Eric Raynaud

CV

Eric Raynaud

eric@fractionisnoise.art

Eric Raynaud (aka Fraction), is a new media and sound artist living in Paris (France) mostly working in the field of immersive design. His practice has evolved from a background in spatial audio which has led him to develop an interest for multidisciplinary creation in the field of digital arts, creating now for various mediums through the use of computer technology and code. In parallel to the creation, his work involves experimental phases for which he associates research residencies with institutions internationally recognized.

His pieces can combine complex scenography and hybrid digital writing with visual, sound and physical media, in which he is particularly interested in weaving links between immersion, mixed realities, contemporary art, architecture by writing abstract and radical experiences. Fascinated by sound intensity and energy, he finds in the lexicon of immersion the appropriate field to conceive atypical and often noticed works. With the support of the CNC (2011), he created the immersive audiovisual performance DROMOS for Mutek festival (Montreal), which spread the blogosphere, and will be used by Apple in its 30th anniversary video in 2014.

He is awarded by Institut Français in Digital Arts field in 2014 and led a several months research and creation at Society for Arts and Technology (Montreal) on sound immersion and new media interactions that drove him to create Entropia, an immersive experience that became emblematic in the field of audiovisual performance, and eventually toured the world between 2016-2018.

In 2017, he is nominated to SHAPE 2017, a European network of 16 festivals and arts centers that supports multidisciplinary artists with innovative approaches in Europe and will support him to design a new generative audiovisual performance "Vector Field v1.0". In 2018, he is a laureate of the 4DSound residency program (Budapest) which allows him to deepen the language of spatial sound, using cutting-edge techniques to reproduce three-dimensional sound imprints in the context of immersive sound writing. In 2018, he is a laureate of the IRCAM artistic research residency program, where he investigated a cross-language platform possibility for immersive audio and generative art.

The multidisciplinary nature of his practice leads him to ensure an artistic direction on the projects he creates or in which he collaborates, placing him in a position to act on different materials of creation having to do with digital media, in coherence with the ambitions of writing which remains at the heart of his approach.

From sound to contemporary art, his skills and creations covers a wide spectrum of aesthetic langage where sounds takes an important place. Either through collaboration, or for his solo works, he is regularly featured in the major new media and sound art related events around the world.

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http://www.fractionisnoise.art

Main creation in digital art/immersif/perfomance

2023
Designing new immersive dance piece with Anikaya, supported by NEA (USA)
Designing new sound experience for James Turell Sky space (Uruguay)
Designing new Sound experience on IKo, large array loudspeaker (Berlin)
Screening Isometric, immersive short movie at SAT Fest (Montreal, Canada)

2022
Major XP for Live update release (worldwide)
Guest artist/Composer at Berkeley University (San Francisco, USA)
Immersive audiovisual installation with SOSTR at Vega Club (Copenhagen, Denmark)
Live presentations of 'Ritual for a dying planet' (US, Europe)

2021
'XP for live', a spatial audio system design for Live Ableton, software design and coding (Worldwide)
'Ritual for a dying planet', audiovisual performance (30mn), premiered at LunchMeat Festival, Prague (Czech Republic)
'Spat For Sat', IX Symposium, virtual 3D space exhibition: Satellite Hub, powered by Mozilla, Montreal (Canada)
'Drops', generative installation, commissioned by ArtAntartica, Manege Hall Exhibition, St-Petersburg (Russia)

2020
'Ritual for a dying planet', audiovisual work, released by Volumens festival (Spain)
'Vector Field', immersive format, commissioned by Ircam for Centre Pompidou, Paris (France)
'Ethereal', immersive art installation, commissioned by SAT Montreal (Canada)
'Node in C', 3d generative system for Raphael Olivier phd research,Université Paris Dauphine (France)
'Voices of resonant space', documentary on Iegor Reznikoff commissioned by 4DSound/Spatial sound institute, Budapest (Hungary & worldwide)

2019
'Perspective', immersive installation (full dome), Festival Constellation de Metz (France)
'Bardo', immersive sound experience at Spatial Sound Institute, Budapest (Hungary)
'Glitch is God', generative art serie (through Redbubble)
'Buzludzha', sound design for documentary, commissioned by Mota museum (Slovenia)

2018
'Conference of the Birds', sound art and music composition for contemporary dance piece, Boston (USA)
'Entropia', immersive performance for full dome experience, tour (Kazakhstan, Dubai, Netherlands, France)

2017
Vector Field, generative audiovisual performance commissioned by Athens Digital Art Festival (Greece) + German tour (Germany)
'Moonolith', installation, commissioned by Ljubljana Castle (Slovenia)
'Isometric Full Dome 360°', commissioned par SAT for SAT Fest 2017 (Canada)
'Entropia', one month Performance and installation Shanghai, commissioned par Ruihong Tindi (China)

2016
'Isometric' Music video with Julius Horsthuis, featured by Creators Project and Deezen (Worldwide)
'Entropia', immersive performance, French tour (France)
Persepolis, rework of Xenakis piece commissioned by Izlog Festival with 4Dsound, Zagreb (Croatia)

2015
'Entropia', installation version with binaural sound at Geode for COP21, Paris (France)
'Moonolith' , commissioned par Mota, Ljubljana and cultural Ministere of Slovenia (Slovenia)
'Entropia', immersive audiovisual performance commissioned and produced with SAT Montreal (Canada)

2014
'Entropia V1', immersive sound performance with Institut Français and CALQ at SAT Montreal (Canada)
'Obe', Immersive installation commissioned by SAT Montreal (Canada)

