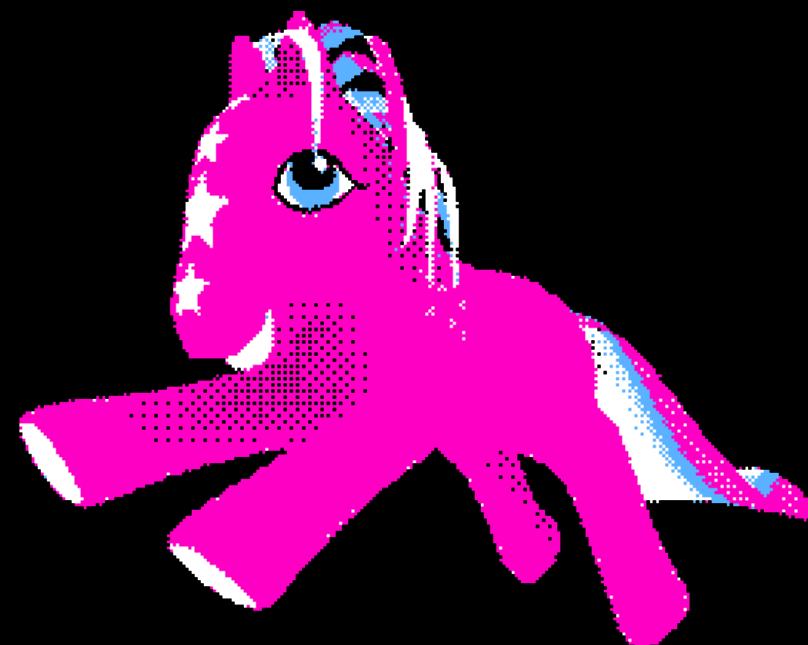


PIKILIPITA



Press book September 2009

Introduction

Background

Born in France in the 80s

Contemporary art diploma from art school of Caen, Normandy, France.

Moved to London in 2005

Pikilipita?

My artist nickname is Pikilipita.

I'm a A to Z video artist: I design and create both the softwares I use and the video content I mix.

The way I work can be splitted in three parts: coding softwares, creating visual content, and performing live events.

Most artists from the digital scene tend to consider laptop computers as the only possible instrument for live events, or at least as the core instrument. I've choosed a different path for my sets.

I don't like performing with a laptop, and softwares designed by companies never really fit my needs, their approach is not as friendly as I like it to be.

But I love to work with unexpected machines such as video game consoles. They can display moving images in colors and provide controlers much more attractive than a computer keyboard. What could I ask more?

Since there are no VJ softwares available for those kind of machines, I design my own ones and dive into programming languages for long sessions of meticulous work.

The machines I'm working with reflect their original purpose (entertaining with games) into my visual creations. My visuals are about colorful animals which could be heroes of video games. I make them run, jump, fly, swim... They evolve on top of animated patterns.



live at the Visual Act festival, March 2008

Project #1

Pikilipita advance

Project started in 2004, Pikilipita Advance is a visual application designed for the Nintendo Game Boy Advance. It's an "all in one" application: software and visual content are linked together and cannot be separated.

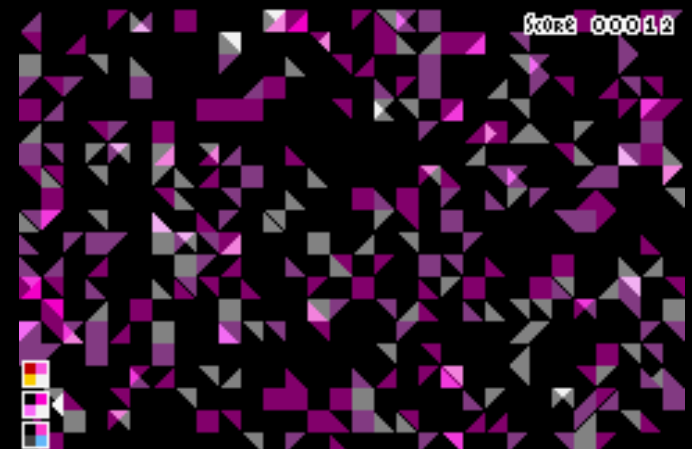
This software has been published on a real Game Boy Advance cartridge. Just turn on the system and you are ready to perform a video mix. Those cartridge are on sale on the Pikilipita website, they greatly helped receiving recognition from the VJ community.

Using the Game Boy Player (an accessory developed by Nintendo), makes it possible to display those visuals onto a television or video projector screen.

Pikilipita Advance has been presented at the 2006 session of the One Dot Zero art festival (London, UK), at the 2007 session of the Compass film festival (Bristol, UK), and at various workshops in UK, France and Austria.

