

An abstract digital artwork featuring a dark background with dynamic, flowing light trails. On the left, teal and cyan light trails sweep across the frame. On the right, magenta and pink light trails flow downwards. A bright, glowing white spot is positioned at the center where the magenta trails converge.

Nicolas Mimault

**DESIGN WORK 2024**

STAGE DESIGN

INTERACTIVE VIDEO MAPPING

IMMERSIVE DESIGN

MOTION CAPTURE

LASER MAPPING

LIGHT INSTALLATIONS



# MEZIGUE - LIVE TOUR 2024

I created videos for Mezigue's live tour 2024. I designed visuals based on his drawings and his artistic universe. I was also able to experiment with visuals creation using artificial intelligence.

We adapted the video set-up for the 360° Gaité Lyrique show in Paris.



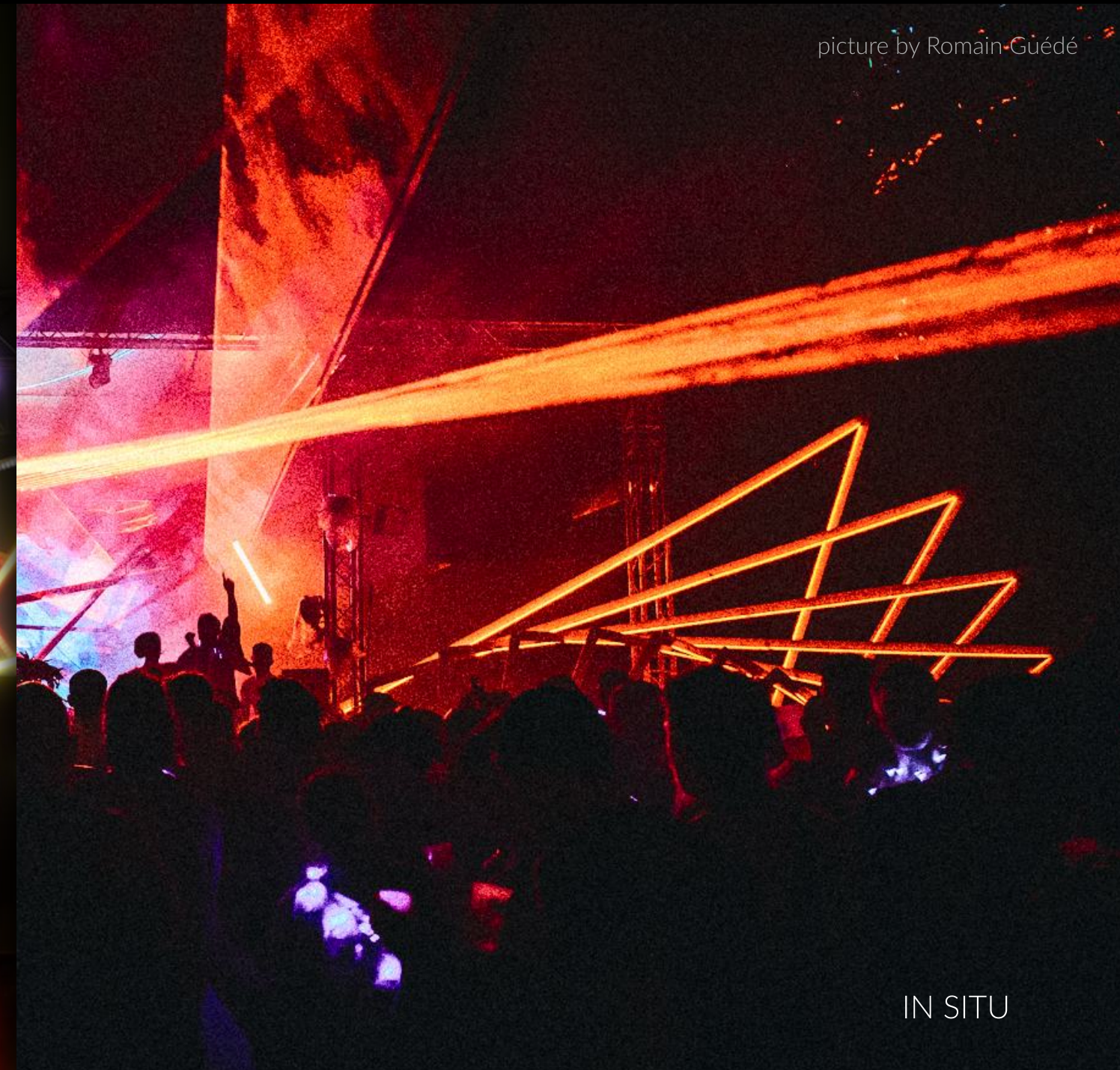
# REAL-TIME STAGE PREVIEW

We created a tailor-made visual performance for the ATOM Festival 2023.

We designed an 3D interactive prototype of the lighting plan. We worked on the DMX patch to guarantee high-fidelity rendering during the event. The aim is to be able to plan the lighting beforehand and test the lighting implementation in a realistic way.



INTERACTIVE PROTOTYPE



IN SITU



## METAHUMAN VJ WORKSHOP

I experimented alongside OYE Label with latest innovations in real-time motion capture. We recorded movements to animate 3D avatars using Perception Neuron technology alongside Unreal Engine. For this workshop I used Metahumans in conjunction with Resolume to control materials and lighting in my 3D scene.



# INTERACTIVE 3D VISUALS

During the Positive Education Festival 2023, we proposed a performance of VJing and video mapping as an interactive installation with light ambiance.

We combine the control of virtual lights and matrixable neons to create interactive video mapping and add depth in our 3D scenes.

