

Presentation

My work features a visual vocabulary consisting of cut-outs, molds, texts and games. The pieces, sometimes supporting one another, recreate precarious installations using notions of structure and surface.

I play with games and theater codes to set up a "weak magic" and blur the line between reality and fiction. My work evokes a meandering space within the fantastic and mundane where normative structure and marginal behavior overlap.

On the one hand, I translate ordinary architectural elements and street furniture into fragile pop-up sculptures cut according to a principle, which links the volumes to their spatial planes, leaving them leaning on structures or simply lying flat on the floor.

I create casts molded in crepe paper or paper mache. They form fragments of landscapes somewhere between set design and architecture, which are both familiar and strange. Along with this, I write texts suggesting cinematographic fragments or protocol's testimonies taking various forms like internet forums, recipes, mind maps, and where I play with the common place and generic dimension found in langage. I try to push the language's possibilities to their limits, until the experience of reality is reduced to a series of platitudes.

I also create vector drawings that are assembled into flash games where, through coded and predefined interactions, the player explores a virtual space which mixes the everyday and the exceptional, the public and the private but also restricts him to a superficial experience.

Once the scenery collapses and truth momentarily becomes false, words wander. Then, hollow conversations and witches' recipes of love potions may remain where authenticity has left.





Sympathiefaktor is an installation inspired by game theory and communication techniques, where one can play with words and assess its level of empathy.

Various processes of cutting text and surface are presented, each time rearranging and reshaping their original forms. I'm interested in shifts, possible and real, between observation and protocol activation. This redistribution of forms and words calls into question the authenticity of language when corporate and private vocabulary merge in a rhetoric of permanent individual self-management.





- Partipants must decide on the number of words to offer and predict the actions of the other partipant without direct communication.
- Partipants must anticipate the potential return of the other partipants and the risk of losing words.
- Partipants must use non-verbal cues, previous turn actions or other strategic considerations to influence their decisions.

- **05 Untitled (evolution), 2023**, plotter print mounted on mirror paper, 34.8 x 51 cm, *Sympathiefaktor*, Studio 58, Berlin
- 06 Untitled (phone), 2023, plotter print mounted on mirror paper, 40.9 x 52.6 cm, *Sympathiefaktor*, Studio 58, Berlin
- 08 Protocol extract of Untitled (deal), 2023



09 Untitled (bleuet house model), 2020, indian ink on paper mounted on greyboard, bookbinding cloth, 60 x 40 x 20 cm (various dimensions), *Casina*, Saint-Gimer Chapel, Carcassonne



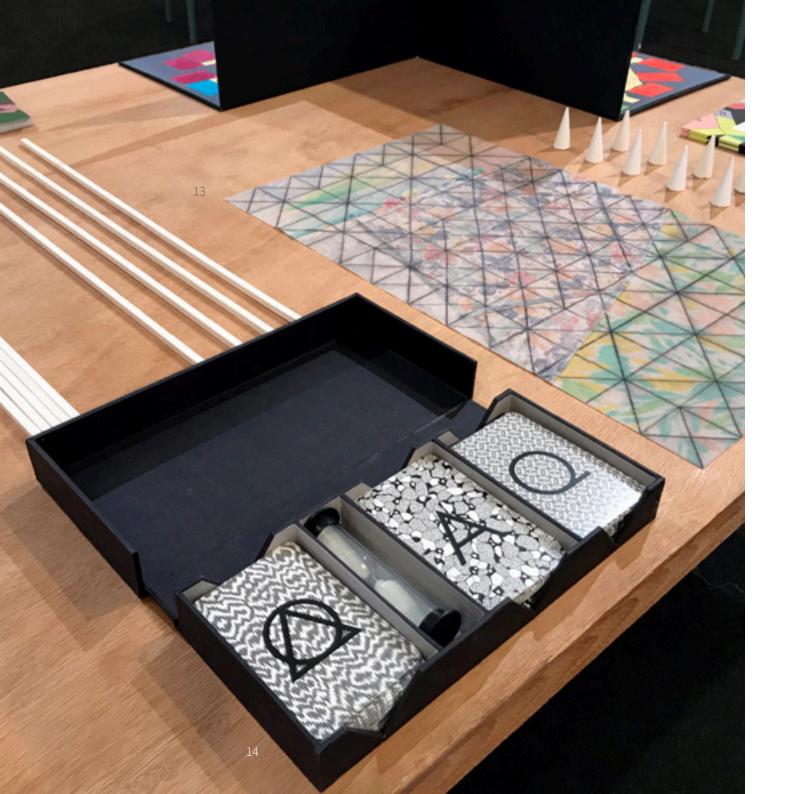
Untitled (dead space) is a game inviting the public to conduct an investigation, gather information and deduce who hid what and where. Inspired by construction's manuals of secret hiding places and the caricatures of Oscar Wilde, the game takes the symbolic scope of hiding place to the theme of secrecy, public and private, and more precisely in the representation of gay culture where the expression being (hidden) in the closet takes all its meaning here.







