

## BUBBLECARS, 2004

collectif\_fact  
video installation  
duration: 6'28", loop  
sound



## CONCEPT

Setting : a long road, a few street lamp, one is flickering to increase the « suspense » aspect. An atmospheric space that refers to the artificial universe of Hollywood. By using only the elements necessary for its understanding, this environment looks like a lot images conveyed by American movies.

Waiting.

The event that will take place will be short, absurd and unreal, although it refers to the catastrophic imagery of cinema. Thus, it provokes a shift between the waiting this space induces and what happens if this one is not the stereotype we expected.

Unlike the Hollywood movies that always overbid mimetism, our video reduces these effects. In fact, we used low-tech aesthetic. The technique we used is totally linked to the purpose of the project because it allows to change a classical model by the same technique. The sound also intensifies the unrealism because it matches only partially the image.

This video is a game that makes all the cinematic language apparent. Finally, trend to think that nothing happened, as in the action movies where the catastrophe is always maximal but never definitive.

## TECHNIQUE

Projection (variable scale) or monitor