

Silvi Simon Plasticienne Cinéaste

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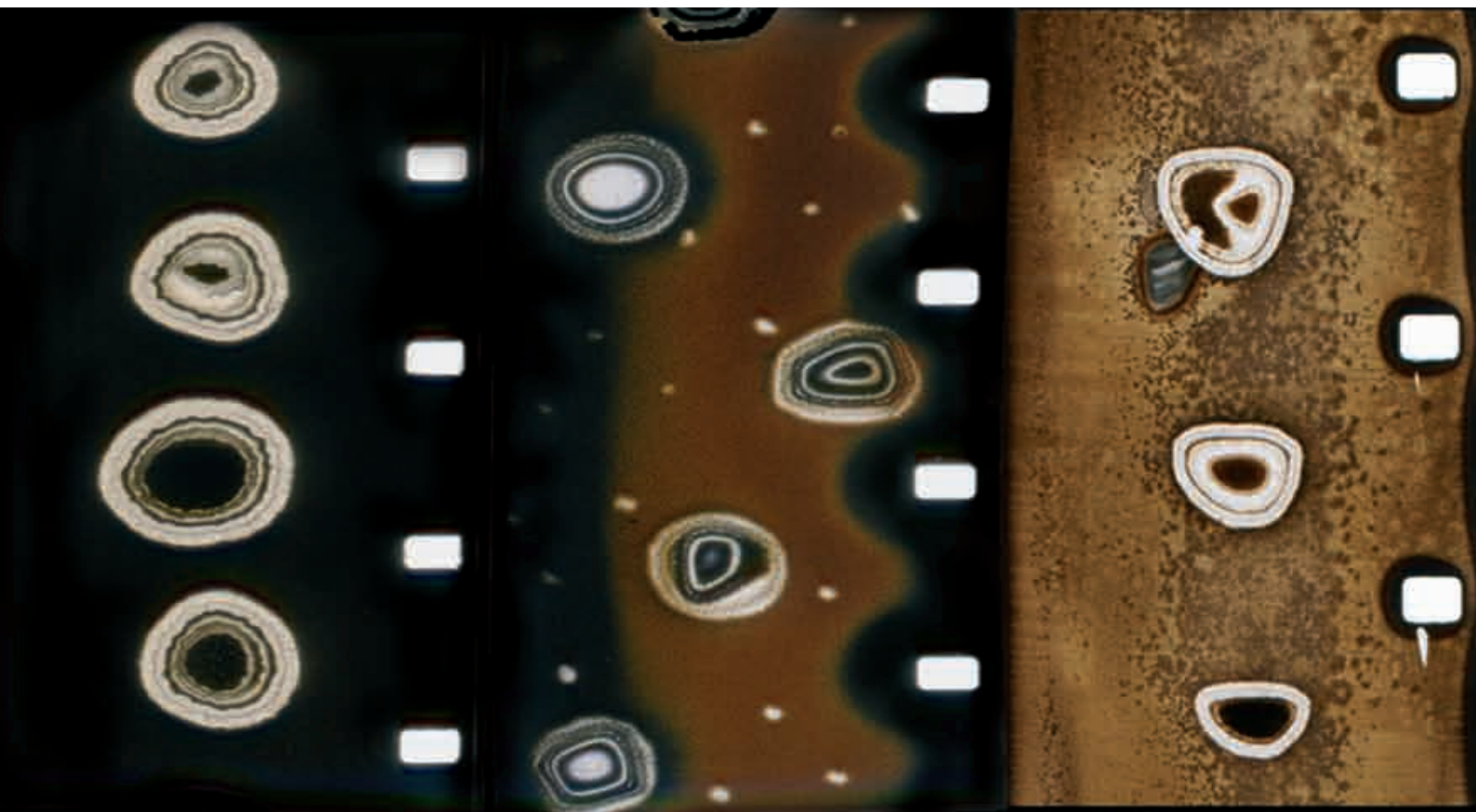
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Silvi Simon is a filmmaker and contemporary artist. She is a member of Burstscratch, a non-profit group that organizes screenings and production workshops for creating handmade and experimental films and also manages an artist-run film laboratory in Strasbourg. She works in super-8 and 16mm, experimenting with non-standard shooting and chemical development techniques.