- 11 Untitled (dead space), 2020, 26 cards set, digital drawing, rules booklet, cut paper, pencils, dices, various dimensions, *Casina*, Saint-Gimer Chapel, Carcassonne
- 12 Untitled (module n°4), 2020, plaster, crepe paper, 25 x 35 x 7 cm, *Casina*, Saint-Gimer Chapel, Carcassonne



- 13 Untitled (Kriegspiele quatrarmes), 2020, fabric, pencil, paraffin wax, 48 x 28 cm, *Casina*, Saint-Gimer Chapel, Carcassonne
- 14 Untitled (séance), 2019, set of 120 cards, digital text and drawing, rules booklet, hourglass, paper mounted on greyboard, various dimensions, *Casina*, Saint-Gimer Chapel, Carcassonne

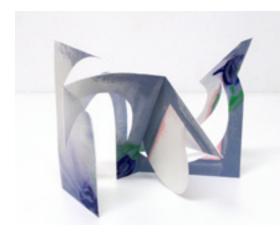
Untitled (seance) is inspired by ice-breaking games and hidden identity games. Players are invited to share truths about their past and their project, but according to the game, they must also lie. The encounter is never complete yet a bond is created around the constraint, producing another kind of truth.





For this series of six paper sculptures, I was interested in the subtle interplay that takes place around the authenticity of greeting cards. What is the difference between an authentic emotion and one produced and manipulated for commercial purposes? The cards are painted and decorated, then fragmented by cutting. The abstract paper sculptures bear scattered traces of their functions, and a camp aesthetic (glitter and candy color) aligns the regime of the visible in the world of the fake to think of representation as constitutive of the real.





15 Untitled (apologies), 2021, Ink and gouache on paper mounted on cardboard, 36 x 26 cm, (various dimensions), studio view





This series of cut-out drawings is inspired by beefcake. The homoerotic iconography of these magazine pages is drawn with charcoal. The line and the cutting dissolve, the image of the strong, muscular male body in favor of more soft bodies. This process is a way for me to subvert normative representations of the body and desire.



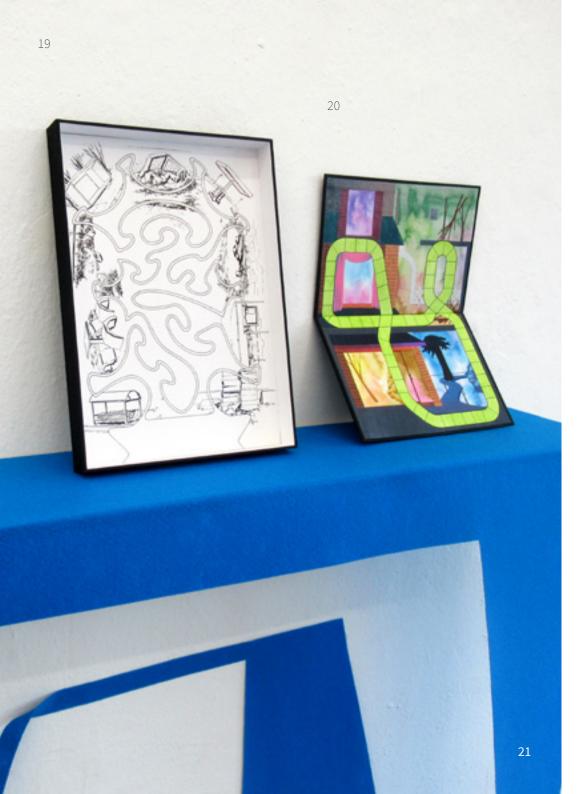
17 Untitled (Beefcake n°3), 2022, charcoal on paper, 38 x 67 cm, studio view