2013
'Dromos', immersive audiovisual performance commissioned by Mutek Festival and SAT Montreal (Canada)

Awards, support and distinctions

2024	Lauréat du dispositif Compositeur Associé du Ministère de la Culture (France)
	Travel grand French Embassy in Korea (for Wesa Festival)
2023	European Union mobility grant (Goethe-Institute) for Iko Project (with Spaes Lab)
2022	Institut Français support for XP for live in USA (Relance Export)
2021	US visa O1 individual with Extraordinary Ability or Achievement
2020	Travel grant, French Institute, for Conference of the birds at the Bharat Rang Mahotsav Festival (India)
2018	Laureate of the IRCAM artistic residence program (France)
2017	Laureate of the 4D Sound artistic residency program (Hungary)
2016	Laureate of SHAPE 2017 (Platform for innovative music and audiovisual creation in Europe)
	Numix Price, Entropia nominated in the "Best experiential creation" category (Canada)
2015	Laureate of the New Digital Writing Grant Chateau Ephémère (France)
2014	Laureate of the French Institute France/Quebec digital arts grant (France/Canada)
	Laureate of the AAdn videophonic creation grant, Lyon (France)
2011	CNC Dicream art grant for 'Dromos'

Cultural Mediation

2024	Artist talk au festival Wesa (Seoul, Corée du Sud)
2023	Introduction to Xp for Live at Fastlane (music school Montpellier, France)
	Student support in Spatial audio at Rhythmic Music Conservatory (Copenhagen, Denmark)
	Talk at Festival Sous Dome (Paris, Cité des Sciences et de l'Industrie, France)
2022	Xp talk at Full dome Uk festival (UK)
	Xp workshop at New York University (USA)
	XP workshop at University of Illinois (USA)
	Guest artist Talk at Berkeley University (USA)
	Artist Talk at Vega (Denmark)
	Pro meeting "Immersive audiovisual experiences of tomorrow (organized by Aadn, France)
	XP talk at Imersa Summit (Canada)
	XP talk at Jena Full dome Festival (Germany)
	XP remote workshop at CU of Boulder / Atlas /B2 (USA)
	Artist Talk at CU of Boulder / Atlas /B2 (USA)
	XP workshop at Les ateliers Eclairés, Strasbourg, (France)
2021	XP talk at Full dome UK festival
	Workshop on digital art at Connexion Festival (Benin)
	Artist Talk at Institut Français (Benin)
	XP talk at Spatial audio meet up organized by Notam (Online)
	XP Talk at Maxmsp meet up organized by Notam (Online)
	XP talk at IX Symposium organized by SAT Montreal (Virtual, online)
2020	Artist in residency talk at Ircam, Paris (France)
2019	2019 Immersive audio workshop at SAT Montreal
2018	2018 Artist talk 'Music + Tech' organized by Kikk Festival, Namur (Belgium)
2015	2015 Workshop on immersive audio at Resonate Festival, Belgrade (Serbia)
	2015 Artist talk at Resonate Festival, Belgrade (Serbia)
2011	2011 Lecturer in sound art at the University of Amiens, cinema department (France)

Creative Residencies

2023	Creative residency on t(h)ree (music and dance) at Boston Center for the Arts (Boston, USA)
	Artist in residency with Gerriet Sharma at Callies, Berlin (Germany)
2022	Designing immersive installation with SOSTR at Vega , (Copenhagen, Denmark)
	Artist in residency at Spaes Lab Studio (Berlin, Germany)
2021	Workshop and artist residency with dancers, festival Connect (Cotonou, Benin)
2019	Artistic research residency, Symbiosis, IRCAM (Paris)
	Creative residency, Perspective, SAT Montreal (Montreal)
2018	Artistic research residency, Bardo, Spatial sound Institute pour Bardo (Budapest)
	Creative residency, BCA, (Boston, USA)
2016	Creative residency, Persepolis, Spatial Sound Institute (4DSound), (Budapest, Hongrie)
	Creative residency, new digital writings at Chateau éphémère (Poissy)
2015	Creative residency at Mota, Moonolith (Ljubljana, Slovenie)
	Creative residency, Entropia V2 at SAT (Montreal)
2014	Artistic research residency with Institut Français/Calq (Montreal)
	Creative residency, vidéophonique AADN (Lyon, France)
	Creative residency ObE at SAT (Montreal)
2013	Creative residency at Festival MUTEK (Montreal, Canada)
2011	Creative residency à Festival ElectroniK/Maintenant (Rennes, France)
	Creative residency, Workshop Infine (Normandoux)

Publications 2012-2021

2021	Baltic immersive network : interview about xp
	XP on Ircam Forum
2020	Artist Talk at Ircam (in french)
2019	In the movie, « on spatial sound »
	Bardo on 4Dsound website
2018	Fraction, interview at Izlog festival
2017	Fraction mix for the Astral Plane
	Technology is not a style : interview with fraction
2016	Fraction, Persepolis au 4Dsound
	Fraction dans Sub Culture, sur France Culture (rediffusion de 2007)
2015	Eric Raynaud aka Fraction sur madmapper.com
	Entropia at Mira par XLR8
	Sound Artist presents Entropia, sur Designboom.com
	Electronic music sounds better inside geodesic dome, The Creators Project
2014	Interview with Eric Raynaud, on site SAT (in French)
	Dromos Review par the Headphone Commute
	The Rise (Dromos Ep), sur A closer Listen
	In the official clip celebrating the 30th anniversary of Apple
2013	Get Lost In An Immersive Symphony Celebrating The Science Of Speed, The Creators Project