



SOCIETY FOR ARTS
AND TECHNOLOGY

 SATOSPHERE

RAPID EYE MOVEMENT

by Bertie Sampson (UK)
& YeffYeff (UK)

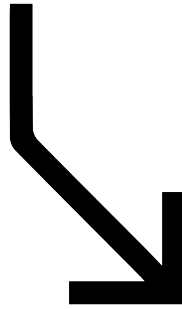


RAPID EYE MOVEMENT — Performance and immersive film

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

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How can we create a collective dream? This is the question at the heart of Rapid Eye Movement.

The project stages a sensory journey through the various states of sleep and consciousness and invites audiences to explore dreamlike landscapes constructed from fragments captured in the physical world.

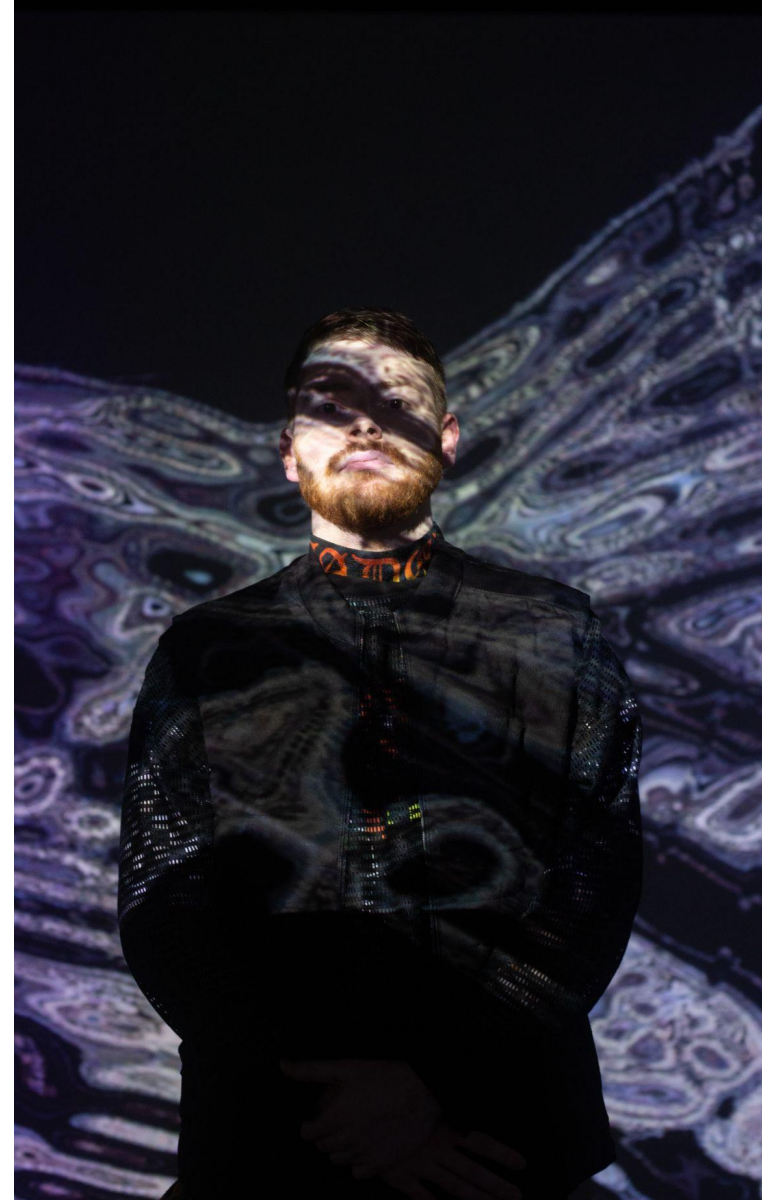
Using textual and visual elements collected from the public, the artists juxtapose 3D scenes—abstract, stylized dream worlds that are at once familiar and surreal—combining creations and generative AI and merging music and live images.

The narrative structure is inspired by the five sleep cycles. Rapid Eye Movement refers to the final phase—the dream stage, just before waking—when elements from everyday life resurface and blend into a parallel reality.



YeffYeff

Harry Yeff, also known as Reeps One and YeffYeff, is an award-winning multidisciplinary artist based in London. He quickly established himself as one of the world's leading beatboxers and experimental vocalists, with an online audience of over 100 million people. Specializing in voice and technology, Yeff has used his unique vocal range to spark groundbreaking collaborations across music, science, and the visual arts, including major residencies at Harvard University and Bell Labs. In 2018, The Economist described Yeff as a "champion of new musicians," and he was named a Cultural Leader by the World Economic Forum.



Bertie Sampson

Bertie Sampson is a multimedia artist working at the intersection of art and technology. His practice explores light, movement, response, and interaction. Using projection, LED lighting, creative coding, real-time graphics, and electronics, he creates highly experiential works. As co-founder of L.E.G, a creative lighting studio, and one of the directors of Immersive-me, a company specializing in immersive environments, Sampson has extensive experience delivering large-scale shows. From captivating projection mapping performances to intimate interactive light installations, his work has been presented around the world. His creations include works for the World Trade Center in New York, visual shows for the World Economic Forum in China, and immersive light installations for the House of Vans gallery in London.







For more information:

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