18 Untitled (tricks), 2019, crepe paper, greyboard, wood, rope, 240 x 160 x 80 cm, *Foretelling*, Schaffen Wir Galerie, Berlin.







- 19 Untitled (stages), 2018, ink on paper mounted on greyboard, bookbinding cloth, 28 x 38 cm, *Dungeons*, Projektraum Ventilator, Berlin
- 20 Untitled (why), 2018, gouache on paper mounted on greyboard, bookbinding cloth 29 x 38 cm, *Dungeons*, Projektraum Ventilator, Berlin



- 21 Untitled (display furniture), 2018, cut carpet, wood, shelf brackets and table (various dimensions), *Dungeons*, Projektraum Ventilator, Berlin
- 22 Untitled (dungeon), 2018, gouache and ink on paper mounted on greyboard, bookbinding cloth, 60 x 45 cm (various dimensions), *Dungeons*, Projektraum Ventilator, Berlin



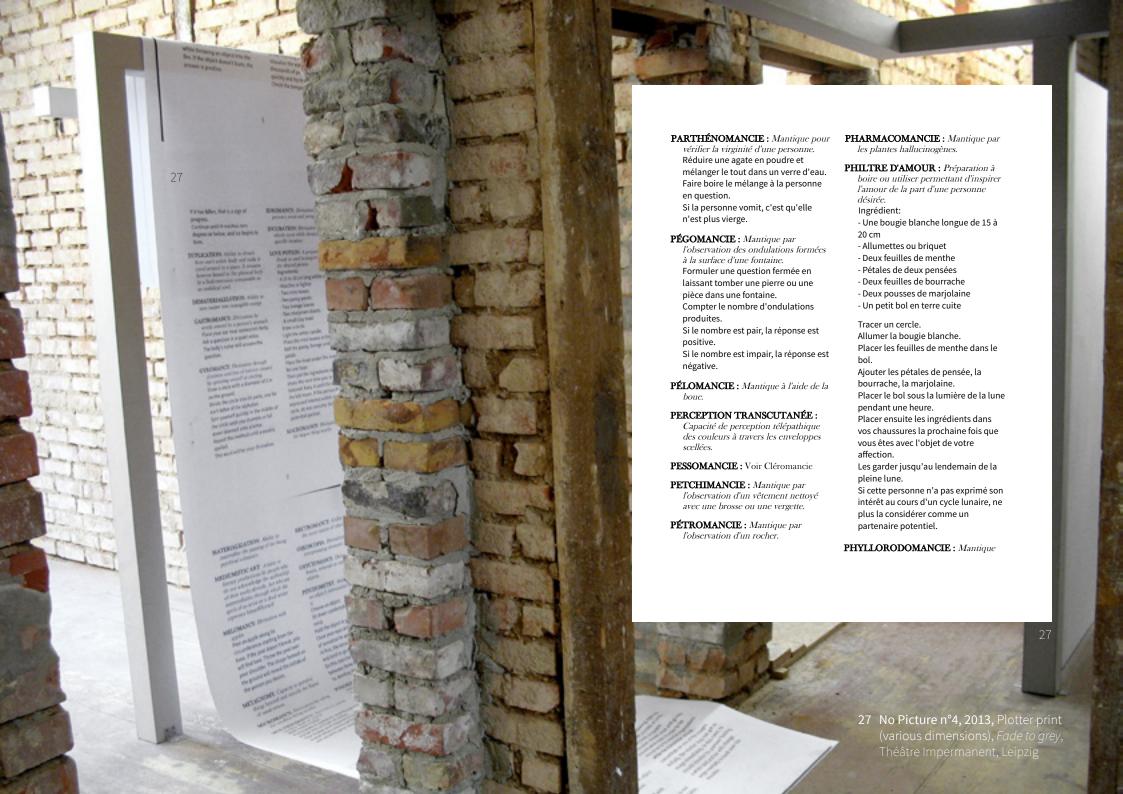
Untitled (race) is inspired by racing game. Beyond the visual aspect, colors and symbols create a system that allow to play a race where the outcome is questioned because the arrows always bring the players back to a previous position.

