ALEXANDRE SAUNIER, PhD

Contact: saunier.alexandre@yahoo.com
Website: www.alexandresaunier.com
Portfolio: www.alexandresaunier.com/portfolio

Alexandre Saunier (he/him) is a French multidisciplinary artist and researcher working with light, video, sound, and autonomous computing systems. His performances and installations explore the intersection between sensory perception, media arts, theatrical dramaturgy, cybernetics, and complex system theory. He completed a PhD at Concordia University (Montréal, Canada), where he investigated light as an artistic medium with autonomous and emergent properties based on real-time computational systems. He holds a master's degree in sound design from the ENS Louis Lumière (Paris) and worked on robotic design and interactive lighting research at the ENS Arts Décoratifs (Paris).

Alexandre is a member of the artistic duo ALMA with Marc-André Cossette since 2020. Together they create live audiovisual performances that combine instrumental and electronic music with cutting-edge video game engine, motion capture, audio synthesis, and Artificial Intelligence and Artificial Life techniques.

Alexandre's artistic work and academic research are regularly presented in international venues such as Mutek, Elektra BIAN, Festival Internacional de la Imagen, Ars Electronica, ISEA, Impakt Festival, MuffatHalle, Bcn_llum, ALIFE Conference, Media Art History, or Toronto's Nuit Blanche.

Installations and Performances

2023 – CCCB, Barcelona– *Totem* – light installation, with Chris Salter, Takashi Ikegami, Sofian Audry, Thomas Spier

2023 – Ars Electronica, Linz – *Groundless* – 3D animation video, with ALMA and Paloma Leyton

2023 – Ars Electronica, Linz – *Fragments* – AV performance, with ALMA

2023 – SPRING, Utrecht – *SNN #2: Light/Space/Prop* – light installation, with Chris Salter

2023 – Kulturzentrum, Luzern – *SNN #2: Light/Space/Prop* – light installation, with Chris Salter

2022 – Elektra BIAN, Montreal – *Restless* – 3D animation video, with ALMA and Axelle Munezero

2022 – ISEA, Barcelona – *Fragments* – AV performance, with ALMA

2021 – Hexagram, Montreal – *Dynamiques Fluides* – sound performance, with ALMA

2021 – Guangdong science center, Guangdong – *Totem* – light installation, with Chris Salter, Takashi Ikegami, Sofian Audry, Thomas Spier

2021 – Mutek, Montreal – *Fragments* – AV performance, with ALMA

2021 – Festival de la Imagen, Manizales (online) – *Poetics of Otherness* – AV performance, with ALMA

2020 – Mutek, Montreal – *Forms of the living* – telematic AV performance, with Chris Salter and Takashi Ikegami

2020 – BCN Llum, Barcelona – *SNN #2: Light/Space/Prop* – light installation, with Chris Salter

2019 – Forum, Groningen – *Totem* – light installation, with Chris Salter, Takashi Ikegami, Sofian Audry, Thomas Spier

2019 – Dive, Bochum – *SenseFactory* – immersive multisensory installation, with Erik Adigard, Sofian Audry, FM Einheit, Dietmar Lupfer, Chris Salter, Alex Schweder, and Sissel Tolaas

2019 – Impakt, Utrecht – *SNN#1 : The Speed of Thought Itself* – AV performance, with Chris Salter

2019 – Muffathalle, Munich– *SenseFactory* – immersive multisensory installation, with Erik Adigard, Sofian Audry, FM Einheit, Dietmar Lupfer, Chris Salter, Alex Schweder, and Sissel Tolaas

2019 – Centre de la danse, Montreal – Vitra – Light installation

2019 – Barbican Center, London – *Totem* – light installation, with Chris Salter, Takashi Ikegami, Sofian Audry, Thomas Spier

2018 – Concordia, Montreal – *Flicker Chamber* – Light and sound installation

2018 – CCA, Montreal – *Sensum* – Sensorial light installation

2018 – McCord museum, Montreal – *Sensum* – Sensorial light installation

2018 – Ars Electronica – *Vitra* – light installation

2017 – Mapp_mtl, montreal – *Lines* – light installation

2017 – ISI Lab, Montpellier – *VoiceOver* – sound performance

2017 – FieraTàrrega, Tàrrega – *urGENTestimar* – 40h performance – with Ada Vilaró, Josep Perelló, and Chris Salter

2016 – Nuit Blanche, Toronto – *Pas de Deux Pas de* – Light installation, with Samuel Bianchini and Amandine Bajou

2016 – Le Shadok, Strasbourg – *upClouder* – Speculative installation

2015 – Fête des Lumière, Lyon – *Surexposition* – Interactive light installation, with Reflective Interaction

2015 – *Douve Blanche*, Eggreville – *Paidia* – Interactive light installation, with Alexandre Dechosal and Maxime Foisseau

2014 – Galerie Rhinoceros, Paris – *Remodelling* – Generative video installation

2014 – Eniarof, Tourcoing – *FileDriver* – Light installation

2013 – Eniarof, Aix-en-Provence – *Helmetron* – Light installation

Teaching

Courses

2021 – *Théorie des Technologies du Multimedia*. EDM3840. Université du Québec à Montréal (UQAM).

