



THE LIVE DRAWING PROJECT

Art installation of
real-time collective drawing

Real-time collective drawing

With the Live Drawing Project you can create a collective artwork made of video projected drawings.

The audience is invited to draw freely on their smartphones.

Everyone can draw simultaneously. The drawings are video projected instantly on a wide surface.

They appear, disappear, change colours and move. They create a vivid composition both poetic and surprising.



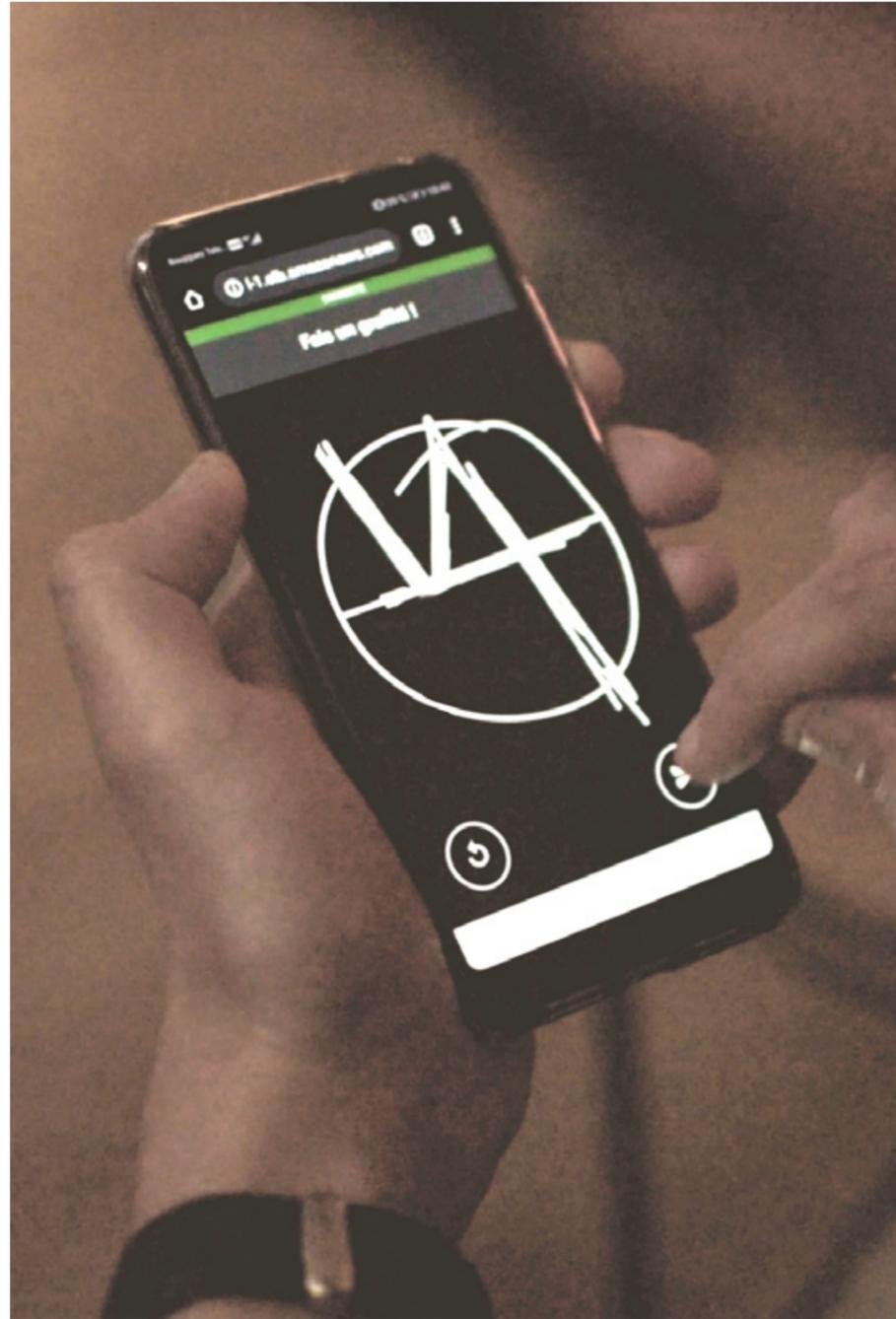
How does it work ?