10 Untitled (race), 2018, gouache and ink on paper mounted on greyboard, bookbinding cloth, 20 x 40 cm, *Dungeons*, Projektraum Ventilator, Berlin





The Self Help series is a writing and drawing project inspired by the world of personal development. In Untitled (trophy), I play with the company trophy that situates the workplace as the sole reference point for success and I exaggerate the positivism to make the rhetoric meaningless. The texts echo back to the emptiness of this langage but also suggest its ambivalence when we animate it with our desires.



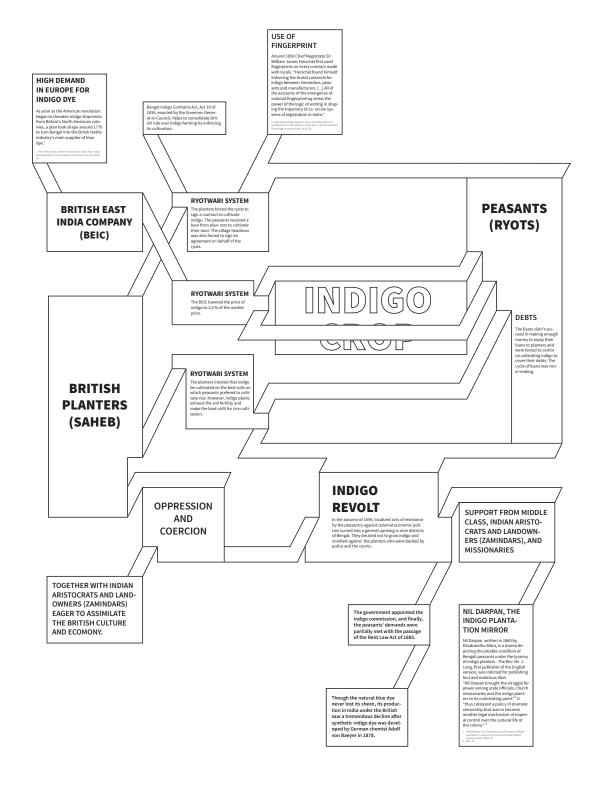


Untitled (I.T.C.) is part of a series on divinatory and supernatural practices. The text, between auto-fiction and drama comedy, relates the activation of an instrumental transcommunication protocol and is shared on specialized forums. The forum members post comments in response to the text and thus participate in the dissolution of the border between fiction and reality.

28 Untitled (I.T.C.), 2010, A3 print of the web page: outre-vie.forumactif. com/



This series of works was conceived as part of an art project based on the encounter between artists and refugees. I based my work on the play *Nil Darpan*, the indigo mirror written by Dinabandhu Mitra during the indigo revolt in Bengal in 1861. It describes the horrors of exploitation, the brutality of racism and the violence committed by English settlers to force Bengali peasants to produce indigo for Europe.



29 Untitled (schema), 2017, text and vector drawing, plotter print, 98 x 170 cm, *Der Blaue Raum*, Jüdisches Museum Berlin



NIL DARPAN,

OR

INDIGO PLANTING MIRROR,

A Drama.

TRANSLATED FROM THE BENGALI

TIT

A NATIVE.

