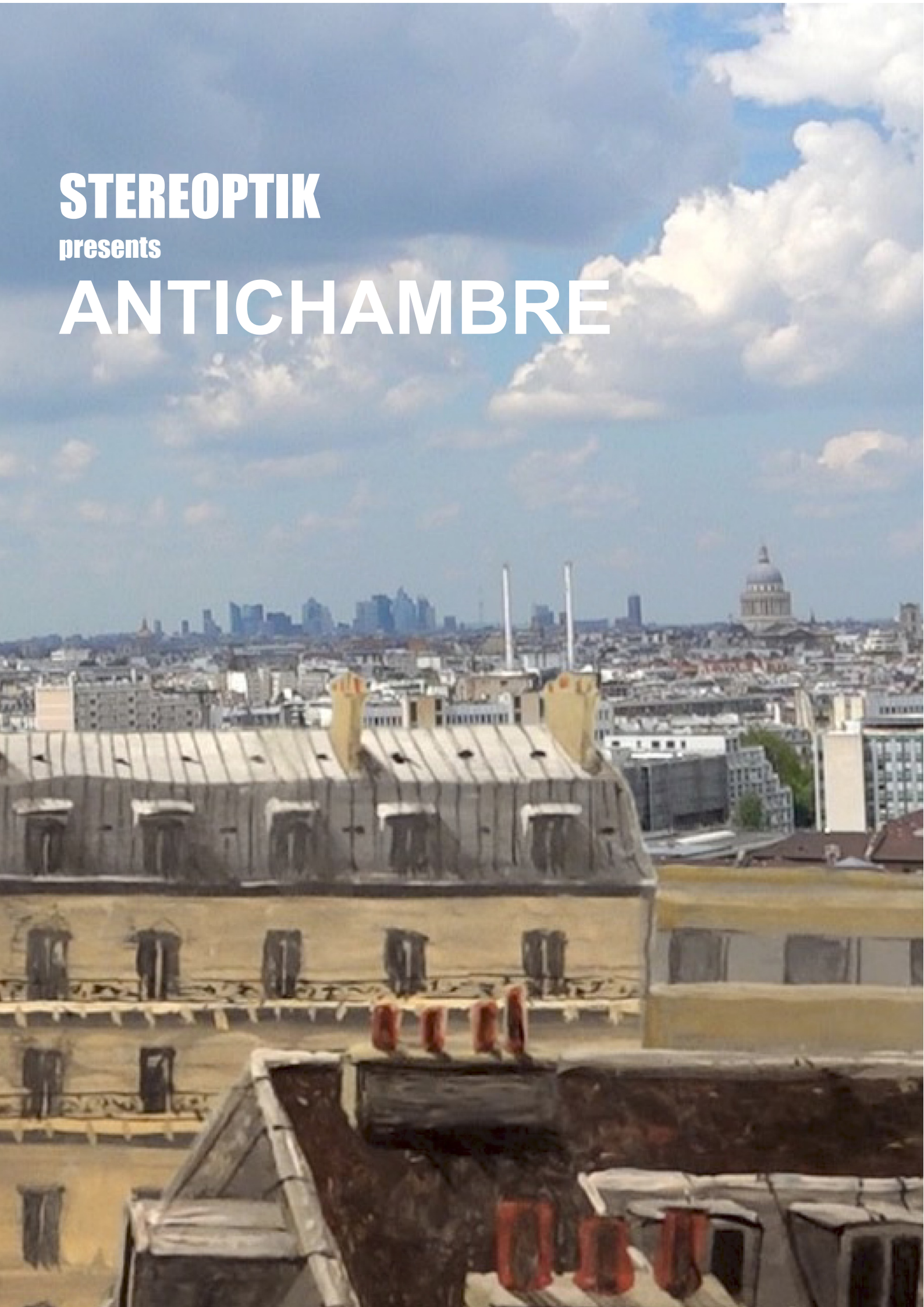


**STEREOPTIK**

presents

**ANTICHAMBRE**



# PROJECT

*Antichambre* is an animated film, a show and an exhibition all at the same time.