«I am pursuing my installation work, creating objects and machines that are always inspired by film projection, or more precisely, shadow and light, movement, optical illusion, magic and time.»

Her work takes place over several phases of research and experimentation.

In her installations, films are projected as loops using several projectors at once along a course of phantom screens of all sizes and shapes. Each installation is unique, built for and by the space in an attempt to imagine and other harmonious artistic interventions. The installations are modifiable in structure. She will present three.



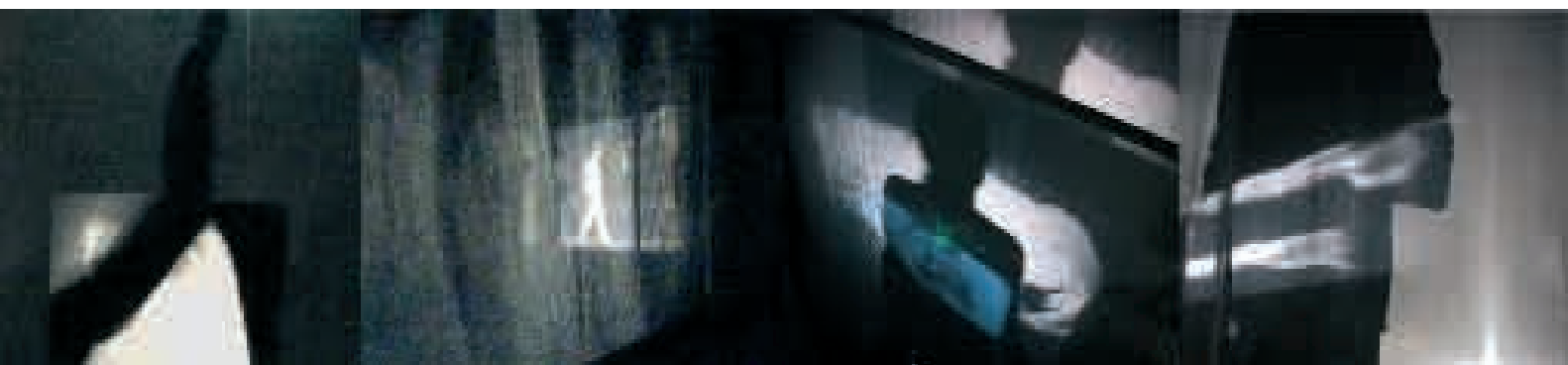
Lieu de Passage is a multi-screen installation with fifteen super 8 or 16mm projectors in a structure of suspended tiles. The installation can be mounted in spaces very different from those usually reserved for projections, often places meant for passing through: parties, bars, staircases, reception halls, exteriors. These spaces are transformed when the installation is in operation.



La Byrinthe is an invitation for motion, a game with no arrow.

Projections in the dark, film loops screen in repetition. The audience walks through the light beams, interrupting the luminous flows, their bodies becoming screens, moving screens. A walk through timeless space.

The public feeds La Byrinthe. There are no beginnings and no ends. Depending on the characteristics of the spaces and the different transformations that may be made there, new pictures and new types of screens can be shown.





Filmatruc: projector tricks projected on tricky moving things from which the picture is hanging by a thread.

Experiments with shadow and light for multiple types of handcrafted projection systems. The screen-objects are activated by the public, and the speed of the mechanism changes the projection. A mechanical and optical system allows the projected image to materialize. The movements and sizes of the screens grow huge or tiny; they may be virtual or real.

By adding in subtle plays of balance and optics, other pictures are created and mix with those of the film loops. Unstable mobiles reflect the beams of light. The picture appears through a succession of transparent or reflective screens, made up of various materials: fabric, water, metal, glass, air.

Several projections take place at the same time, the flows of images and their viewers interfering with each other.

The spectator participates in the whole device, a strange and curious ludic creation for an expanded cinema.

