



VIDEO PHASE

PRESENTS

ALT – ESCAPE

BEYOND THE MULTIVERSE
(WORKING TITLE)

Avertissement : ce document est une présentation préliminaire du travail de création à venir.
Le contenu est donc sujet à de futurs changements ou évolutions.

VIDEO PHASE

WHO ARE WE?



[Video Phase](#) is the result of the collaboration between two creators, Julien-Robert and Julien Compagne. Both of the Juliens are professional musicians, with a curiosity for other arts disciplines and for science. They compose the music, they create the visuals, they code their electronic controllers and they create and design their own virtual instruments. Their common idea is to develop a new kind of art that combines music, video, and technology in equal parts. Strongly influenced by Steve Reich's music, but also by electronic music, Julien and Julien create a synesthesia between their musical and visual universes, each representing and reflecting the other.. The visual component of their shows is totally interactive; this gives them the freedom to improvise and preserves the magic of live performance. With the use of technology, they seek to provide the audience with more than a regular concert – a truly multi-sensory experience.

Video Phase distinguished themselves with their first multimedia show. Receiving an enthusiastic response in the Réseau Accès-Culture, Video Phase was selected for the Entrées en scène Loto Québec program, and presented a showcase at RIDEAU after being chosen part of the national selection in 2013. After several shows in the Réseau Accès-Culture, Video Phase was selected for the CAM en tournée in 2013-14 and presented a concert series at the Centre des Sciences de Montréal in March 2015.

Lumens, the second show by the group, premiered in June 2017 at the SAT (Acronym for Science and Technology), was also honoured. Lumens received the first prize of [Mécènes investis pour l'arts](#) 2016 and won the Opus prize for contemporary and electroacoustic music of the Conseil Québécois de la Musique in 2018. It has been adapted for Virtual Reality and presented in showcases at RIDEAU, Contact East, CINARS, CAPACOA, IPAY and Classical Next. Lumens also toured in "CAM en tournée" in 2017-2018. Between 2017 and 2020, Lumens has been performed many times all around Canada (Ontario, New Brunswick, Prince Edward Island) and internationally, at Raleigh (North Carolina), Seoul (South Korea), Shanghai (China), and Hong Kong.



[LUMENS DEMO](#)



[BEHIND THE SCENES](#)



[PERESS KIT](#)



In 2020, the group produced *The Fourth Wall*, their first creation thought exclusively for digital streaming.



[LE QUATRIÈME MUR](#)

ALT – ESCAPE

PROJECT DESCRIPTION

THE SCENARIO

MEETING ANOTHER « YOU »

The Multiverse (or « parallel universes ») is coming from a scientific theory which hypothesizes that it is possible that there is an infinity of alternative, parallel versions of our universe. The idea is that there are some parallel realities which coexist as neighbouring realities, without any chance of crossing the boundaries between them. Inspired by this premise, Video Phase is creating a musical narrative which explores what we might learn if we could cross the boundaries of these parallel universes

“Two anonymous human beings are living separately in their own version of reality. They don’t know each other. They have never seen each other. They have never met. However, They have a curious premonition. They feel the other’s presence without being able to explain it, as if some irresistible force was pulling them together.

They observe flaws in their own environments, some unusual paranormal experiences, feeling this unknown “other” . Their quest will bring them across multiple parallel universes, defying gravity, dismantling physics, even upending time. Their common search will create a bond, connecting them. Synchronicity will make their realities collide until the unthinkable happens. They will finally meet each other, discovering that the other is in fact an alternate version of themselves. The very same person. ”

SYMBOLIC

WHAT MAKES US HUMANS ?

Behind this sci-fi and fantasy multiverse theme, there is a desire to think about our humanity, our identity, and about how we are made through our link with other human beings. Humans need interactions to develop themselves, to know themselves and to grow. In an era where interactions take place more and more through our screens, we want to think about the effects of virtual realities on our bonds with each other. How does the virtual world influence the making of our identity.

CONSULTANTS AND CONCEPTORS

For the conception of this ambitious project, we are lucky to collaborate with an experienced team of consultants:

Thomas Pintal (C2 MTL, Moment Factory): artistic consultant. He wrote the first version of the scenario and is involved in the development of the interactive features of the show.

Milan Gervais (Human Playground): principal collaborator, she is working on the narrative and she is choreographing the performance.