This manifold production, bringing together different cultural stakeholders (cinemas, festivals, theatres, museums, etc.), is one more step in the company's work, combining disciplines and reaching out to audiences of all cultures and ages, beyond words, leaving room for the imagination and poetry.

The two artists of STEREOPTIK, Romain Bermond and Jean-Baptiste Maillet, expand their artistic research with the production of a short animated film combining cartoon, stop-motion, painting, object theatre and music.

In addition to being the making-of of the film, the show lets the audience discover the company's creative process.

The exhibition supplements these first two proposals, by taking the audience behind the scenes to discover the research stages, the preparatory sketches, the storyboard and even installations made from overlays revealing the principles of frame-by-frame animation or how to create a movement from six or seven drawings.



*Inside the bedroom - Model*

© Stereoptik

# PITCH

Locked away in his room, a student spends all summer working on his thesis.

Lost among his notes, he finds a photo of himself as a child, holding a butterfly. And thanks to this photo, he reconnects with his capacity for observation and the wonder that were buried inside him. He spends his days feeling the wind, watching the clouds and daydreaming. He flies over the Amazon, dives into ocean depths, meets chimerical creatures and falls in love.

His imaginary travels, and his contemplation of his own environment, sometimes intrigue him, move him, and often fill him with wonder, but above all change him forever.

## NOTE FROM THE AUTHORS

We live in a society centred on image, especially self-image. Often linked to performance, this image must be optimal and possibly inspire envy. It is truncated and reshaped to bring out certain facets of our personality and conceal others. Going to extremes, avatars can be used to add an extra filter between who we are and what we want others to see.

Imagine a world where the first thing you see when you meet someone is their feelings, their perceptions, their emotions, not their facial features, haircut, trendy clothes, beauty or inelegance, just emotions.

Through a plastic and visual process, all the protagonists in this story are silhouettes criss-crossed by colours, paint in motion, and graphic materials expressing their emotions.

At the beginning of the story, totally absorbed in his work, the main character is filled with cold colours, numbers and equations. And thanks to the photo he finds, warm colours, vibrations and light develop in him as his sensitivity and the wonder that filled him as a child gradually regain a place in his everyday life. Through this transformation, he starts to take a new look at himself and the world around him.

## FILM

This film combines several animation techniques: revolving scenery, live drawing, manipulation in an aquarium, cartoon and stop-motion animation of characters. Adapting to the needs of the narrative, it switches from black and white to colour, from ink to poster paint, from shadow play to cartoon.

This non-dialogue film lasts about eight minutes and is suitable for all audiences.

Our aim is to propose it to different animation and short film festivals, TV channels or online platforms.



