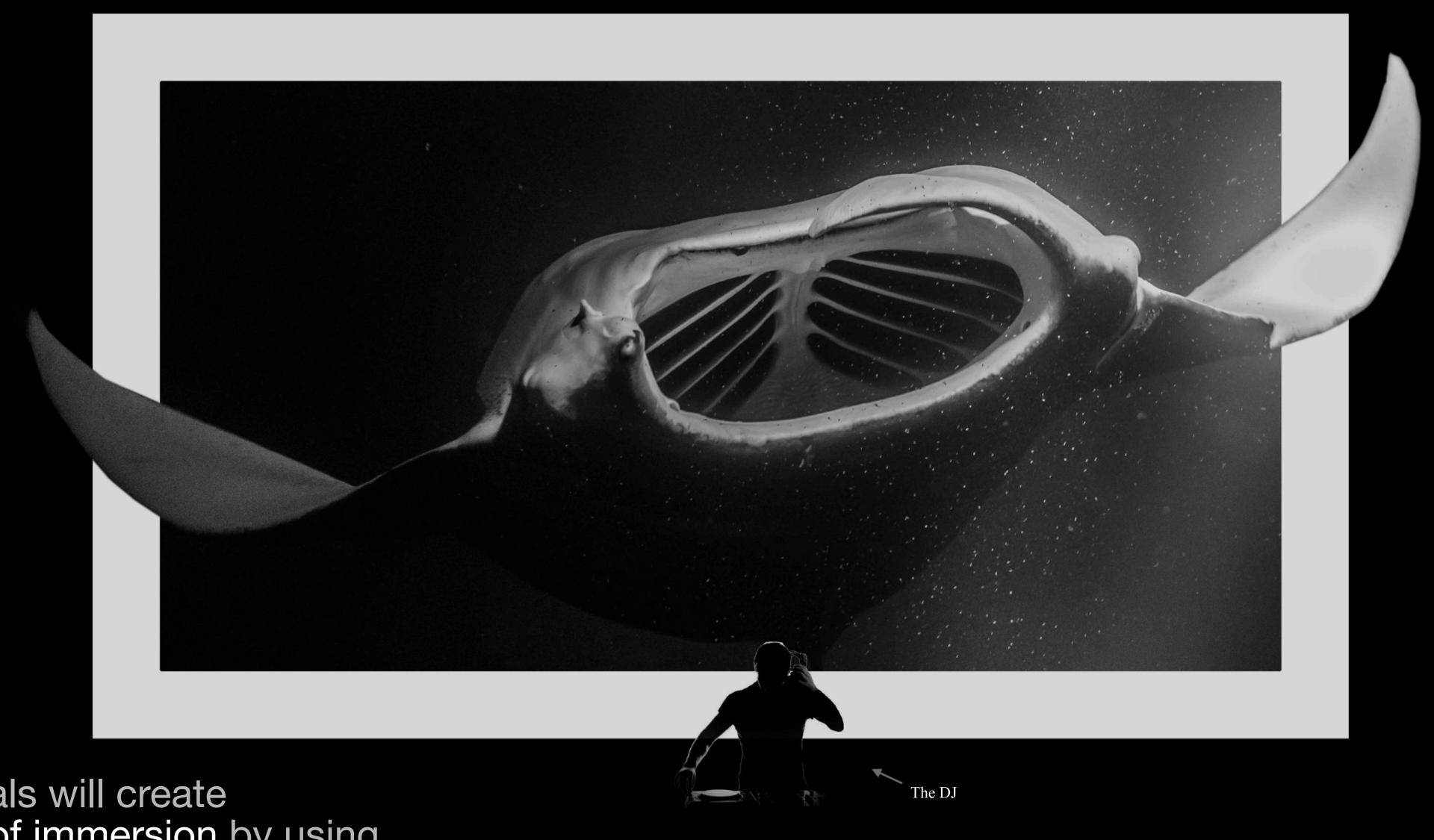




The themes explored by the visuals are nature technology humanity organics and magic

We invite visual artists to collaborate and create art for The Frame and discover new worlds