Pikilipita Advance is organised in 30 stages. One stage can be a mini-game, a mini-video mixer, a text application...

In 2008, the lovely Austrian VJ Mingo collaborated to the project by introducing her animated graphics in three extra stages.



Project #2

Pikix

Pikix is a VJ software, designed for the (mostly unknown) handheld video game console GP2X, a device by the Korean company Gamepark Holdings. The development of this project started in 2006, involved designing a custom video codec and file format optimized for an extremely fast video frame access even on a pocket machine.

Unlike Pikilipita Advance, Pikix allows the user to import his video material. It's a pocket VJ software for a pocket device.

The GP2X features a touchscreen, in Pikix you can touch the console screen with your finger to "scratch" video footages the same way a DJ "scratch" his vinyl.

Pikix is also used by other VJs such as Kissdub and Otro. Being in regular contact with Pikix users helps improving the project by listening to their expectations.

Pikix is a freeware, available from the pikilipita website.



left column: screenshots from Pikilipita Advance

photos: setups of Pikilipita Advance and Pikix

Project #3

PS24VJ

PS24VJ stands for “PlayStation 2 for VJ”.

Compared to the GP2X, the Playstation 2 offers much more power to execute complex functions, and a higher resolution to display graphics.

It's also an interesting machine for a visual art project since anybody younger than 30 years old - in occidental countries - has already use this machine a least one time to play games, but nobody ever thought it could be used for other purposes than games.

The playstation 2 has two game controllers, in order to play multiplayer games. I took this opportunity to team-up with the swiss VJ Giulia Robianni and perform some sets as a duo. Giulia introduced “hand made” graphics into my digital cartoon universe.

Sony Playstation 2 (slimline pink edition)



PS24VJ in action

Future projects

A VJ software for iPhone / iPod iTouch

Those two devices (iPhone and iPod touch) designed by the Apple company seem to be very promising machines for VJ purposes.

They can be connected to a TV or a Video projector, are tiny, and Apple provides all the tools needed to develop softwares the iPhone platform.

Those machines can also be connected together using wireless communications. This could be a nice opportunity to connect several VJs together, each one controlling a part of the video mix.

Porting Pikix to the Dingoo system

Compared to the GP2X console, this handheld video game system from China offers a better video signal quality, a longer battery life, and is cheaper. This could be a new platform to continue the Pikix project.

Visuals on audio tapes

I may work on recording simple visual signals on analog audio tapes... and I would call this system "video tapes"!

live at the Rhiz, Vienna, Mai 2008
(photo: Hertha Hurnaus)



Selected events

Residencies

Years 2006, 2007 & 2008

Braindrop parties in London, UK

Year 2006

Offbeat parties @ Color club, London, UK

Year 2007

Tamaraï club, London, UK

Lectures and workshops

2006

Lecture for VJSchool, Bristol, UK

2007

Lecture for the Bristol film festival, Bristol, UK

Workshop for the festival Les Pixels, Beauvais, FR

2008

Lecture at the Museum Quarter, Vienna, Austria

Lecture at the Graz University, Graz, Austria

2009

lecture + workshop for Micromusic festival, Coustelet, FR

workshop for the Vision'R festival, Paris, FR

lecture for LPM festival, Roma, Italy

VJ sets

2004

Liberté? pavillon de Normandie, Caen, FR

festival Chari varie, Cherbourg, FR

festival Artsonic, Briouze, FR

saturday night @ Projet 101, Paris, FR

Boudiou Records party, Saint Lo, FR

Ark-Aïk @ Big band café, Hérouville, FR

2005

Play Pause @ Blockhaus DY10, Nantes, FR

saturday night @ Divan du monde, Paris, FR

Soirée sans batterie, Coutances, FR

Chocolate concert, Mons en Bareuil, FR

Minas party Ark-Aïk, un pré, FR

2006

Club Sandwich @ 9 Billards, Paris, FR

Popkore @ maison de folie Waz, Lille, FR

Princess Jessica @ Electrowerkz, London, UK

Teknophobia @ Electrowerkz, London, UK

Protein at play for One Dot Zero festival @ ICA, London

Ark-Aïk birthday @ La roche qui boit, FR

Cuisine @ Tombouk2, Bristol, UK

2007

All you can eat @ Electrowerkz, London, UK

E.T. @ Unit 7, London, UK

Soxan (Sep., Nov) @ Big chill house, London, UK

Drop beats not bombs, Birmingham, UK

Compass Afterparty @ River bar, Bristol, UK

Les Pixels festival - épisode 2 @ ASCA, Beauvais, FR

2008

Soxan (Jan., Feb.) @ Big chill house, London, UK

Visual Act festival @ Akwaba, Chateau neuf de Gandagne, FR

Game boy music Club @ Rhiz, Vienna, Austria

Games exhibition opening @ KUNSTHALLE wien project space, Vienna, Austria

Supersonic festival @ Custard factory, Birmingham, UK

OverKill stage for Glade festival, Berkshire, UK

Drop beats not bombs @ Rainbow, Birmingham, UK

2009 (January to August)