*Our system is designed to be **very intuitive and accessible** to everyone.
There is no need to download any mobile application.*

1. The user stops in front of the collective artwork and takes his smartphone to draw.



2. The user draws using his fingers or a stylus. It works with or without internet.



3. When the drawing is done, the user shares it in a single click. It appears instantly on the canvas.



Projection on a facade in Calgary

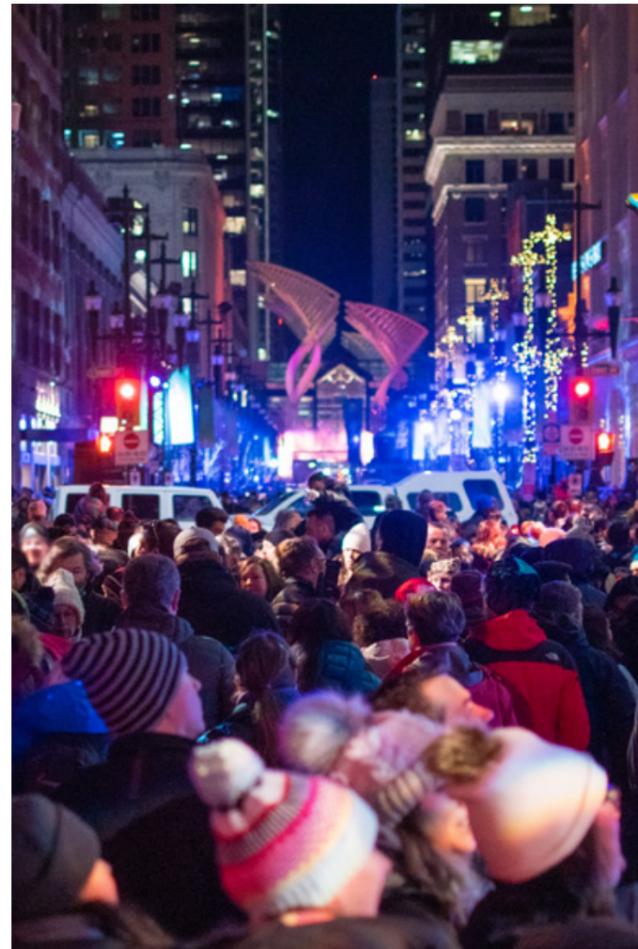
Collective drawing at the Glow Festival in Calgary in Canada during 3 days in February 2020.

During the festival hundreds of people were drawing at the same time on the facade of the old “Bank of Montreal”

We post different themes on their phone throughout the night to inspire them: “draw a tetris piece!”, “draw your neighbor.”.

People interact with the drawings they see on the wall. It gives them ideas to make new ones.

During the event we entertain the participants. We also moderate the drawings if necessary.