Oriol Tomas (Opéra de Montréal, Icelandic Opera): Opera director, he's the artistic coordinator and director. His work will bring together the different elements of the production.

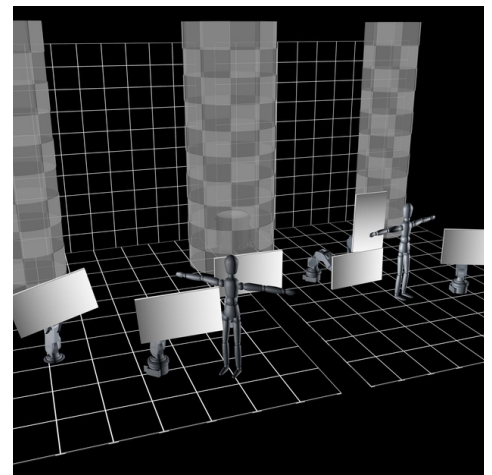
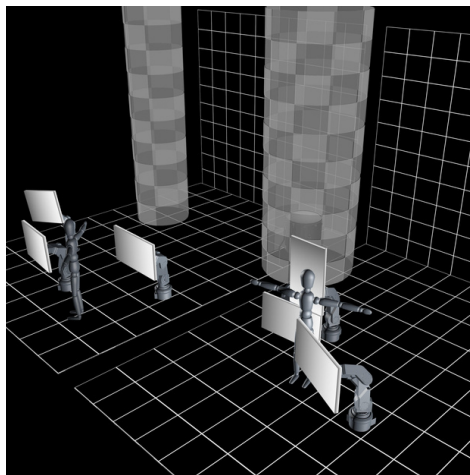
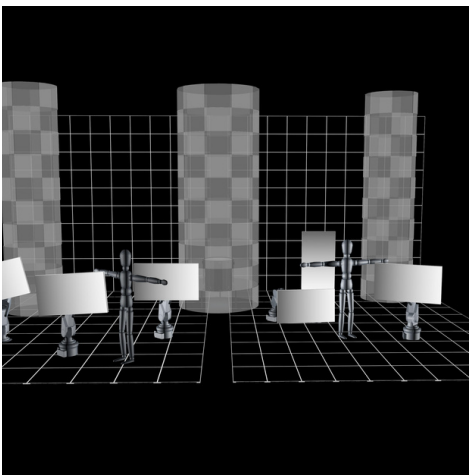
Simon Guilbault (Cirque du soleil, Théâtre d'aujourd'hui): he is developing and building the set and scenery for the video projections.

Alexandre Péloquin (Milk&Bone, Pierre Lapointe, collectif9): he is in charge of the lighting conception, and will also work as a technical consultant.

SET DESIGN

A PROJECTION LANDSCAPE

To make the magic happens, we want to create a full projected environment, from the floor to the back wall and the scenery (see attached the first sketches of the set design. The projections will be represented on the areas which are squares.. All the elements of the set -- the columns, the LED screens, the lasers, etc. --will also be used for creating and projecting the music.



PRODUCTION SCHEDULE

We are planning an official premiere in the fall of 2022.

- **Spring 2021** (3 months): brainstorm, scenography and scenario
- **June 2021** (1 month): studio sessions and residencies (technical tests)
- **Fall 2021** (3 months): interfaces and scenery building, musical composition
- **Winter-Spring 2022** (2 weeks): residency at Quai 5160
- **Summer 2022**: visual and musical content + rehearsals
- **Fall 2022**: official premiere

TECHNICAL NEEDS AND SET UP TIME

PROVIDED BY THE VENUE:

(rental possibilities from the artists in a case where the hall doesn't have it)

- Black Dancing Carpet covering the hole stage
- One central video projector to cover the cyclo at the back
- Cyclo
- Fog Machine
- Sound System
- Top Grid
- 40 lamps (lekos, frenels, etc.)
- Sound cables and electrical extensions (XLR, Jack etc.)

Minimum dimension of the stage: 30 feet large, 15 feet high

PROVIDED BY THE ARTISTS:

- LED screens and 3 projection columns
- Controllers and musical instruments
- Computers
- Lasers and self-supporting structures
- Specific cables

SET UP TIME FOR THE SHOW:

- Day 1: 8h - set up + tests, « mapping », focus
- Day 2: 4h - rehearsals
- (show the night of Day 2)

(Note: an extra day on stage is necessary for the premiere)