

ORLAN

Variable time and Medusa's Kisses

Exhibition

From 11 July to 25 October 2015

Opening on 10 July at 6.30 pm

Curator : Jacqueline-Ruth Meyer

<http://www.orlan.eu>

With the support of Arcadi Île-de-France



In partnership with :



Exhibition space:

Les Moulins Albigeois

41 rue Porta - 81000 Albi - FRANCE

From Wednesday to Sunday
from 2-7 pm

Information : 00 33 +5 63 38 35 91

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ORLAN, *Experimental involvement into play within art, (detail), 2015*

Press release

ORLAN is one of the greatest living French artists. In its full maturity, her oeuvre has a powerful, keen quality set within the context of major artistic and social issues.

In 1964, ORLAN started questioning the status of the body and the social, cultural, political and religious pressures that are part and parcel of it. She questions scientific, technological and medical discoveries, and champions hybridization, tolerance and human rights through nomadic and changing identities. She uses different techniques: photography, video, sculpture, drawing, installations, performance, biotechnologies, augmented reality, etc.

Variable time and Medusa's kisses is the first exhibition bringing together just ORLAN's digital works and questions the notion of time in ORLAN's work through an unprecedented selection of videos from different periods, rounded off by the production of a new interactive 3D installation which incorporates a video game. With *Experimental involvement into play within art*, ORLAN hijacks the codes of video games. As an artist, she reconstructs a world where the serial frageur killer is no longer the hero, and immerses visitor in the virtual action.

Apart from the artistic challenge of translating the world of games into the register of art and vice versa, this work proposes to facilitate access to art through play and thus create new forms of reception and exchanges with art for the public, echoing current cultural uses and running counter to warlike and destructive stereotypes of commercial video games.

Based on a proposal by Jacqueline-Ruth Meyer, curator and director of the Centre d'art Le LAIT, an initial stage of the project will take place in Albi. Devised over a long time span, in different places, it will be possible to **increase or decrease** its contents (and the more complex video game), depending on the particular venues playing host to it.

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