*Research step*

© Stereoptik



*Inside the bedroom*

© Stereoptik



*Deep-sea fish - Cartoon*



*The Amazon - Painted revolving scenery*

© Stereoptik

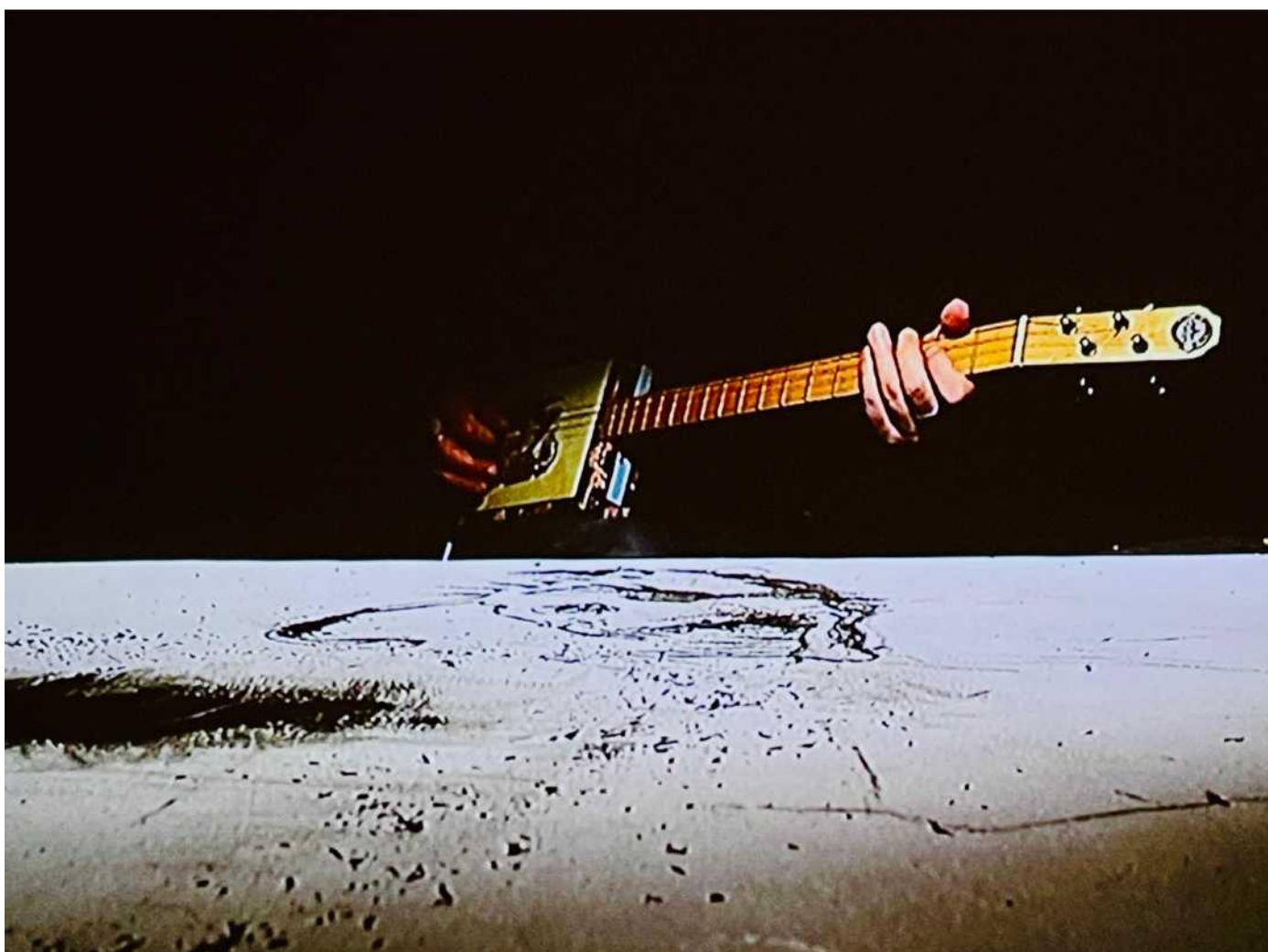
# SHOW

How do ideas emerge? How do they develop? Some are kept, others are shelved, but they all contribute to the creative process behind the work. During this constant transformation, ideas take shape, characters appear, a set materialises, a poetic, dreamlike and sometimes funny story unfurls...

Downstage, in the centre, a drawing board is surrounded by musical instruments. Above the set, a cinema screen is used to project what will be created on the table. To the chords of a guitar, in close-up, as near as possible to the material, a sketch takes shape. An eraser suddenly appears and rubs it out. A charcoal sketch replaces it. We follow the line drawn by a paintbrush. Later, remains of rubber and charcoal reappear to create a new scene. As the show unfolds, the shots become wider, the music clearer, and the plastic processes and manipulations are enhanced with narrative features from the film: revolving scenery, animated sequence, manipulation of silhouettes, etc.

The public is plunged into the intimacy of the creative process, free to watch the production of pictures on the drawing board or the cinematic dimension of their projection on the screen. The last eight minutes of the show are devoted to screening the animated film developed through this research.

As they watch the film, the audience realises the choices that were made: the ideas, characters and paintings that were kept, and those that were not. An intimate relationship develops between the audience and the film because they know its journey, from the first stroke of the pen, the first stroke of the eraser through to the end credits.



