

## **KARMA / cell**

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Procedural Installation

Le Fresnoy, Studio national des arts contemporains

KARMA is a non-linear installation, in which seemingly unwell figures are suspended in blank space like puppets, floating and trembling.

Karma is incidentally the name of the physics simulator used in many computer games to create a realistic sense of gravity and kinetic forces.

The actions of the characters are tracked to synthesize a dynamic sound-track on the fly. The characters each are a discrete musical instrument and become, through their "motions and emotions", part of a symphonic, drone-like sound-scape.