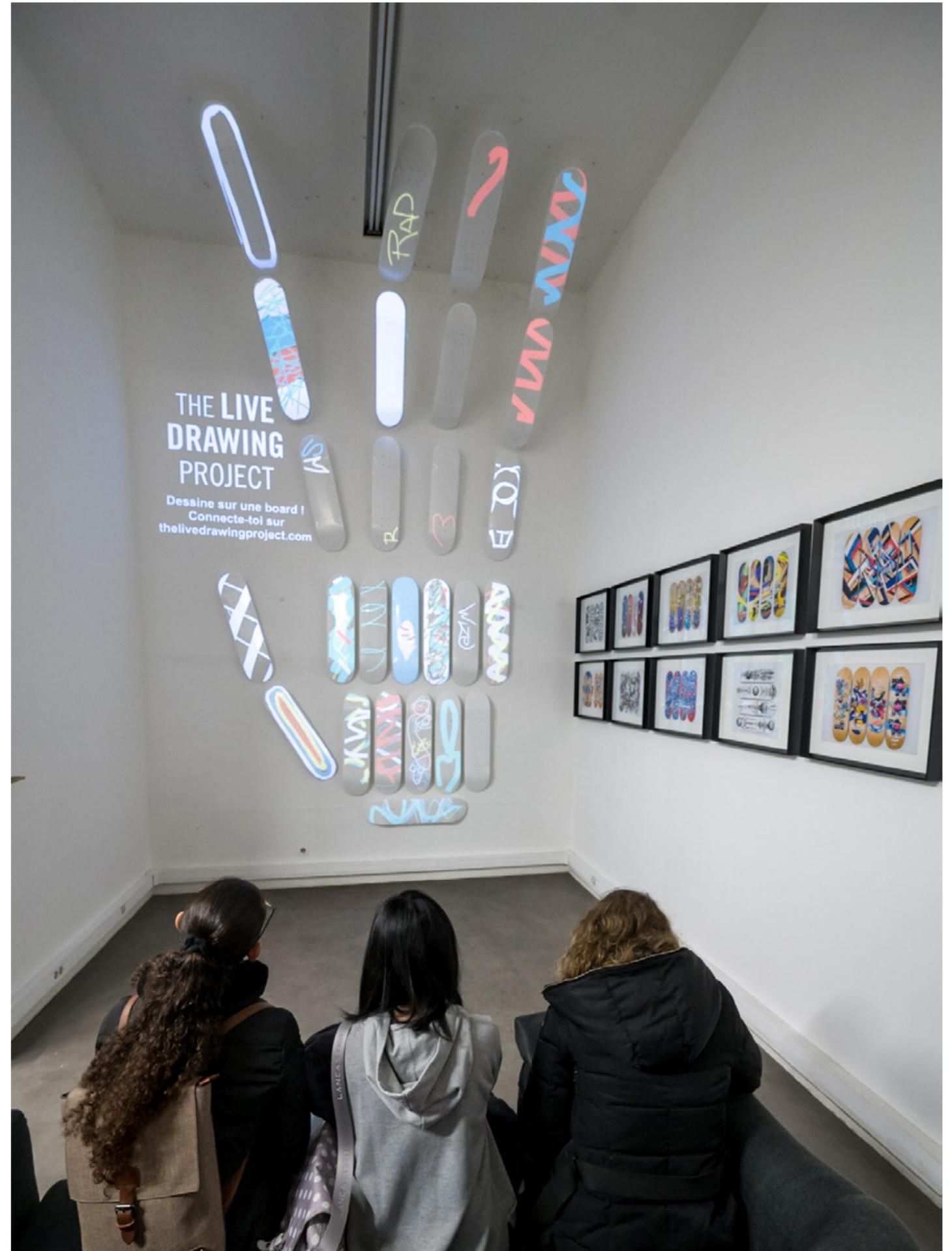
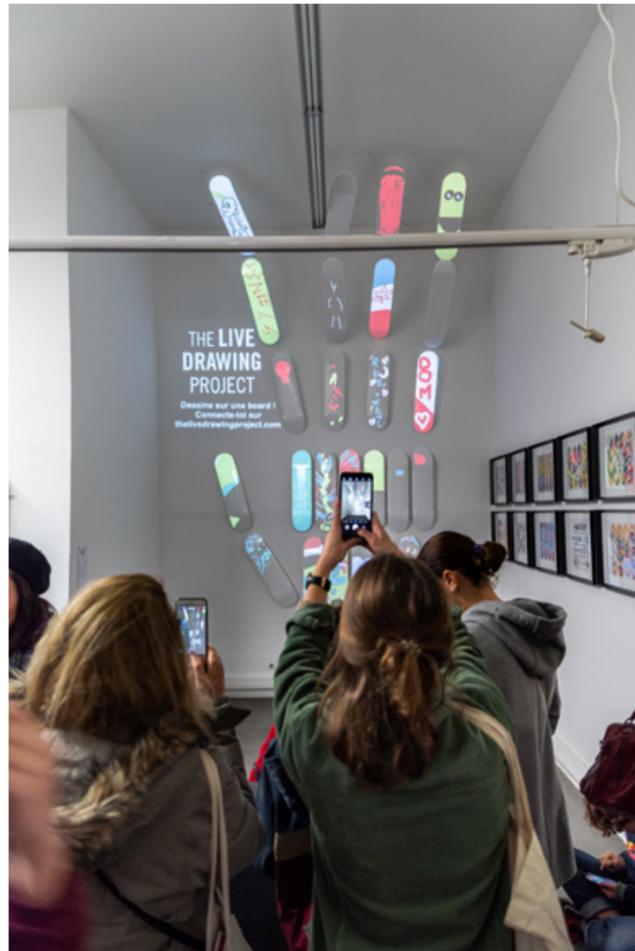
Mapping on skateboards in Lyon

Spraying Board exhibition in Galerie des Terreaux in Lyon during 2 weeks in March 2020.

We were invited to display for this collective exhibition of 44 skateboards transformed into original artworks by 12 talented street artists.

For this exhibition dedicated to skate art we built a gigantic hand made from 27 white skate decks.

Each visitor is invited to use his phone to freely draw on one of the sculpture's skateboards. Every stroke he makes on his phone appears in real time on the board.