2020 – *Séminaire de recherche-création en interactivité*. EDM7112. Université du Québec à Montréal (UQAM).

2019 – *New Media Theory*. CART210. Teaching assistant to Prof. Dr. Chris Salter. Concordia University.

2013 – *Programmation et électronique pour la musique*. CNR de Boulogne-Billancourt (France).

2013 – *Introduction au physical computing*. ENS Louis Lumière (Saint-Denis, France).

Workshops

2022 – AutonomX: Light and sound with complex dynamical systems. ISEA (Barcelona, Spain).

2020 – Dynamics of perception. ISEA (Montréal, Canada).

2020 – Interdisciplinary approach to A-Life and the Digital Arts. ALife conference (Montréal, Canada).

2016 – Introduction aux objets à comportements. Designer Days (Paris, France).

2015 – Introduction à l'électronique et la programmation pour des installations interactives. EnsadLab (Paris, France).

2015 – Toward behavioral objects (II). Hexagram/NXI gestatio (Montréal, Canada).

2015 – Introduction aux objets à comportements à l'intention des enfants. Designer Days (Paris, France).

2015 – Atelier d'objets à comportements. La Chambre Blanche (Quebec, Canada).

2014 – Toward behavioral objects (I). Hexagram/NXI gestatio (Montreal, Canada).

2014 – Creating behavioral objects using modular robotics. TEI 2014 (Munich, Germany).

Education

2016-2022 – PhD, Individualized Program (Fine Arts) – Concordia University (Montréal, Canada).

   Dissertation: Light and Machines: Aesthetics of Autonomous Behaviors in Light-Based Arts.

   Funding: Concordia University Frederick Lowy Fellowship ($45,000, 2016), FRQSC full doctoral research scholarship (B2) ($84,000; 2018-2019), Hexagram research-creation and internationalization fundings ($5,942, 2019).

2013-2015 – Post-master at Reflective Interaction – EnsadLab, ENS Arts Décoratifs (Paris, France).

2012-2013 – Post-master at EMeRI – EnsadLab, ENS Arts Décoratifs (Paris, France).

2009-2012 – Master in Sound Engineering – ENS Louis Lumière (Noisy-le-Grand, France).

2007-2009 – Theoretical mathematics and physics (CPGE MP) – Lycée Notre-Dame de La Merci (Montpellier, France)

Publications

Saunier A., and Cossette M.-A. (forthcoming). "Observing and Making: Granular Choreographies." Book chapter in upcoming book on research-creation edited by the Hexagram Network at MIT Press.

Salter C., and Saunier A. (Eds.). (forthcoming). *Anthropology of the Artificial* [Special issue]. *Visual Anthropology Review*.

Saunier A., and Howes D. (forthcoming). "Encountering Spiking Neural Networks" in Salter C., and Saunier A. (Eds.) *Anthropology of the Artificial* [Special issue]. *Visual Anthropology Review*.

Saunier A. (2023) "Real-Time Lighting Design: A pioneer, a Work, and a Collaboration." *Theater and Performance Design*, 9:1-2, 74-90.

Saunier A., Salter C., Vermette J., Quessy A., Demeule S., J'vlyn d'Ark U., Jain P. & Sofian Audry. 2022. autonomX—Real Time Creation/Composition with Complex Systems. *Proceedings of the 27th International Symposium on Electronic Arts*. Barcelona.

Salter C., and Saunier A. 2020. "From Turntable to Neural Net. Sound Art, Technoscience, Craft, and the Instrument." In S. K. Groth, and H. Schulze (Eds.), *The Bloomsbury handbook of sound art*. New York: Bloomsbery Academic.

Saunier A. 2018. "UpClouder." In Pais P. (Ed.) *From Bits to Paper*. Paris: Art Book Magazine.

Bianchini S., Saunier A., and Bajou A. 2017. Du comportement des objets au comportement entre les objets, le cas de « Pas de deux pas de. » *Revue Inter*, 125.