*Extract from the show*

## *Stereoptik on Stage*



*Extract from the show STELLAIRE*

© Christophe Raynaud De Lage



*Extract from the show DARK CIRCUS*

© Christophe Raynaud De Lage

## EXHIBITION

An exhibition is also proposed to follow on from the short film and the show. Through sketches, preparatory drawings and scenery, etc. the audience takes a peak behind the scenes of these two creations while learning the techniques and processes used in animation. Some installations can be handled directly by the audience to create an animated picture. The exhibition can be held in theatres if there is enough space or in other venues such as a museum, exhibition hall or other unusual settings.

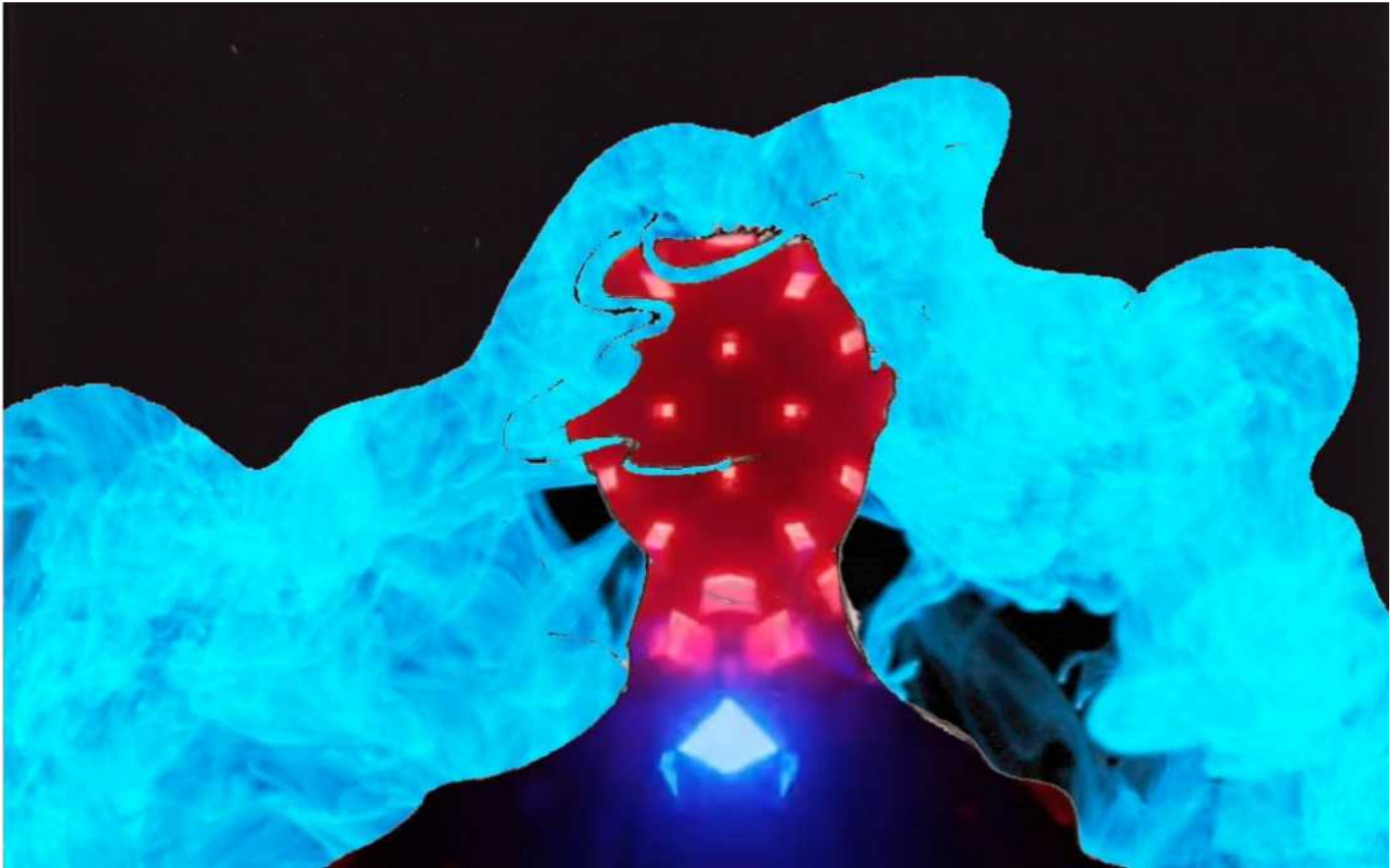


*Research drawing and paintings - Outside the bedroom*

© Stereoptik



*Research painting - appearance of a creature* © Stereoptik

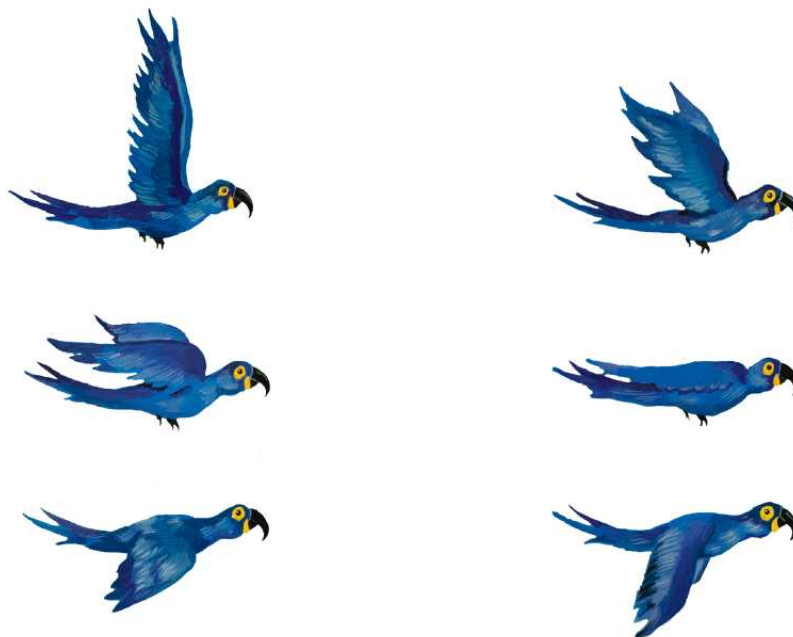


*Chimerical creature - Drawing and overlay*

© Stereoptik

## WORKSHOP

In connection with frame-by-frame animation processes, the company runs a flipbook creation workshop, to learn how to draw a bird that flies, a landscape that passes by, a sun that stays fixed, and understand the anatomy and movement of wings. This one-hour workshop is suitable for all audiences from the age of eight upward and each participant takes their flipbook away at the end.





## COMPANY

Formed in 2008 during the creation of the show of the same name, Stereoptik is a duo composed of Romain Bermond and Jean-Baptiste Maillet, both visual artists and musicians. Based on a score that they write and develop together, each of their shows is created in front of the audience. Painting, drawing, shadow, object and puppet theatre, silent film, live music and animation are all areas in which Stereoptik blurs the boundaries.