Selection of our past events

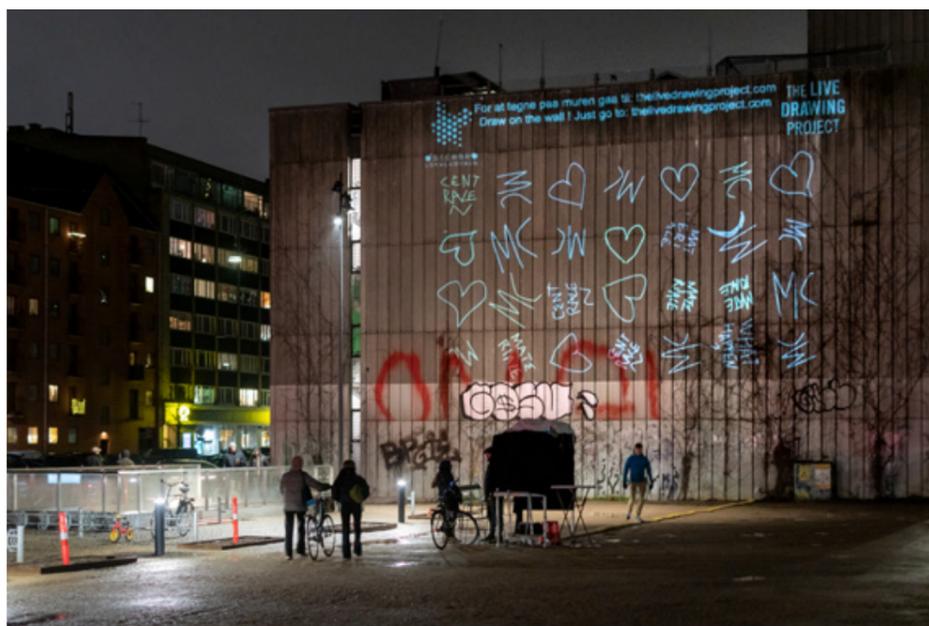
We display our art installation for art exhibition, festivals, animations, live performances, workshops for children or adults, design thinking classes and more !



Left side from top to bottom :
Peinture Fraîche Festival in Lyon, May 2019
(Street-Art festival during 10 days).

Festi-Lumi in Bonifacio, July 2019
(Light Festival during 4 days).

Copenhagen Light Festival February 2020.
(Light Festival during 5 days).



Right side from top to bottom :
Nouvelles-Passions in Chevagny August 2019
(art exhibition during 2 days).

SHAB x Superposition in Lyon February 2019
(performance in an art gallery).

Hors les Murs at CHRD in Lyon January 2020
(workshop in the war resistance museum).





Our Mission

We believe that drawing is a more intuitive medium than writing.

We are a team of set designers, engineers and artists.

We want to turn the audience into active participants of a collective artwork.

With the Live Drawing Project, our mission is to offer a creative playground for everyone to join.

Who are we ?

We founded our collective in December 2018 in Lyon. We felt the urge to design an art installation in which the audience could share a creative moment all together and at the same time.



MAXIME TOUROUTE
is an engineer in Visuals Arts.

Graduated from the Ecole Polytechnique Universitaire de Nice (France), he specializes in the fields of audiovisual and digital art.

He develops projects combining interactivity and technology with a special focus on our relationship to intimacy. His Humanlapse project exploring the timelapse technique for human portraits gives him visibility with the #humanlapse reused by many photographers on social medias around the globe.

His engineering education shapes his creative process with Space Dances, choregraphic explorations in Augmented Reality and The Live Drawing Project.



LOUIS CLÉMENT
is a set designer and technical manager.

Graduated from ENSA Paris Val de Seine architecture school. Interested in video projection and mapping, he creates "For L" in 2013 with music composer Dominique Clément. They toured across Europe with this audio video reactive set design.

Since 2015, he sets up city guided journeys by smartphone leading spectators to discover plastic and video artpieces. He also sets up musical interventions in unusual and unexpected places.

He is technical manager for l'Ensemble ALEPH, festival «D'Aujourd'hui à Demain», and Nomos cello ensemble. He also works as a video stage manager for museum such as MAC and MBA in Lyon and for the Biennale of Contemporary Art in Lyon.



MAXIME HURDEQUINT
is an architect and graphic artist.

After completing his training with different practices in Denmark, in Mexico and in Japan at Sou Fujimoto office, he worked as a project manager in Paris.

He is also an illustrator and for several years he asked relatives or strangers to draw a tree on each page of his notebook:

"I like to ask people to draw on my note-book to share a moment with them. Then I love to show them then the diversity of the drawings I have accumulated after all these years".

