



THE CELESTIAL EYE 2.0

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BERTRAND DESSANE

DIGITAL STROLL IN THE PUBLIC
SPACE

Artistic director

DURATION: 1h

PRODUCTION FILE





The Celestial Eye 2.0: on a new- technology dystopia

The Celestial Eye 2.0 is an individual yet collectivistic outdoor experience to a fictitious dystopian society. Participants are invited to follow a route, scan QR codes, interact with Alexis, and encounter comedians to question the issue of data collection and mass surveillance.





SYNTHETICAL SUMMARY

What would it be like to live in a mass-surveillance society? Would we stay true to ourselves? adjust our behavior? The answer awaits us here. In this ambulatory show, participants are equipped with their mobile phones and immersed, thanks to this tool, in a mass surveillance society: "the celestial eye" controlled by a digital assistant, Alexis. Each of them develops an individual relationship of trust with Alexis, who talks to them, advises them and constantly monitors them. He knows what they like, how they act and aims to make their lives and society better than they already are. To help him, participants have to follow the interactive map of the web application that guides them to 8 meeting points. At each encounter with Alexis, they have to scan a QR code and face a daily situation that confronts them with choices about their public environment and their private sphere, their common sense and their convictions.

The Celestial Eye 2.0 is a poetic rewriting of certain western societies' truth. Like in these societies each participant is given a "social grade" that determines his/her limits of freedom. Our life conditions depend on that score - but where does liberty stand?

At the very end, participants can join a round table discussion with our Chinese mediator about their experience. Together they will discuss the thin border between fiction and reality: what for westerners is only a dystopian fiction turns out to be a utopian reality in the east. The aim of the show is to raise awareness among the mass regarding the limits of technology, for everyone to take a critical step back from the use of electronic devices.

The show is combined with acting performances and an application that we developed.

Our web application is secure - no data can be collected.



NOTE OF INTENT

There is nothing good or wrong about technology in itself, it is just a tool. The rest depends on what we do with it.

The show was named after the literal translation of the Chinese system "天眼": "the celestial eye". Our western societies have not yet implemented such a system, but we may not be far from it. It is no longer a social issue but a philosophical and human question. Social control is about the fear of having one's privacy invaded and therefore canceled out.

The performance raises many existential questions and leads the participant to consider an important opening: what are the possible escapes?

This show is written as a multimedia game. It allows the participant to meet a composite work. In the form of an immersive journey and with the help of mobile phones, the show proposes to enter a future regulated by our choices and actions. Just like "the celestial eye", the show weaves a network in the city, in which each spectator can evolve and through his or her path and encounters, his or her choices will be monitored and noted.



With the writing of *The Celestial Eye 2.0*, I confronted the invasion of digital technology in my intimate life and the narrowing of my imagination. I also actively projected myself into a world of very light anticipation.

Bertrand Dessane, Artistic director

I wanted to twist the algorithm and find my critical mind. I let the absurd, the poetic, and the fantastic come in to open up avenues of liberation and escape into unknown territories.

Héloïse Desrivières, writer



PRINCIPLE OF THE SHOW



1. Reception

The reception area is where participants begin their journey. They first have to set a web application up on their smartphone. When they are ready, the voice of the celestial eye establishes communication with them - they are then invited to scan the first QR code and begin their journey.

2. A wander with *The Celestial Eye*

An interactive map is displayed on the web application. Participants are led to 8 meeting points (QR codes) and at each scan, they must follow Alexis's indications.

3. The control of *The Celestial Eye*

The last stage leads back to the starting area, where participants are given a social credit score. A surreal experience that makes us think about our future...

Their full experience can be discussed with our mediator who has lived in the celestial eye. It is a moment to share opinions and discover more about western societies' politics.



CUSTOMISABLE PROJECT

Over the past year we have developed a flexible multimedia platform that can be adapted to any multimedia project in public or enclosed spaces. We can design customisable projects on the scale of a city, a district or even a building. These projects can be autonomous or within the framework of a work with the inhabitants or any other targeted population. The subjects addressed can be very vast. Our team of videographers, multimedia developers, scenographers, writers and actors can be available for long and short term works.





TECHNICAL SHEET

1/ Configuration of the show

Main Area : 10M X 10M depending on the configuration

The main area consists of a reception area (where the smartphones are programmed) and a play area with an installation and 12 to 24 deckchairs. This scenography is provided. Participants are received in groups of 12 to 24 people every 10 to 15 minutes (depending on the surface of the play area).

1 assistant intervenes with the group before sending them on their way to follow Alexis.

The stroll : 45mn

Departure every 10 to 15 minutes. Participants are guided by the instructions on the digital platform and walk between the 10 sites.

Return to the main area: 5mn

At the end of the tour, participants return to the main area. They can if they want to, join a round table discussion on the subject of mass surveillance and technology.

Adjustment to the COVID 19 sanitary protocol

We can adjust the organization of departures in a sanitary protocol is to be applied. We can lower the number of participants per group and make them start every 15 to 30 minutes to minimize contact.

2/ Installation

- A day ahead: Locating GPS coordinates, installing QR codes and testing.
- Installation/Dismantling: 3h

In case we play several days: no dismantling, a guarding is to be foreseen at the expense of the organizer.

