



ÉTAT SIX

Artists : NAME Studio & David
Drouin (CA)

Type : Immersive film
Duration : 21 minutes



SOCIÉTÉ DES ARTS
TECHNOLOGIQUES



ÉTAT SIX

An immersive audiovisual exploration
about sleep.

ÉTAT SIX has benefited from the
support of the Society for Arts and
Technology's (SAT) art creation
program.

<https://sat.qc.ca>



What is the purpose of sleep and why do we dream every night? Inspired by Bernard Werber's book *Le sixième sommeil*, *État six* offers a journey through the different cycles of sleep. From falling asleep to deep sleep, the work offers an audiovisual

reinterpretation of sleep and dreams and approaches a sixth state, still unknown. An immersive audiovisual exploration, via several mediums, from 3D to image capture, through painting, leaving room for free interpretation and collective reflection. *État six* is a

collaborative work that brings together several artists from the NAME collective, including David Drouin for sound, Josué Zabeau and Bruno Vanier for video, Cornelia Rose for the paintings and Maud Lassignardie for the voice-over.





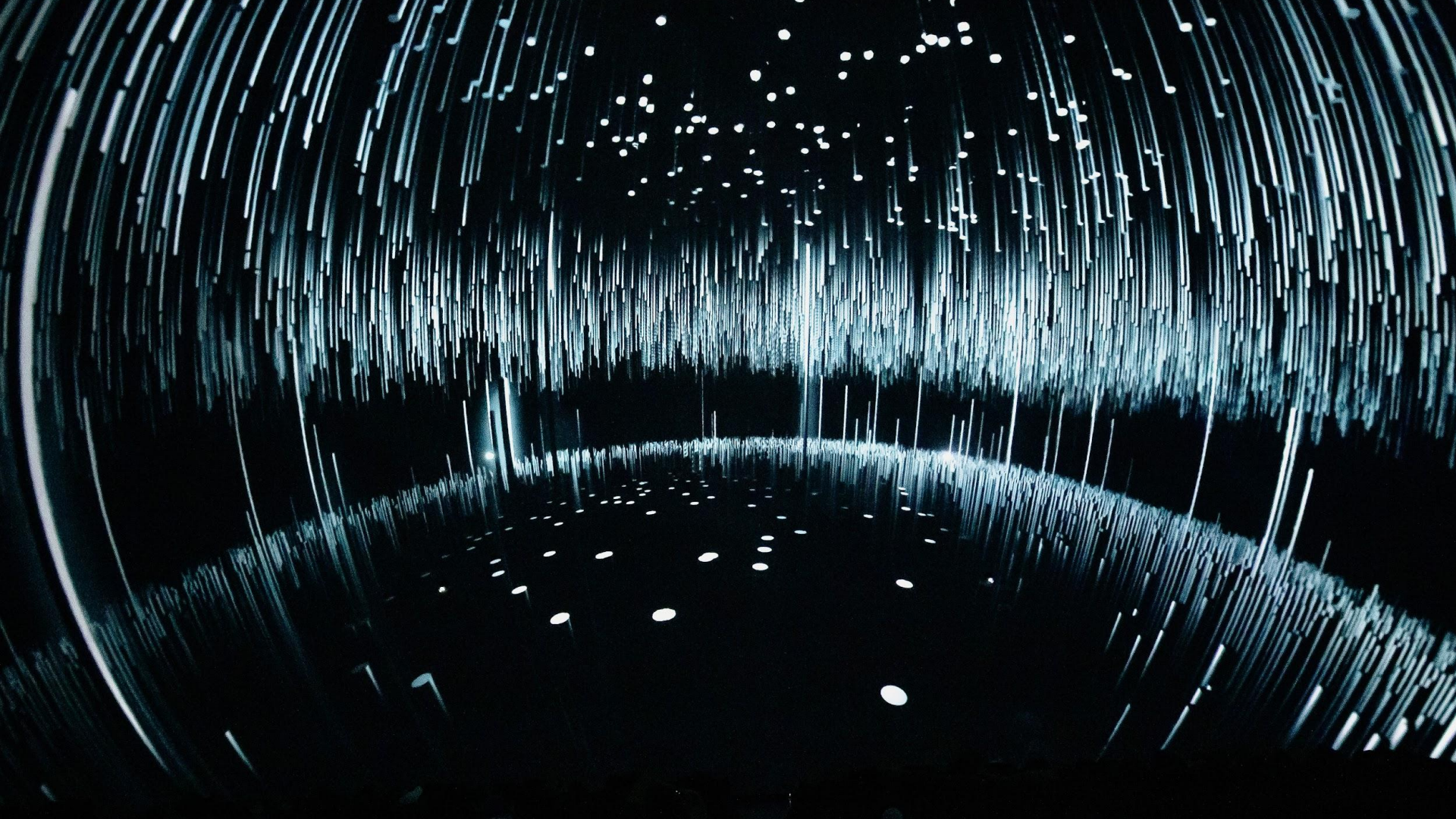
NAME STUDIO

This digital arts collective, recognized as a non-profit, was founded in 2017 by Mélina Manolias and Mathieu Ramanarivo, both engineers by trade and passionate about performing art. Julien Lassignardie joins the collective as a motion designer and brings the visual universe of 2D and 3D. Then in 2019, Nadim Souaid joins the group as a VJ, electronic engineer and real time generative content enthusiast. The collective approaches different mediums: LED, lasers, moving lights, 2D and 3D visuals; which allowed him to animate many parties of the techno scene in Quebec (Pulsar, Octov, The Ants, Illusion, Dômesicle).



DAVID DROUIN

Based in Montreal, David Drouin is a self-taught musician obsessed with electronic sounds and sampling. After working at Native Instruments in Berlin, he decided to dive head first into his art. Since then, he has been working on a number of projects, both solo (Urjuk, JOHN GRDN) and in improvisation groups (Silicon Beats, Krispy Kale), as well as creating for film and the performing arts. Equipped with a 15-year background in technology, interactive design and visual arts, he has multiplied collaborations pushing the envelope of interactions between sound and digital arts, whether by organizing and leading creative workshops or participating in various hackathons as a sound designer.







For more information:

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