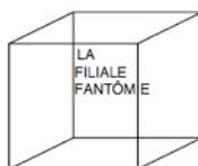


# HOTEL CITY



*crédit photo : Nora Rupp / 2015 – Nastassja Tanner*

**CONCEPTION :**  
**FRANÇOIS-XAVIER ROUYER // la filiale fantôme**



« *Principe d'archivage total ou du film de toutes les vies.* La surveillance optique ne se limite pas à la veille en temps réel. Elle se redouble d'une très importante fonction d'enregistrement et d'archivage. "L'idée, derrière la notion de surveillance persistante, c'est de tourner le film d'une ville entière afin de pouvoir suivre les déplacements de tous les véhicules et de toutes les personnes qui s'y trouvent." Une fois réalisé ce film de toutes les vies et de toutes les choses, on pourrait se le repasser mille fois, en se focalisant chaque fois sur un personnage différent, zoomant sur lui afin de revoir l'histoire à son échelle. On pourrait choisir des extraits, revenir en arrière, rejouer la scène, ou passer en avance rapide. Naviguer à sa guise, non seulement dans l'espace, mais aussi dans le temps. »

*Théorie du Drone, Grégoire Chamayou, 2013*

« *Theory of the total archive or every lifes movie.* The global surveillance doesn't only rely on live footages. The function of recording, of the archive is central. The idea, behind the theory of a global surveillance, is to shoot the movie of the entire city in order to be able to follow the moves of every vehicules, every body. Once shoted, this movie of all living things could be seen unlimitedly, a thousand times, focusing each time on a different thing, different character, focusing on a new point of view. We would be able to choose extracts, rewind, play the scene again or move forward in the movie. Go freely in space and in time. »

*The Drone Theory, Grégoire Chamayou, 2013*



*Interactive Map of the project / Détail.*

Hotel City is a trans-disciplinary artwork that combines theatre, film and the visual arts. The spectator enters a dark and abandoned surveillance room full of display screens, maps, printers, books, evidence and clues of a dismantled fiction including 35 movie sequences. Wandering through the installation, the spectator pieces together the story. The narrative revolves around a group of young people living in a non-specific occidental city, maybe all involved in a mysterious plot, maybe not. Sequences change meaning when viewed from a different point of view, causing the spectator to constantly renew his vision as the deck of fiction shuffles. The investigation is video game-like with the spectator playing the hero.

**« Hotel City is part of a research programme that aims to create connections between art and science. For this project, I worked with researcher and digital scenographer Andrew Sempere, movie editor Frederic-Pierre Saget and visual artist Hervé Coqueret. Hotel City is the result of our interrogations concerning cinema that can be downloaded, streamed, uploaded and reedited live; cinema without the character of the Holy Saturday Night séance. A cinema torn to pieces but still alive. Hotel City is a hypothesis on what the art form will become. »**

**François-Xavier Rouyer**

## Disposition :

You enter in a surveillance room that seems to have been abandoned for a long time ; many displays, desks, papers, all covered by dust.

On a giant screen, a fiction is going on, it seems to be related to a map that's projected near by. The map is covered by dots link to eachothers, it seems that each dot corresponds to a precise sequence. The machine seems to go randomly from one to another following paths, trying to create or understand what's going on on the screen.

On the other side of the room, you discover that you can have access to a computer that allows you, using a mouse and headphones, to wander through the map, wander through the movie, watching which sequence you want to watch, editing your proper movie while the big fiction is still going on the big screen, just as a crazy A.I that wouldn't want to freeze.

Step by step, you discover that you can have access to computers, softwares that deliver you informations about what's going on. Suddenly, paper fall from the ceiling, a printer, linked to the software provides new informations, new clues.

You can read the paper falling softly form the ceiling, you can search in the datas of the computers, you can read the books that are all around, you can watch the movie, you can try to understand everything...

That will take you sometime...

You can live here for a few hours, for a few days.



*crédit photo : Nora Rupp / 2015*

**The CINEMAMUTATION software allowing random editing, linking the computers, displays and peripheral devices is a unique software designed and created by Andrew Sempere for Hotel City. Here is a link about it and about Hotel City :**

<https://vimeo.com/106724681>



*crédit photo : Hervé Coqueret / 2015*

## FICTION /

In a strange and abstract European Town, people exchange passports for books, documents for contacts, pictures for pictures... Some of them shoot movies too.



