

BAD Phonique

Now playing in
Montreal, Canada +
Hamburg, Germany +
Plymouth, Uk +
Mexico City!

ENCOUNTER OF INFANTS 0 TO 18 MONTHS OLD AND THEIR PARENTS WITH THE INFINITELY LARGE

BÉBÉ SYMPHONIQUE IMMERSIVE SHOW

The Bébé symphonique project draws on the richness and power of orchestral music to create special moments of connection between babies and their parents, while promoting infant development. Consisting of seven instrumental pieces composed by Simon Leclerc and performed by the Orchestre symphonique de Montréal, Bébé symphonique is the original inspiration of artistic director Nicolas Lemieux, with commentary by Marie-Claude Barrette.

Blending 2D, 3D and stop motion animation, the 33-minutes Bébé symphonique multimedia show directed by Marcella Grimaux (Noisy Head Studio) transports children aged 0 to 18 months and their parents into a marvellous universe of shapes, colours and textures designed to capture their attention. To the sound of seven instrumental pieces, faraway nebulae, clouds of stardust, colourful marbles and myriad handicrafts dance around in a captivating way, designed to playfully awaken the senses of sight and hearing in very young children.

The Bébé symphonique project also includes a CD with 33 minutes of music with a booklet in English and French, a coffee-table book with fun and informative texts in English, French and Spanish, and an educational magazine.



THE IMMERSIVE EXPERIENCE GOES ABROAD

AWARD FOR BEST MUSICAL FEATURE FILM AT DOME FEST WEST

Dome Fest West is held every year in Los Angeles to showcase the best in dome and planetarium productions. Bébé symphonique won the Best Musical Feature Film award at the 2022 edition, held from October 6 to 9.

For more information: https://www.domefestwest.com



OCTOBER 6-9, 2022 ORANGE COAST COLLEGE PLANETARIUM

THE IMMERSIVE EXPERIENCE GOES ABROAD

BÉBÉ SYMPHONIQUE TOOK ITS FIRST STEPS IN EUROPE AND NOW ALSO IN MEXICO

After charming Quebec families, the Bébé symphonique project has now been adopted in Germany at the Hamburg Planetarium, in the United Kingdom at Plymouth's Market Hall and now also in Mexico City at the Papalote Museo Del Niño (starting April 2023).

For more information:

https://www.planetarium-hamburg.de/de/veranstaltungen-tickets/details/bebe-symphonique
https://realideas.org/whats-on/bebe-symphonique-537366988127/
https://www.papalote.org.mx



VENUES

PLANETARIUMS

The business model for the distribution of parts 1, 2 and 3 of Bébé symphonique is based on licensing and revenue sharing with venues that can present dome films.

MOBILE DOMES

We expect to present the show in around 40 venues across Quebec and Canada.

Small dome: 30 people per showing Large dome: 75 people per showing



VARIATIONS AND RELATED PRODUCTS

VIRTUAL REALITY

Thanks to its five-part format, the immersive film makes for an excellent virtual reality experience which can be sold to online platforms like Oculus TV, Arte and China Mobile.

Additionally, from a long-term perspective, an R&D project is exploring options with immersive platforms and 5G. The goal is to create immersive platforms with 5G virtual and augmented reality headsets by 2025 through the combined expertise of several businesses in networks, haptic interfaces and virtual and augmented reality. Through these technologies, our project could gain a wider audience across various regions.

MULTIPLATFORM VARIATIONS

To increase the return on our cultural product and convince clients to continue enjoying the experience, we are considering various multiplatform variations, each translated into several languages: e.g. digital catalogues, educational magazines, books, digital audiobooks and interactive platforms. Having digital options and translating content into several languages makes selling to consumers easier while cutting down on production costs.

MERCHANDISING

In order to have physical products for planetarium audiences, we will produce a collection of objects derived from the film's aesthetic, such as knit blankets, clothing, jewellery, postcards, posters and other souvenirs.

THE SEVEN COMPOSITIONS THAT MAKE UP THE BÉBÉ SYMPHONIQUE SHOW:

COMPOSITION 1 - LULLABY FOR A LITTLE ONE

Birth and stardust, a work of art composed of dots and lines reminiscent of a newborn's vision.

Motion Design, 6144 x 6144 resolution, 30 fps, Mp4 Forma

COMPOSITION 2 - BABY BUGGY SERENADE

The discovery of basic shapes and the advent of colours; we grow with the child as they develop their sense of vision, geometry and colours.

Motion Design, 6144 x 6144 resolution, 30 fps, Mp4 Format

COMPOSITION 3 - REVERIE FOR BLANKY AND ORCHESTRA

A playful discovery of animals in a game of "peek-a-boo" through stop motion.

Stop Motion Design, 6144 x 6144 resolution, 30 tps, Mp4 Format



COMPOSITION 4 - SCHERZO IN A HIGH CHAIR

Initiation to play: the childhood game of marbles comes back to entertain us for a spell.

3D Design, 6144 x 6144 resolution, 30 fps, Mp4 Format

COMPOSITION 5 - ADAGIO IN PJS

Let's play with colours: a visual composition filled with bright hues and movement that will make babies flutter with excitement and stimulate the development of their eyesight.

Motion Design, 6144 x 6144 resolution, 30 fps, Mp4 Format

COMPOSITION 6 - FANTASIE FOR TEDDY BEARS

Journey through the cosmic clouds: we now travel through space to explore the nebulae and the vast unknown.

3D Design, 6144 x 6144 resolution, 30 fps, Mp4 Format

COMPOSITION 7 - CRADLE'S LARGO

Back to the nursery from a baby's point of view: lying in our crib, as children, we watch then of the experience unfold in a mobile floating above our heads.

3D Design, 6144 x 6144 resolution, 30 fps, Mp4 Format



Music composed and arranged by Simon Leclerc Performed by the Orchestre symphonique de Montréal Bébé symphonique - GSI Musique 2021

Frame formats: MP4 and PNG sequences
Frame resolution: 6144 x 6144
Frame rate: 30 fps
Film duration: 33 minutes

Audio format: 24 bit/48 kHz

CREATIVE TEAM

Original idea and artistic direction of Bébé symphonique: Nicolas Lemieux
Production, composition, arrangements and conducting: Simon Leclerc
Creative direction of the immersive concert: Marcella Grimaux, Noisy Head Studio
Executive production: Isabelle Painchaud
Artistic direction: Daniel Faubert and Marcella Grimaux
Visual design: Noisy Head Studio, Olivier Beaudoin, Suzie Bergeron, Daniel Faubert,
Simon Janelle and Studio El Toro

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