The many arts brought onto the stage are guided by one principle, that of showing the audience the technical process that leads to the development of characters, scenes and a story. The audience is free to be carried away by the projected images and story, or to focus on the details of how the drawing moves on the screen, how the ink gives birth to a silhouette on a transparent background and which instrument is used to bring it to life. Visual, musical and devoid of text, Stereoptik's creations arouse curiosity and astonishment in audiences of all ages and cultures.

Marion Canelas, Festival d'Avignon 2015



*Jean-Baptiste Maillet and Romain Bermond*

© Richard Schroeder

Stereoptik is supported by the French Ministry of Culture and the Centre-Val de Loire Region as well as being an associate artist at the Théâtre de la Ville de Paris and the Hectare, Territoires Vendômois, Centre National de la Marionnette en préparation.

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*Extract from the cartoon*

© Stereoptik

A STEREOPTIK production

Co-production (in progress): Théâtre de la Ville-Paris, le Trident Scène nationale de Cherbourg L'Hectare/ Territoires vendômois, Centre National de la Marionnette, Le Sablier Pôle des arts de la Marionnette en Normandie, Le Parvis-Scène nationale de Tarbes Pyrénées, Lux-Scène nationale de Valence, the production company Folimage,

Partnerships (in progress): l'Echalier-Agence rurale de développement culturel Couëtron au Perchen Le Théâtre des 2 rives Charenton le Pont...

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