Some talk about all and nothing, weather, childhood stories, holidays to come, politics in a crisis time.



People cross each other, spying a little bit. Trying to know who meets who, who plots against who.



Trying to escape from the system, satellites and cctvs. Gathering in isolated spaces to find some freedom.



Reaching each other by phone, mails, trying to understand, loving, loving less, loving in a different way, not loving anymore.



Loosing some time around the lake, waiting for better days, meeting new people, living in a way.



Three sequences from the movie available there :

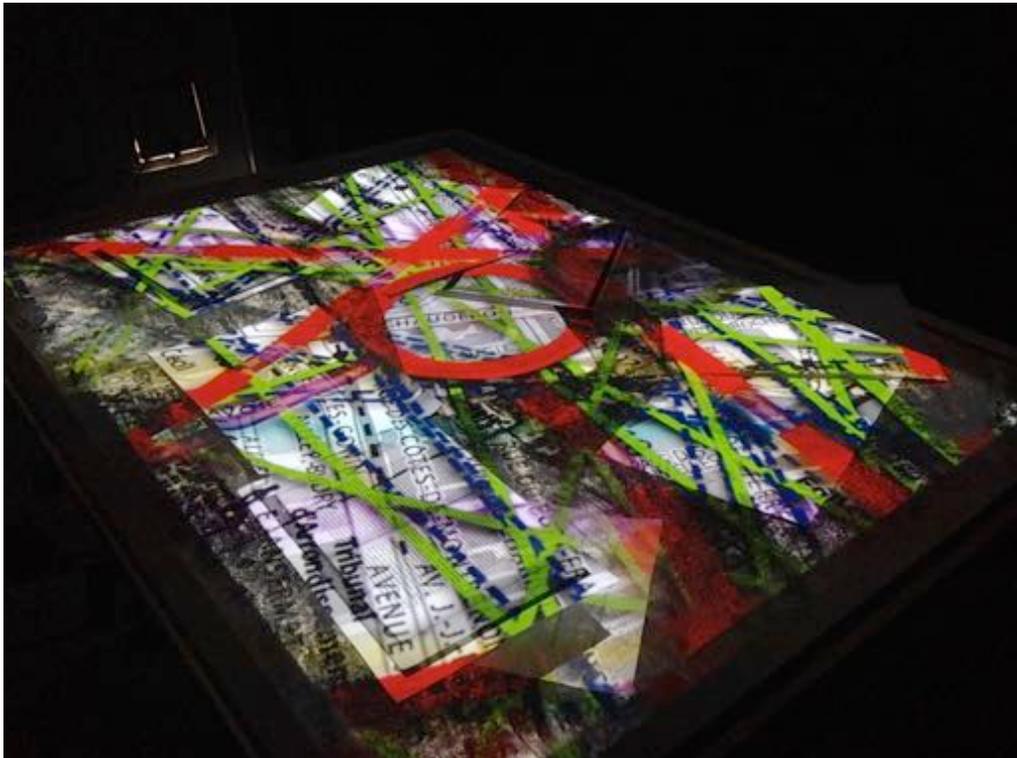
<https://vimeo.com/135134664>

<https://vimeo.com/139681564>

<https://vimeo.com/139906079>

**password : HC2016**

*For an optimal experience,  
don't hesitate to choose HD on your vimeo window.*



crédit photo : Hervé Coqueret / 2015

## **Project History**

**September 2014 :**  
**First exhibit, One night long**  
**La Manufacture**  
**Lausanne, Switzerland**

**9-13 September 2015 :**  
**Second exhibit**  
**New/Now Festival, Europe's Emerging Artists**  
**Amsterdam, The Netherlands**

**19 février – 10 avril 2016 :**  
**Third Exhibit**  
**Quartier Général, Contemporay Art Center**  
**La-Chaux-de-Fonds, Switzerland**

## THE TEAM

### **François-Xavier Rouyer, Conception and Direction**

After being graduated with a Master in Cinema in Paris (2008), François-Xavier Rouyer directs two short movies (*Fuites (Leaks)*, *Le Roi fit une sieste mais ne se reposa pas (da king took a nap but didn't rest)*) and start to write and direct plays for the stage (*Spécimen*, *Nuit*). He then goes to Switzerland to follow the Master in directing for Stage in Lausanne, work as an active collaborator of accomplished french stage directors (Gildas Milin, Robert Cantarella). He then creates his own plays there (*L'ève future*, Théâtre Vidy-Lausanne) and is invited to give workshops in French National Schools (ENSAD, Montpellier). Hotel City is the crossing between all his activities, he now lives between France and Switzerland and prepares a new play *QS Droned Me*.