3/ Technical needs

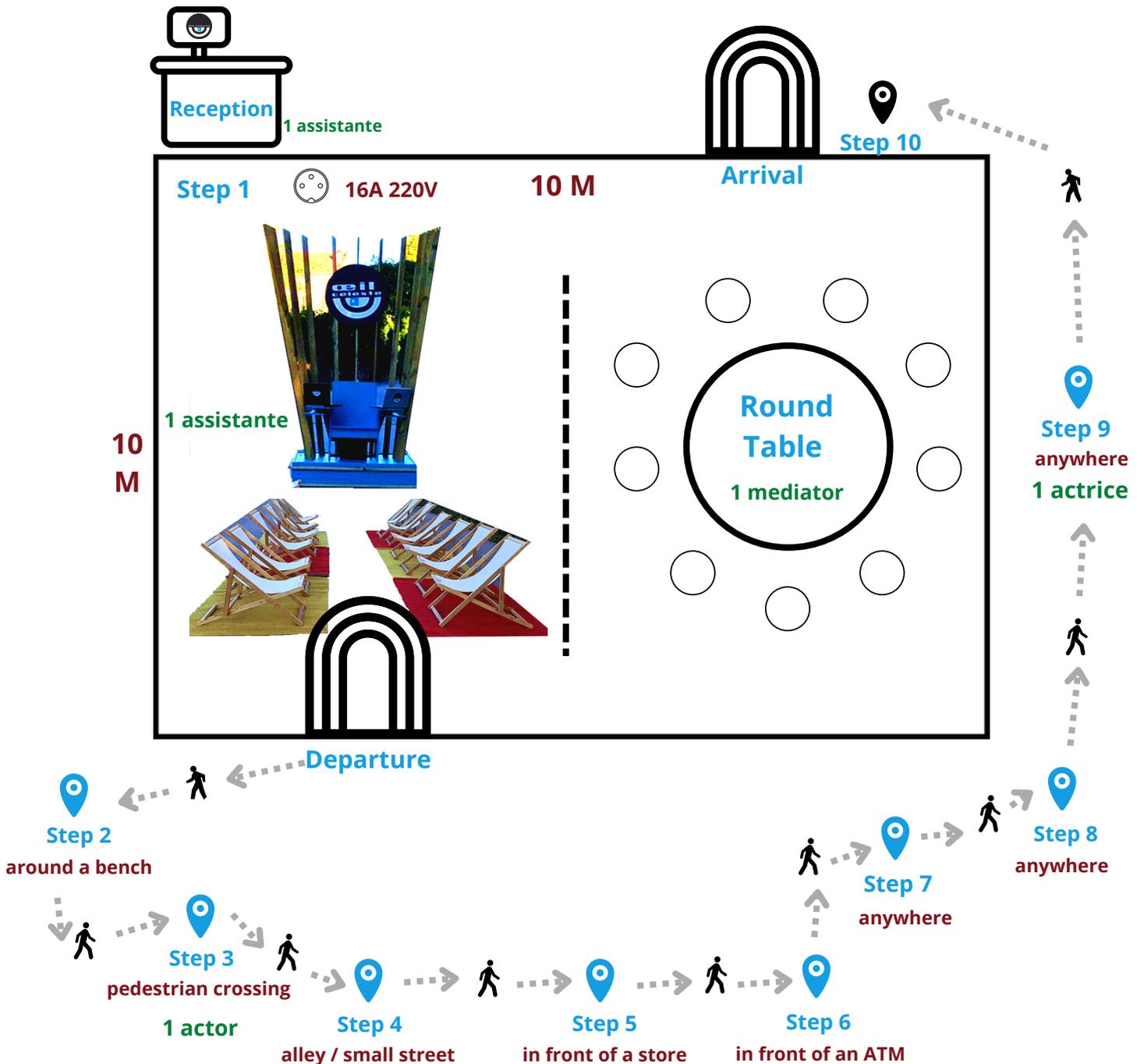
- 1 dressing room minimum: 15m², electricity,
- 4G coverage of the whole route and the main area.
- 2 vehicles + trailer near the venue, length 4, footprint 2m
- Electrical access 220V 16Am
- Quiet space (sheltered if possible) with flat floor.
- Smartphone + personal headphones required for spectators. (The company can provide 5 smartphones and 60 headphones if needed.)

4/ Prior permit

- Authorisation to display on 9 different locations on the site for strategic QR code posters.
- Authorisation for the installation of the reception area.



ROUTE MAP





DISTRIBUTION

New version of the text "The Celestial Eye 2.0"
co-written by Bertrand Dessane, Vincent Noclin, Kevin Savary, Yizhuo Lun and Fei Chen and inspired by the original text by Héroïse Desrivières.

TEAM MEMBERS WORKING FOR THE SHOW:

Bertrand Dessane: Artistic & stage director

Némo: Scenography & graphism

Héroïse Desrivières: Writer

Lionel Thenon: Web programmer

Vincent Noclin: Photography & video

Pierre-emmanuel brault: Actor

Claire-Lyse Larsonneur or Anouk Vadot: Actresses

DISCOVER OUR WORK ON YOUTUBE

[The Celestial Eye: teaser](#)

[The Celestial Eye at the *Chalon dans la rue* festival](#)