CALCUTTA:

WESTON'S LANE, COSSITOLLAR.

1861.









The video was produced from workshops where participants in the art project improvise together and evoke scenes from the play using mime exercises and dramatic games. The lack of theatrical play creates a radical distance between the performance and the dramatic, even brutal, character of the text.



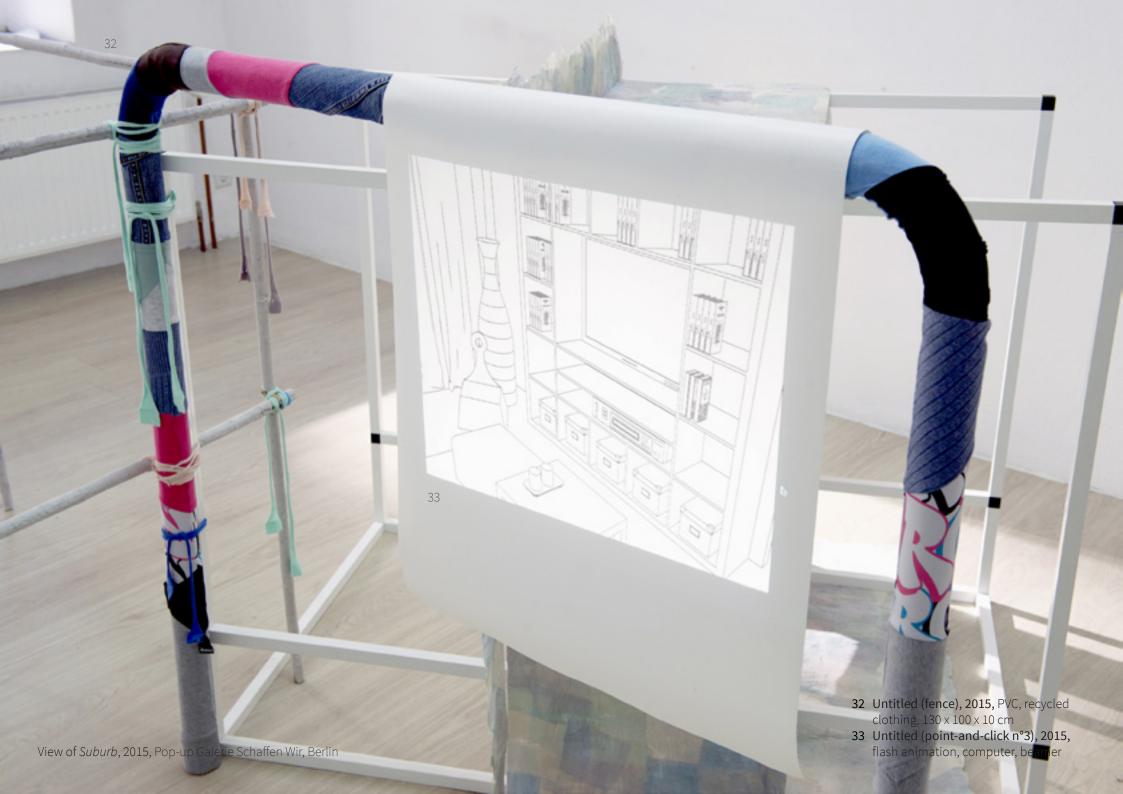


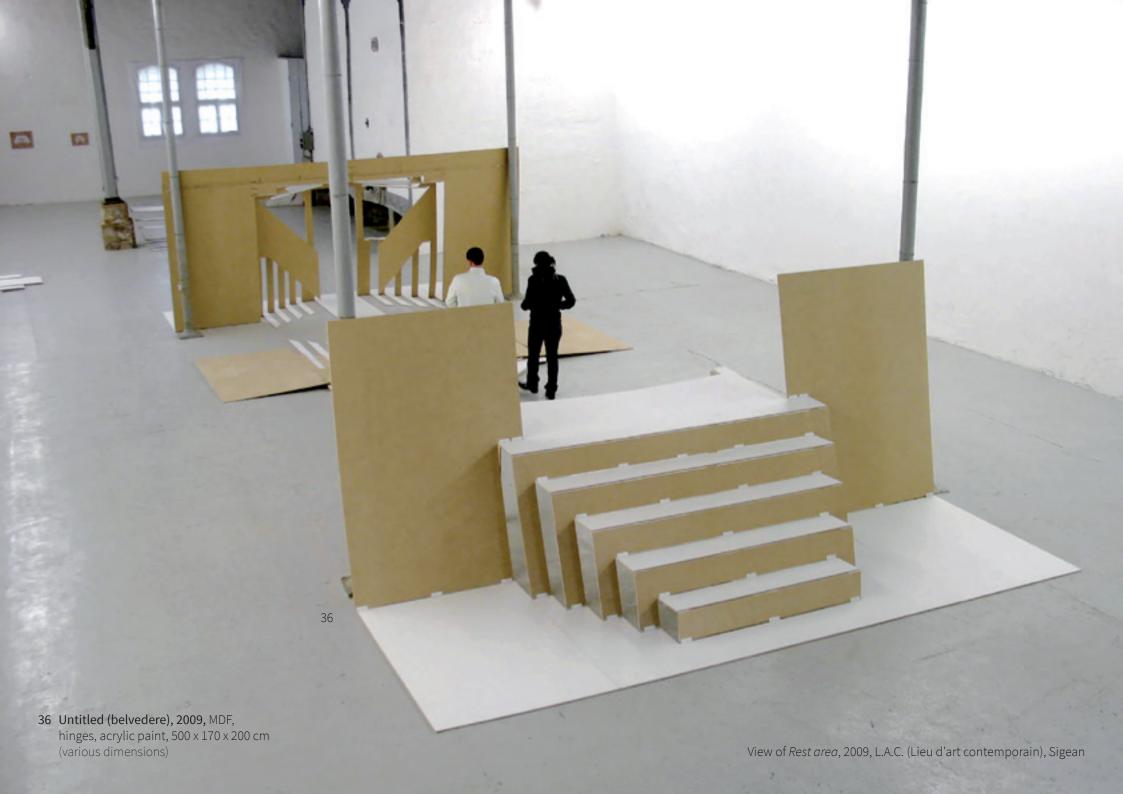
The installation for the exhibition *Suburb* is a set of origamic architectures, moulds and video game projection. Supporting one another, the superimposed works treat viewers to an experience both physical and mental. In-between sculpture and architecture, all works form fragments of cityscapes, which are both familiar and strange, impossible to situate in time and space.



- 34 Untitled (trolley shelter), 2015, molded paper maché, 120 x 200 x 110 cm (various dimensions), *Suburb*, Pop-up Galerie Schaffen Wir, Berlin
- **35** Untitled (automatic doors), 2015, cut polypropylene, 100 x 200 cm (various dimensions), *Suburb*, Pop-up Galerie Schaffen Wir, Berlin









- 37 View if the exhibition *Herbstrund-gang* with Céline Germès, 2015,
 Spinnerei, Leipzig
- Spinnerei, Leipzig

 39 Untitled (module n°1), 2014, crepepaper, glue, 14 x 22 x 30 cm
- **40** Untitled (display furniture n°1), 2015, grey cardboard, plaster, crepepaper, $50 \times 25 \times 120$ cm







- 38 Untitled (module n°3), 2014, crepepaper, glue, Herbstrundgang, Spinnerei, Leipzig
 41 Untitled (display furniture n°3), 2015, grey cardboard, plaster, crepepaper, 70 x 80 x 40 cm, Herbstrundgang, Spinnerei, Leipzig



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Lives and works in Berlin (G) and Carcassonne (F)