Skream & Benga set @ BLOC festival, Butlins, UK

Micromusic festival @ La gare, Coustelet, FR

Wet Yourself @ Fabric, London, UK

Fête de l'anim @ Gare St Sauveur, Lille, FR

Videozone festival, Jaworzno Poland

Rhythm & Factory @ London, uk

Selected events

Collaborations with musicians & sound artists

2001 / 2004

with experimental hardcore music composer Lingouf

Various AV sets and shot animated movies

2008

with 8bit music composer Steve

AV Social @ British Film Institute, London, UK

2009

with dubstep DJ Slauka and Prickimage Strap-on VJ

Electrovision @ Café 1001, London, UK

BLOC festival, Butlins, UK

also with DJ Slauka

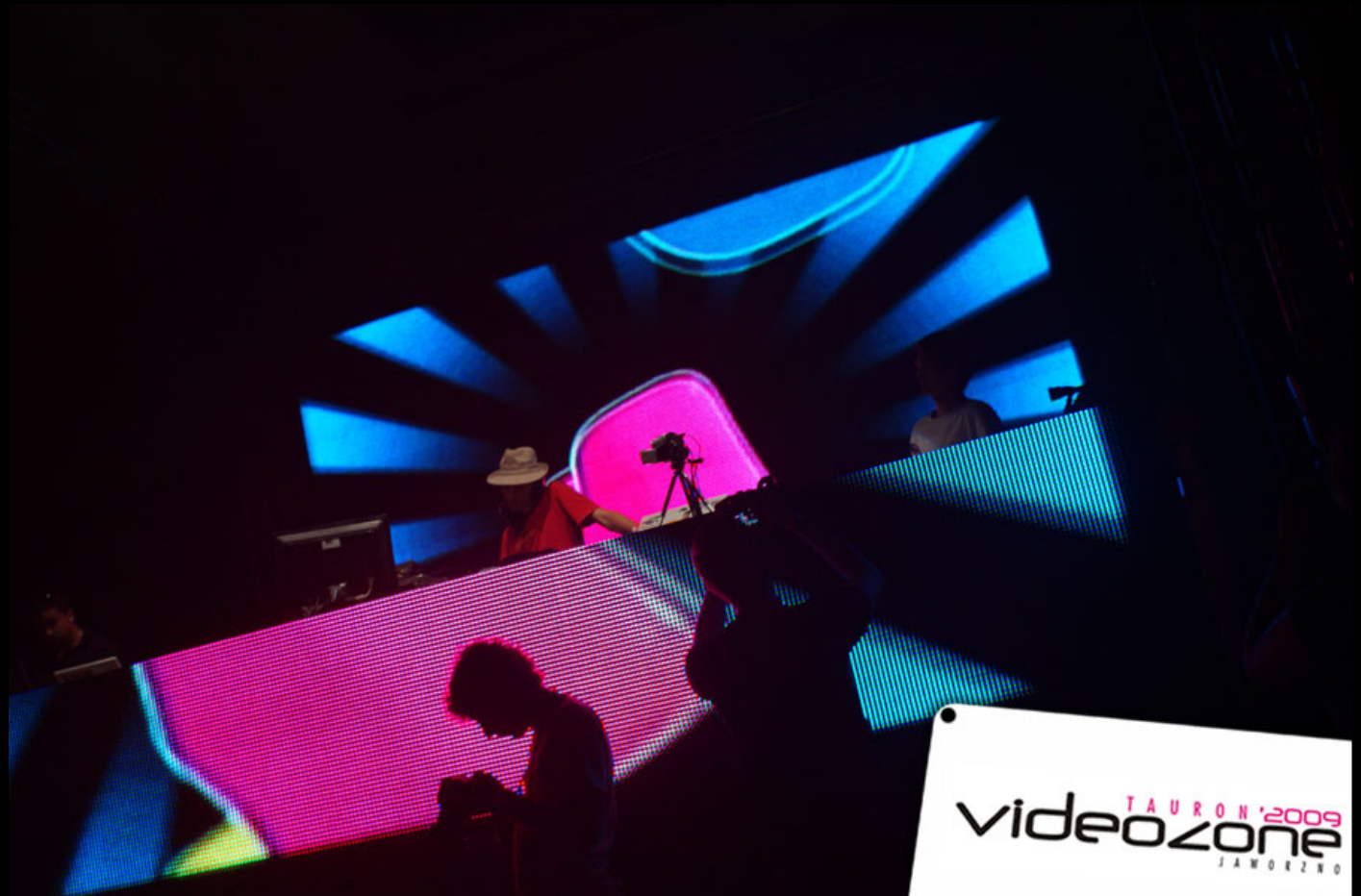