3D cameras were piloted with a game-pad.



# ARTIFICIAL RESILIENCE PROGRAM

In order to imagine the ecosystems of tomorrow and to raise awareness of territorial ecology, the video game Artificial Resilience offers an educational experience.

Face with scenarios of collapse, you play as an AI that must find the techno-ecological combination to shape a resilient and environmentally friendly humanity. From low-tech to green tech, explore ecological imaginaries, experiment a possible future and design your utopia.

Part of the Archipel Immersive experience (2020) - 36degrees  
Creating interactive 3D worlds

Nicolas Mi





## LASER MAPPING

Laser mapping enables us to quickly dress up large spaces and create an immersive experience with light as a sculpture.

During the FataMorgana 2023, we used laser beams to highlight the specific features of the site and create trompe-l'oeil effects animated with music to offer a unique experience to the public.



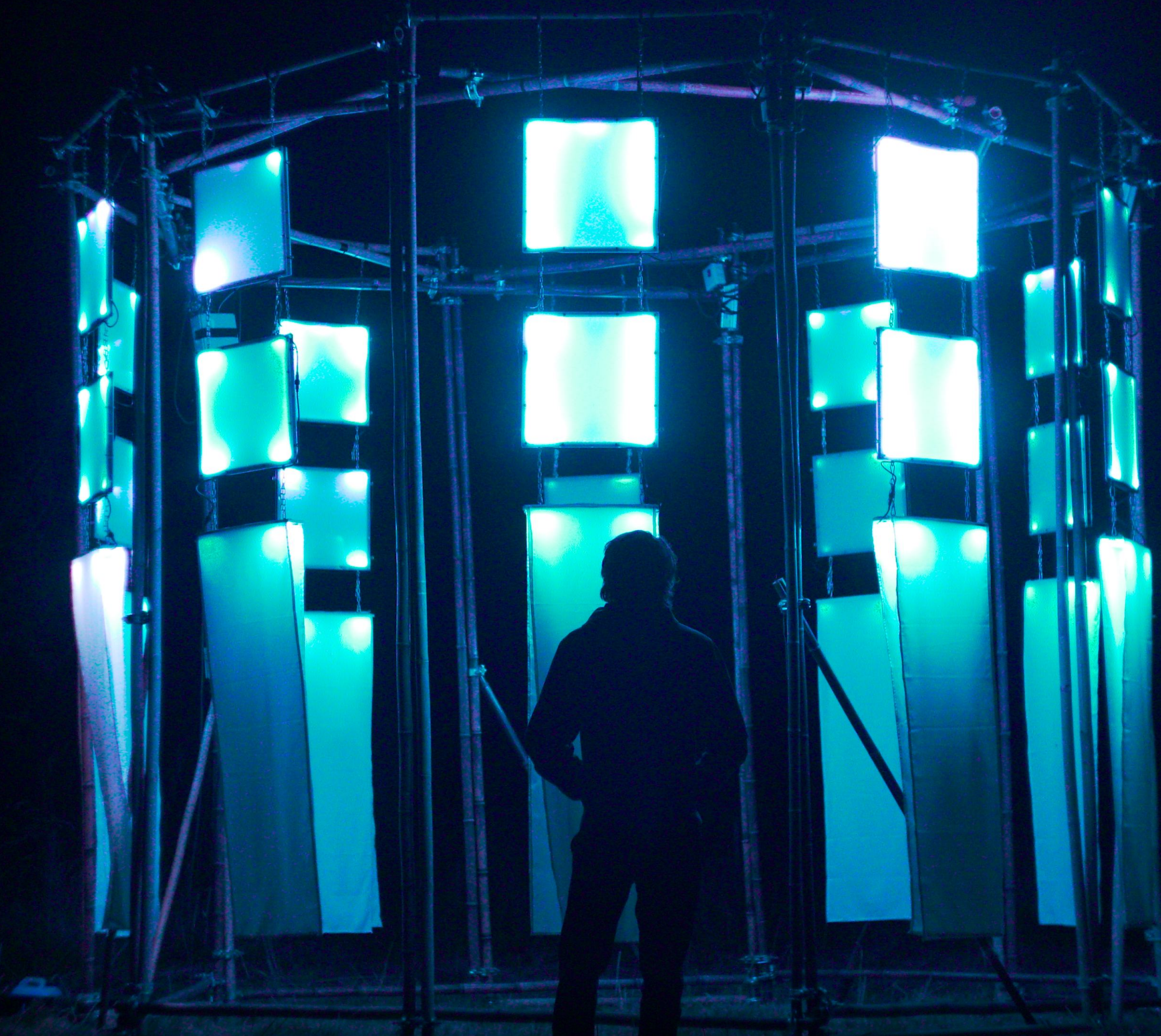


## ARTISTIC LIGHT INSTALLATION

Carrousel is a luminous sculpture, a landmark piercing the night with its beams like a lighthouse scanning the horizon. It stages abstract luminous forms whose diffuse contours with constantly changing gradations of color.

Made from bamboo, this light, circular structure is designed to create a harmonious visible from all angles. Light modules are placed on a regular basis, suspended in a regular pattern. Most of these crafted modules are composed of LEDs covered with a diffusing plate, subtly mixing the lights colors. The other modules are made up of strips of fabric illuminated by LEDs. A light play of shadows and relief unfolds on these fabrics when animated by the wind.

It was exhibited at Nowhere 2022 festival in Spain, then at the 2022 Visualia festival in Croatia.





Nicolas Mimault 2023

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Virtual stage design workshop  
Residency OYE Label, le Sample Bagnolet 2023

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Artistic research residency 2024  
Residency OYE Label, le Sample Bagnolet 2023

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