

The background image shows an interactive art installation titled 'PULSE'. It features a large, curved wall covered in a blue and yellow projection. Several people, including children and adults, are walking through the space. The floor is dark and reflective, with some people's feet visible. The overall atmosphere is futuristic and immersive.

PULSE

an audio-visual interactive installation

VIDEOSPHASE



Video Phase

A Montréal-based company merging **music** and **digital art**
to create immersive and interactive experiences

Since 2018, its hybrid performances and installations have **toured**
Canada, the United States, South Korea, China and Hong Kong

Opus 2018 award for show of the year with *Lumens*
Opus 2024 award nomination for show of the year with *Alt-Escape*

« ...a new benchmark for the future of digital performance art »

Alice Berthault, digital arts curator

Our mission: to **bridge** contemporary digital practices
and a broad audience, making technology-driven art
playful, accessible and **emotionally engaging**.

NEXT PERFORMANCE
32:44



PULSE Concept



Movement becomes music

Pulse is a digital interactive installation that playfully explores the physics of time and the deep connection between movement, sound and light.

The **body** as the only interface

The audience is invited into an immersive environment where reality and imagination collide. Using only their own bodies, participants become co-creators of a living audiovisual composition.

A giant **musical instrument**

Every step on the floor triggers sound and light: pressure sensors embedded in the surface transform the space into an instrument. Together, visitors build a collective performance that evolves in real time.

Step in, move, and become part of the artwork.



THE EXPERIENCE

The interaction is **intuitive** and **immediate**: no buttons, no screens.

Just movement, rhythm and light.

Intuitive

Visitors step in and discover the rules through play: no instructions needed.

Collective

Pulse encourages play, collaboration and curiosity. Participants experiment, synchronize and connect.

Never the same twice

Every movement feeds the rhythm and energy of the artwork. The composition is always evolving.

For everyone

Accessible to all ages, in museums, public spaces or outdoor festivals.



Video

Demo



[Watch the demo](#)



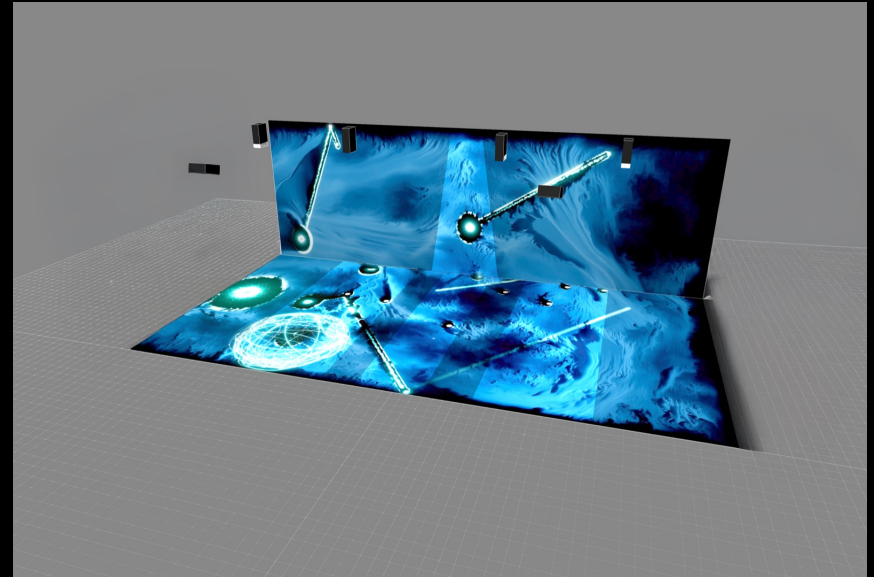
Technical summary

Features

- Up to **14 simultaneous** participants
- Custom-made **pressure sensors** integrated into the floor
- Real-time projection and synchronized audio feedback
- Configurable surface: from **10 to 15 m** wide
- Adaptable for **indoor or outdoor** setup

Requirements

- Area: 10–15 m wide × 7–10 m deep × 5 m high
- 4 video projectors for the floor, 2 for the wall
- White or grey matte floor, white screen
- 4 speakers and a subwoofer
- 6–8 profile lights



4 top projectors: 15–20k lumens, HD, lens ratio 0.5:1
2 front projectors: 10–12k lumens, HD, lens ratio 0.9:1

Full technical rider available upon request



Ideal venues



Digital-art & new-media **festivals**

An anchor experience for festivals at the frontier of art and technology.

Contemporary art **museums**

Self-guided and museum-ready, for interactive exhibitions.

Public & corporate events

Indoors or outdoors, a memorable and inclusive activation.



Let's talk

Video Phase

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