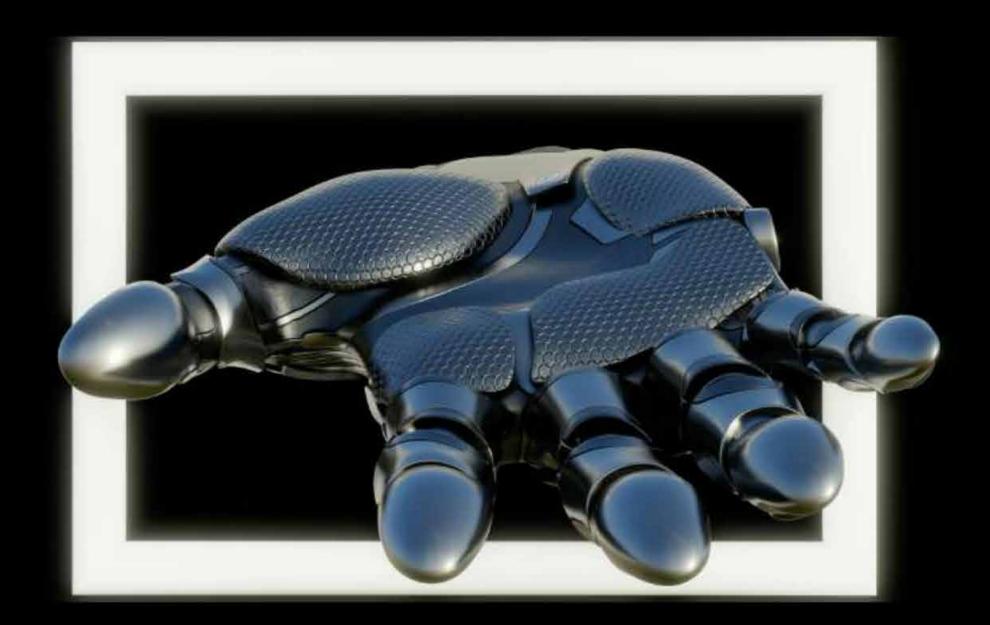


The visuals will create a sense of immersion by using the extra screen space outside the frame