### **Andrew Sempere, Software creator, Digital Scenographer,**

Andrew's formal training is in graphic design (BFA 2001 Visual Communications, School of the Art Institute of Chicago) and Epistemology and Learning (SM 2003 MIT Media Lab Grassroots Invention Group). Andrew has worked professionally as a designer, software developer for Pearson Education and as a Design Researcher for IBM Research's Collaborative User Experience Group / Center for Social Software in Cambridge, MA. Andrew currently lives in Lausanne, Switzerland where he is working as one of the founding researchers at SINLAB, an interdisciplinary art and technology program based at Manufacture (Haute École de Théâtre de Suisse Romande (HETSR)) while completing his PhD in the Architecture department at EPFL. As an artist, Andrew's works have been seen at venues around the US and the world, including the Fourth Moscow Biennale, the Lausanne Les Urbaines festival, the Seattle Bumbershoot Music Festival, Siggraph, Boston Cyberarts, the 7th Manifestation Internationale Vidéo et Art Électronique in Quebec and the V(ersion 2.0 festival at the Chicago Museum of Contemporary Art.

### **Hervé Coqueret, Scenographer**

Herve Coqueret is a visual artist and film director, born in 1972 and living in Paris. After being graduated from the National Art School of Nantes in 1999, he sets-up many different exhibitions in many different places (Nantes, Bordeaux, Lille, Paris, Madrid, Tokyo) Hervé Coqueret works on the materiality of pictures through pictures, installations and videos. In 2009, produced by Mezzanine Films and co-directing with Cécile Bicler, he directs his first short-movie *Patrick Patrick Club Suicide* (18 min), then *Au bord du monde* in 2011 (27 minutes) and *la porte* in 2013 (22 min) that he writes and directs alone. These movies have been shown on TV and in several international film competitions (Paris, Clermont-Ferrand, Toronto, Gijon, Nice...) He now prepares his first official movie.

ACTORS /

JULIEN ALEMBIK / TATIANA BAUMGARTNER /PIERA  
BELLATO / KORALINE DE BAERE / ÉMILIE BLASER / ALAIN  
BOREK / VINCENT BRAYER / MATHIAS BROSSARD /  
ÉMILIE CHARIOT / CYPRIEN COLOMBO / OCÉANE COURT  
/ OLIVIA CSIKY TRNKA / ROMAIN DAROLES / MEHDI  
DJAADI / TOMAS GONZALEZ / MAXIME  
GORBATCHEVSKY / JUDITH GOUDAL / ALAIN GUERRY  
AGATHE HAZARD-RABOUD / MAGALI HEU / ARNAUD  
HUGUENIN / CAROLINE IMHOF/ AURORE JECKER / LARA  
KHATTABI / JONAS LAMBELET / MAUDE LANÇON / LOÏC  
LE MANAC'H / MÉLINA MARTIN / CAMILLE MERMET /  
JEAN-FRANÇOIS MICHELET / BAPTISTE MORISOD /  
AURÉLIEN PATOUILLARD / VIVIANE PAVILLON  
SELVI PÜRRO / LOLA RICCABONI / MARIE RIPOLL  
JEAN-BAPTISTE ROYBON / SIMON ROMANG / PAULINE  
SCHNEIDER / SARAH-LISE SALOMON MAUFFROY /  
NASTASSJA TANNER / RAPHAEL VACHOUX / MARGOT  
VAN HOVE / ÉMILIE VAUDOU / ISABELLE VESSERON et  
LINA ET ELLA PÜRRO-MICHELET

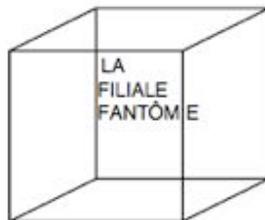


crédit photo : Hervé Coqueret / 2015

**PRODUCTION** : LA MANUFACTURE - HAUTE ECOLE DE THÉÂTRE DE SUISSE ROMANDE /  
FONDS DES ARTS PLASTIQUES DE LA VILLE DE LAUSANNE / LA FILIALE FANTÔME



L a u s a n n e



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