SOLO AND DUO EXHIBITIONS			Achtung Sommer, Kunstquartier Bethanien / Berlin	2011	Project, ReTramp / Berlin Troubleshop, workshop at the UEEH (Queer
2023 2020	Sympathiefaktor, Studio 58 / Berlin Casina, with Rémi Magnouat, Saint Gimer	2021	In Situ LAB les actionnaires, Performance Art Festival / Flughafen Tempelhof Berlin	2010	festival), Fine art school / Marseille Mettre à plat, une praxéologie de l'erreur,
2019	Chapel/ Carcassonne Foretelling, with Jason Harrell, Pop-up Galerie	2020	In Situ LAB les actionnaires, Galerie weisser elefant / Berlin		workshop at Jules Fil highschool with the Centre Joe Bousquet / Carcassonne
	Schaffen Wir / Berlin	2019	Xmas show, Kunstquartier Bethanien / Berlin	2009	Du geste à la trace, workshop at the Narbonne
2018	Dungeons, Projektraum Ventilator / Berlin	2018	TheGalleryProject, ReTramp / Berlin		Theater, Scène Nationale / Narbonne (F)
2016	End game , with Rémi Magnouat, Abbaye de St-Hilaire / St-Hilaire (F)	2017	Der Blaue Raum , Jewish Museum Berlin / Berlin Weltstadt , Agora Rollberg / Berlin		Residency at Victor Hugo highschool with the L.A.C. / Narbonne
	Self-service, with Céline Germes, Spinnerei /		The Queer Gallery Project, Raamatupood		L'Art de la Fête , workshop at the Victor Hugo
	Leipzig (G)		Puänt/ Tallinn, Patra/ Prag,		highschool in Narbonne, La Nadière highschool
2015	Suburbe, Pop-up Galerie Schaffen Wir / Berlin		Yalta Club Art Room / Sofia, Biro / Podgorica		in Port-la-Nouvelle and the highschool of the
2014	Fade to Grey, with Céline Germès, Théatre	2013	Qui de nous deux ressemble-t-il le plus à		Corbières Maritimes / Sigean
	impermanent / Leipzig		l'autre?, Hand Art Publisher / Berlin	2008	La découpe, workshops at the communal art
2009	Rest area, L.A.C. (Lieu d'art contemporain) /		Pareidolia, 48 Stunden Neukölln / Berlin		school of Carcassonne / Carcassonne
	Sigean (F)	2012	Laboratorium, 48 Stunden Neukölln / Berlin		
	The party continues, Médiathèque Georges	2009	Pop-up! Médiathèque Pierre Cochereau / Sigean	FUND	ING AND EDUCATION
	Duret / Port-la-Nouvelle (F)	2008	The Web, Collective 7 / Toronto (Ca)		
2006	Die Nacht durch bewertet zu durchqueren,	2007	Permission d'octobre, Maison Eclusière /	2023	Atelier grant, Department of cultural affairs/
	Galerie SKAM raum e.v. / Hambourg (G)		Toulouse (F)		Region of Occitanie
	Traverser la nuit par les côtés, Chapelle des				Artist university grant, FSDIE / Toulouse
	Dominicaines / Carcassonne	RESID	ENCIES AND WORKSHOPS	2020	Stiftung Kunstfonds Grant / Bonn (G) Seminar with Valentina Galossi, Bildungswerk
COLLECTIVE EXHIBITION AND PUBLICATION		2023	Short Cut, S27 – Kunst und Bildung / Berlin		des bbk berlin GmbH / Berlin
		2022	Pop-up, pop-out!, Workshop with the Ku	2019	Artist research and creation, Department of
2023	Fluoparty, CIAM la Fabrique / Toulouse		BI22-13's kids, Zönotheka project space / Berlin		cultural affairs / Region of Occitanie
2022	GameOn! Vol. 3, Künstlerhaus / Dortmund (G)	2018	Stand Up Art, Public meeting and work	2018	Artists Professionalization Program, BBB Art
	Étant donnés : 1-Les paillettes 2-Le Papier		presentation, BBB art center / Toulouse (F)		Center / Toulouse
	mâché, PAMELA Artist-run space / Nîmes (F)	2018	Troubleshop, workshop at The Queer Gallery	2006	MFA, Fine Art School Toulouse