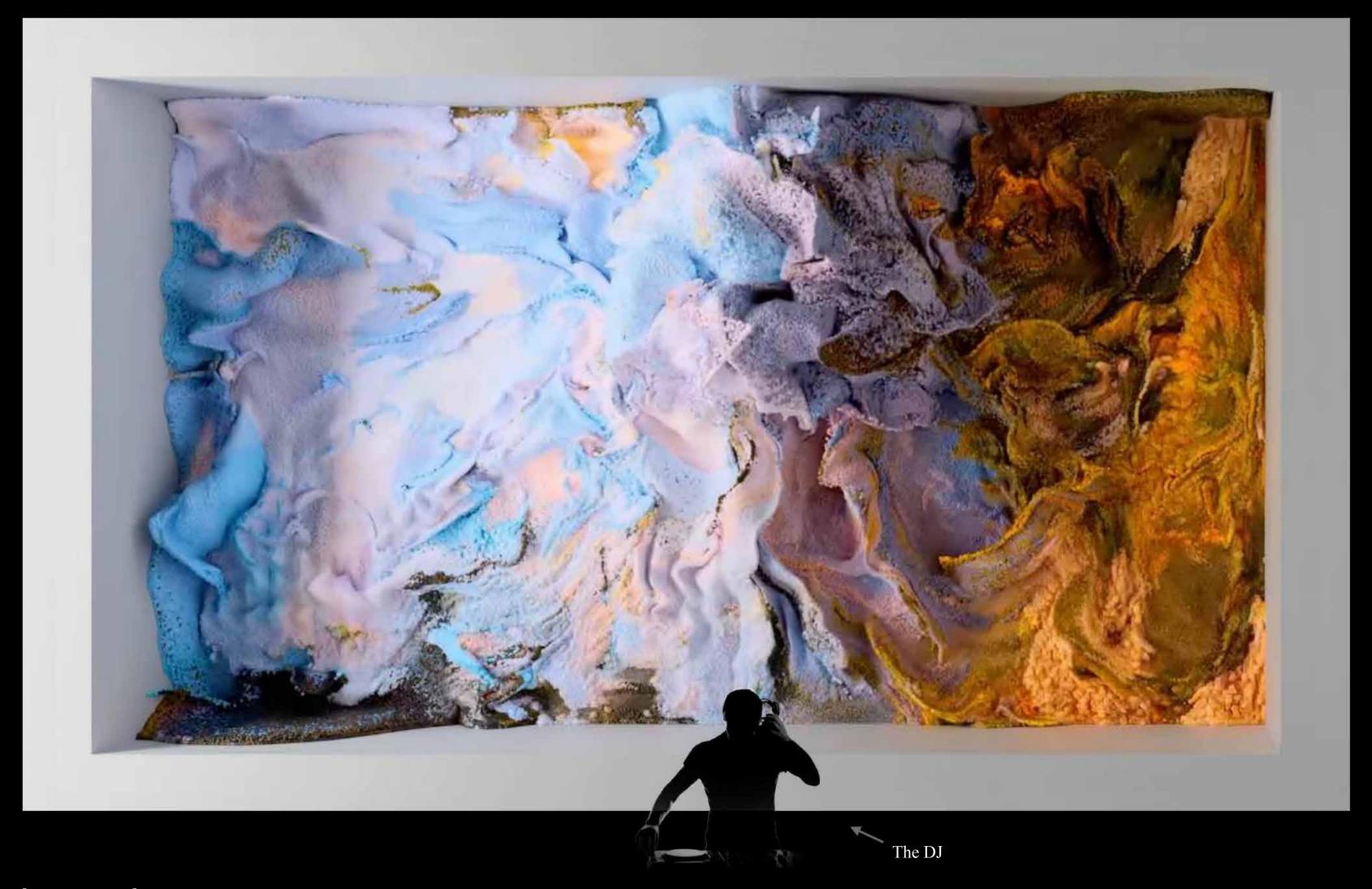
The objects can emerge from the frame and disappear into the frame







Sculptures and minimal depthmap-like digital statues



Digital particle-based moving sculptures in a cabinet extruded from the frame

## Every visual is a perfect loop of any length having two states:

- 1. With static illumination
- 2. With dynamic illumination simulating lights of the room falling onto the subject in the visual

## The concept is developed with TBX Records - a Minimal Tech music label run by two young Moldovans

TBX Records is a long standing minimal deep tech #1 music label on Beatport, the leading electronic music store

Orange CUB

First Screen.
We see a background with text, introducing the context:

Orange Moldova celebrates its 25th anniversary by delivering an unique experience for people

A short video frame with presentation of the cube, to intrigue and build excitement. With text integrated on screen:

Orange Interactive Cube
Urban Installation



Screen.
Background with text

Follow the story of its creation from the beginning

The Process.

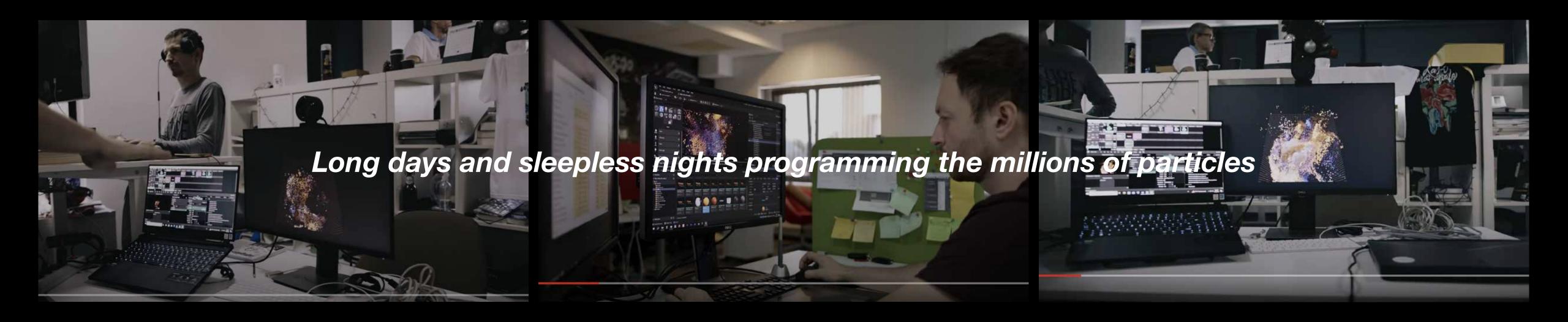
Footage with the team at the spot and meeting room.