Vision'R festival, Paris, FR

with sound artist Werner Moebius

Wanderzoo performance @ Moves fest., Manchester, UK

with music composer Pierre Ponchant

AV performance @ LPM festival, Roma, Italy



VJ set @ Videozone festival, Jaworzno, Poland

Contact

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Websites

homepage

<http://www.pikilipita.com>

myspace

<http://www.myspace.com/pikilipita>

vimeo

<http://www.vimeo.com/pikilipita>

Other artists using my systems

Kissdub

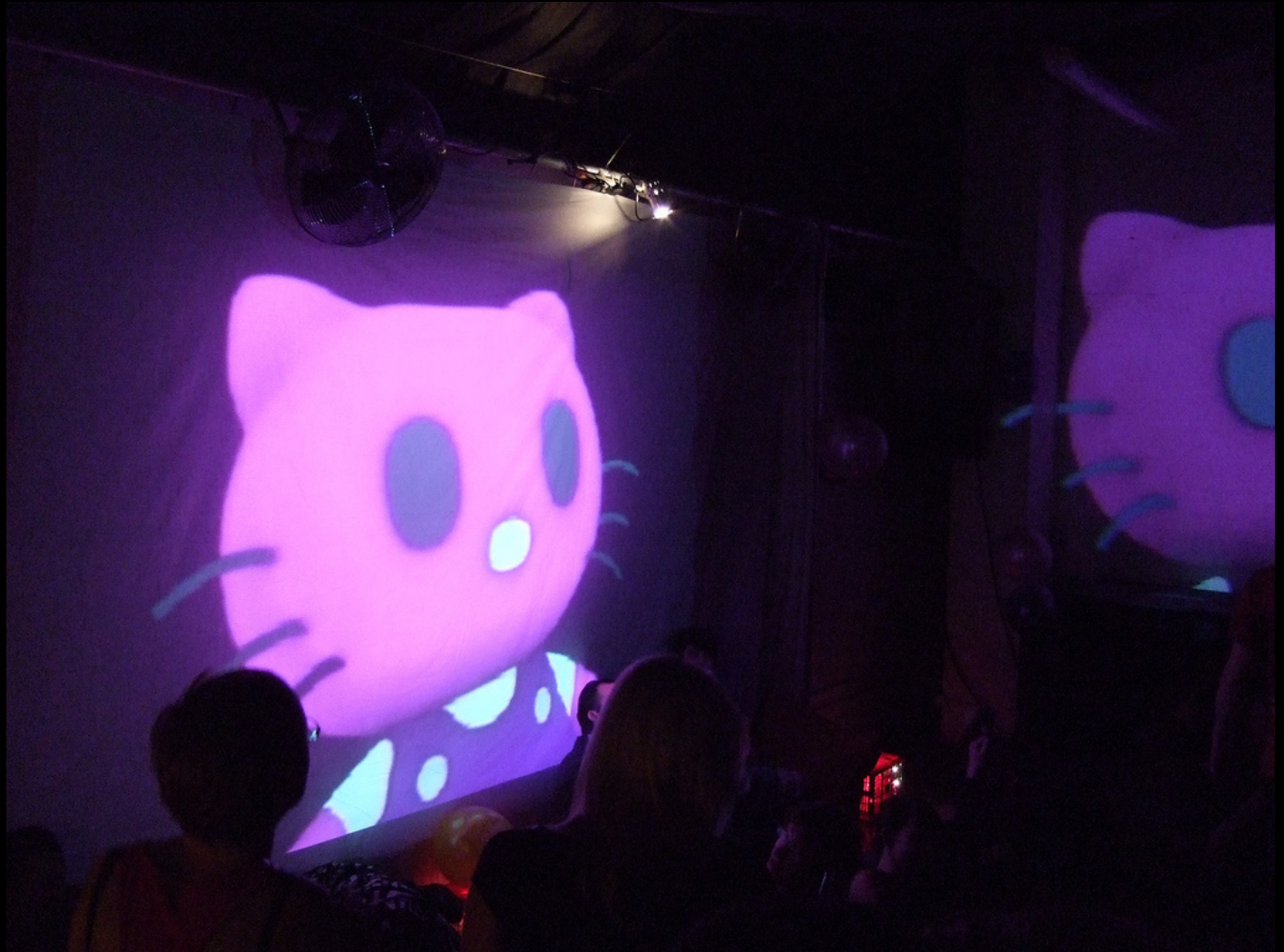
<http://kissdub.free.fr>

Mingo

<http://www.mingo.tv>

Otro

<http://www.otromatic.net>



live at Soxan party, december 2007