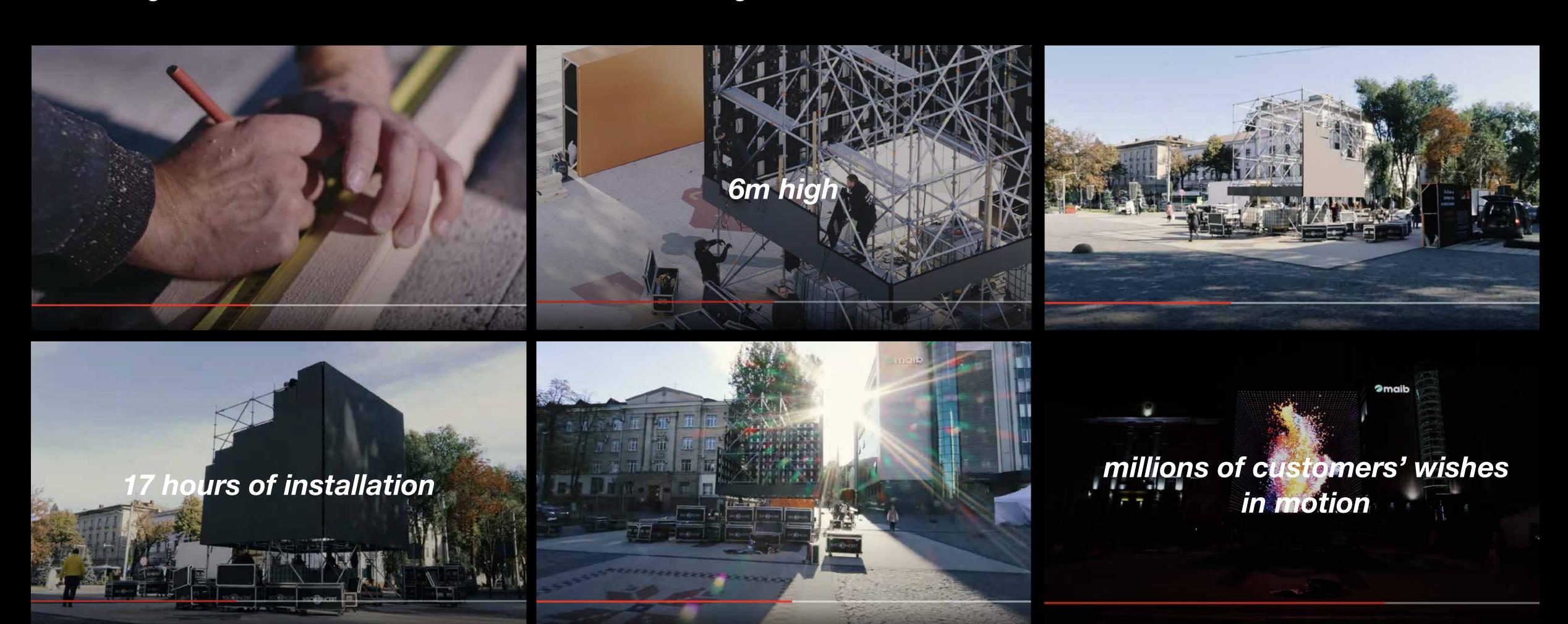
The Process.

The programming work. Integrate text on screen:

Long days and sleepless nights programming the particles.



The Installation.
Integrate perpetually text on screen:
6 m hight, 17 hours of installation, millions wishes of Orange customers



Screen.

Background with text

What about the engagement?

We show footage with people interacting with the cube and integrate perpetually text on screen



A bit more footage with people and the cube...

