

BEHAVIORAL OBJECTS

MODULE RECHERCHE ET CRÉATION

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FILIPPE PAIS

OLIVAIN PORRY

DIDIER BOUCHON

30.09 — 13.12

— *WHO ARE WE ?*

— *SCHEDULE / STRUCTURE*

— *THE BEHAVIOUR OF THINGS*



THE BEHAVIOUR OF THINGS

- **art & design (Samuel Bianchini, Emanuele Quinz, Filipe Pais, Olivain Porry, Raphaelle Kerbrat, Selma Lepart, etc)**
- **anthropology (Joffrey Becker)**
- **engineering (Didier Bouchon, Cécile Bucher, Alexandre Dechosal)**
- **robotics (Jean-Paul Laumond)**
- **cognitive science (Florent Levillain)**

CAN OBJECTS BEHAVE?







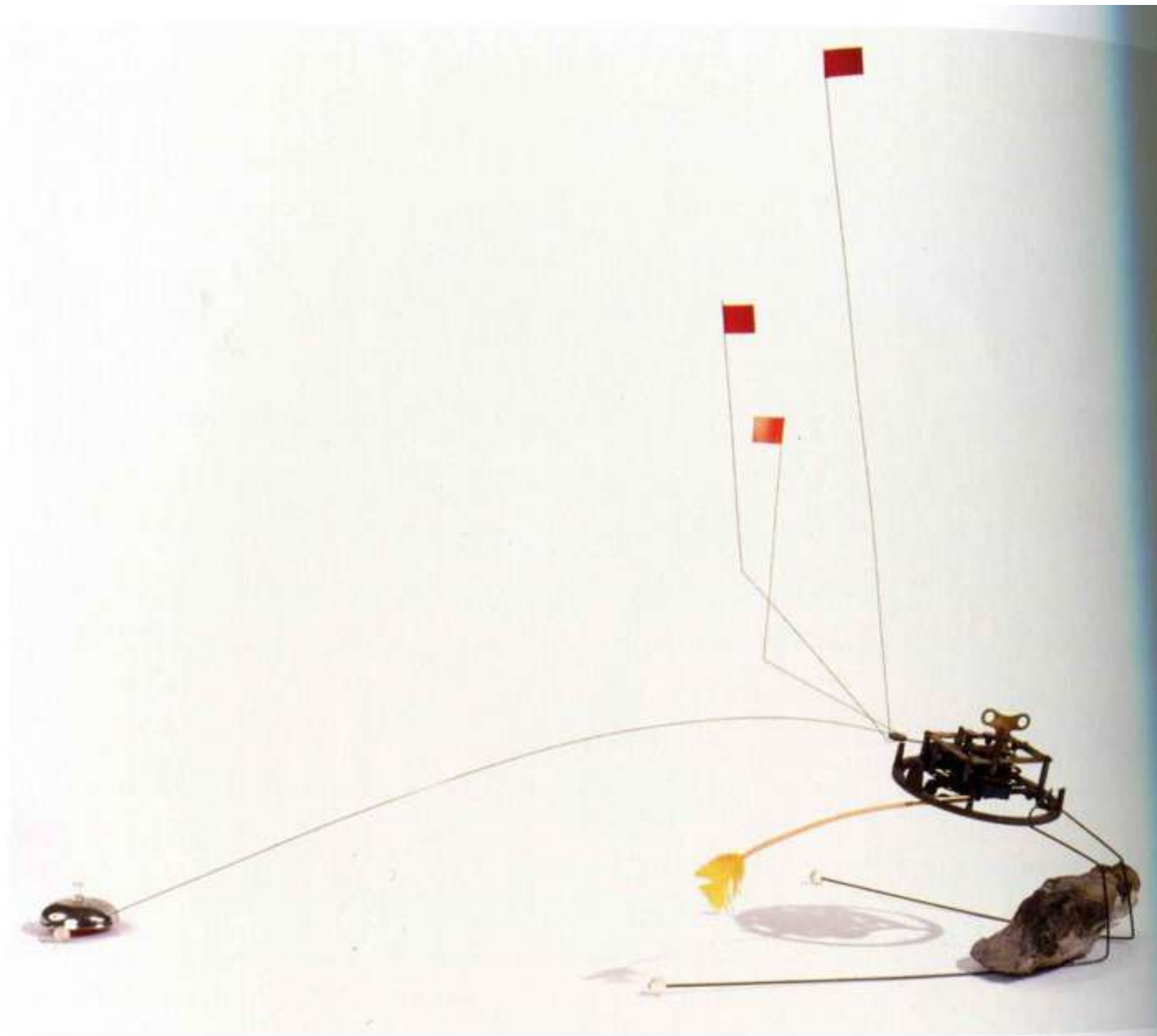


**CAN OBJECTS SUGGEST BEHAVIOUR
THROUGH MOUVEMENT?**

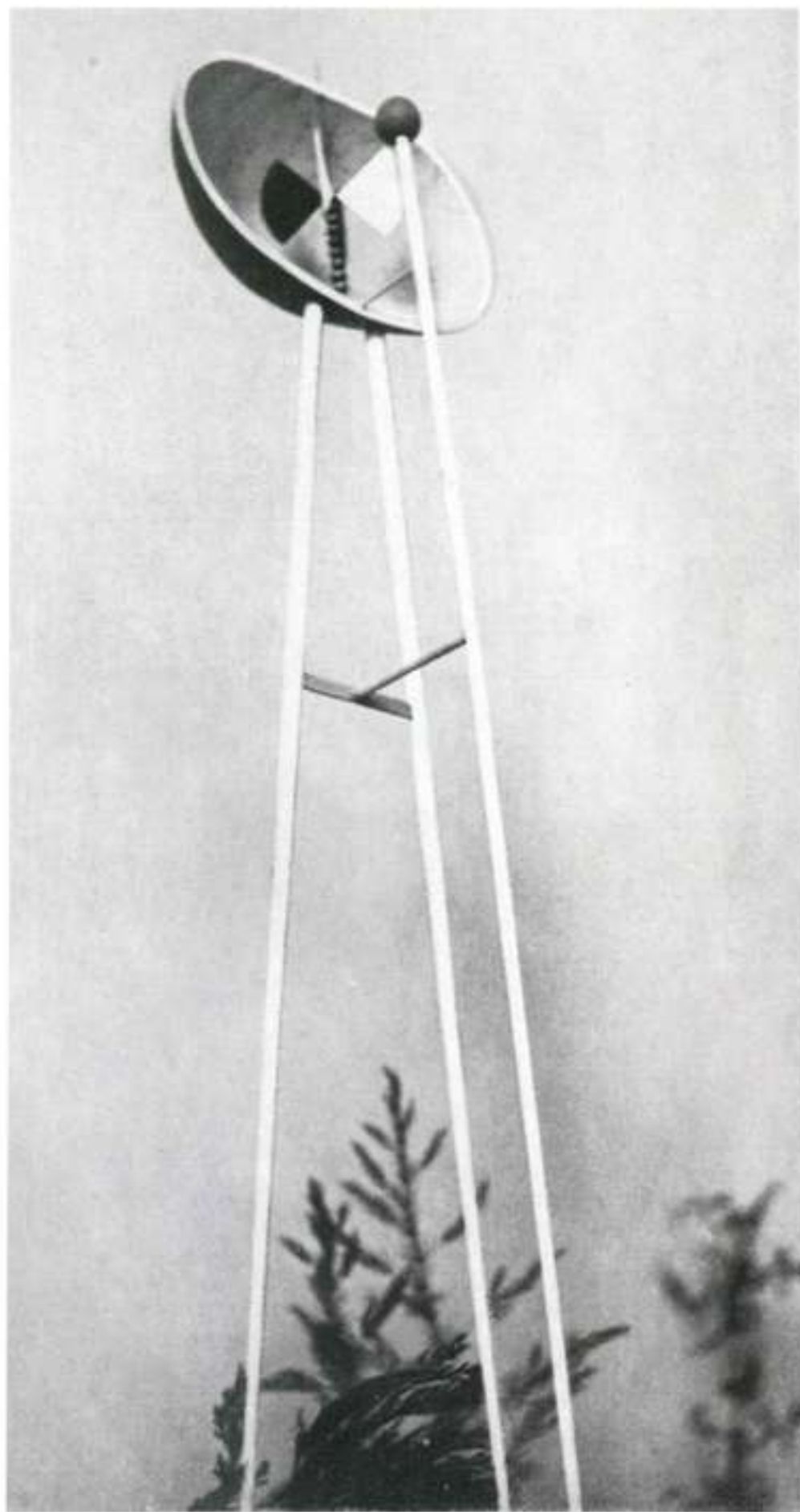
BRUNO MUNARI, USELESS MACHINES, 1940–1953



41. *Useless Machine (Arrhythmic Carousel)*, 1940-1953



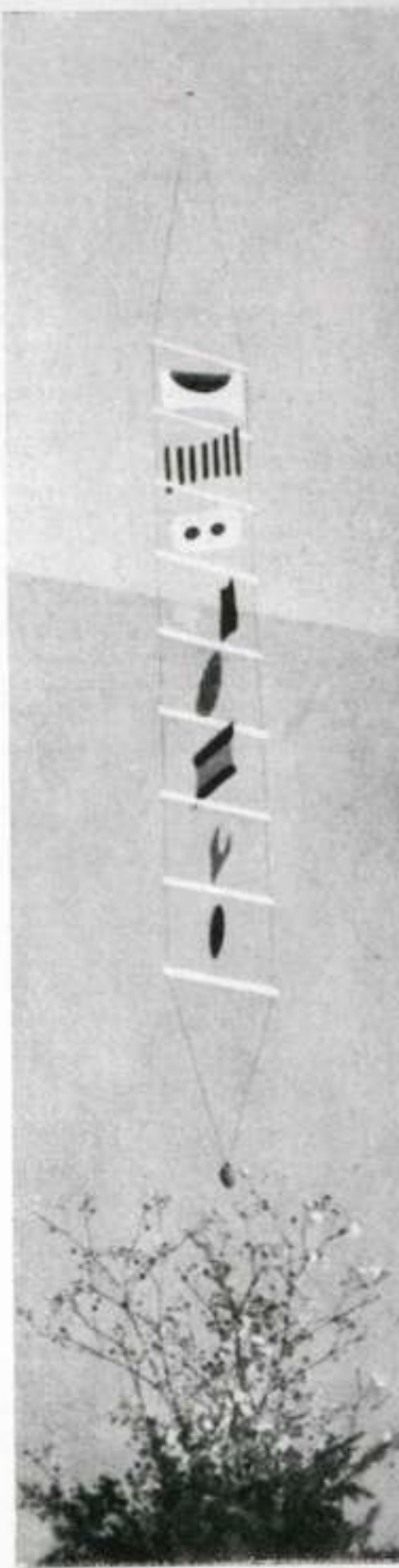
40. *Arrhythmia (Red Flags)*, 1951

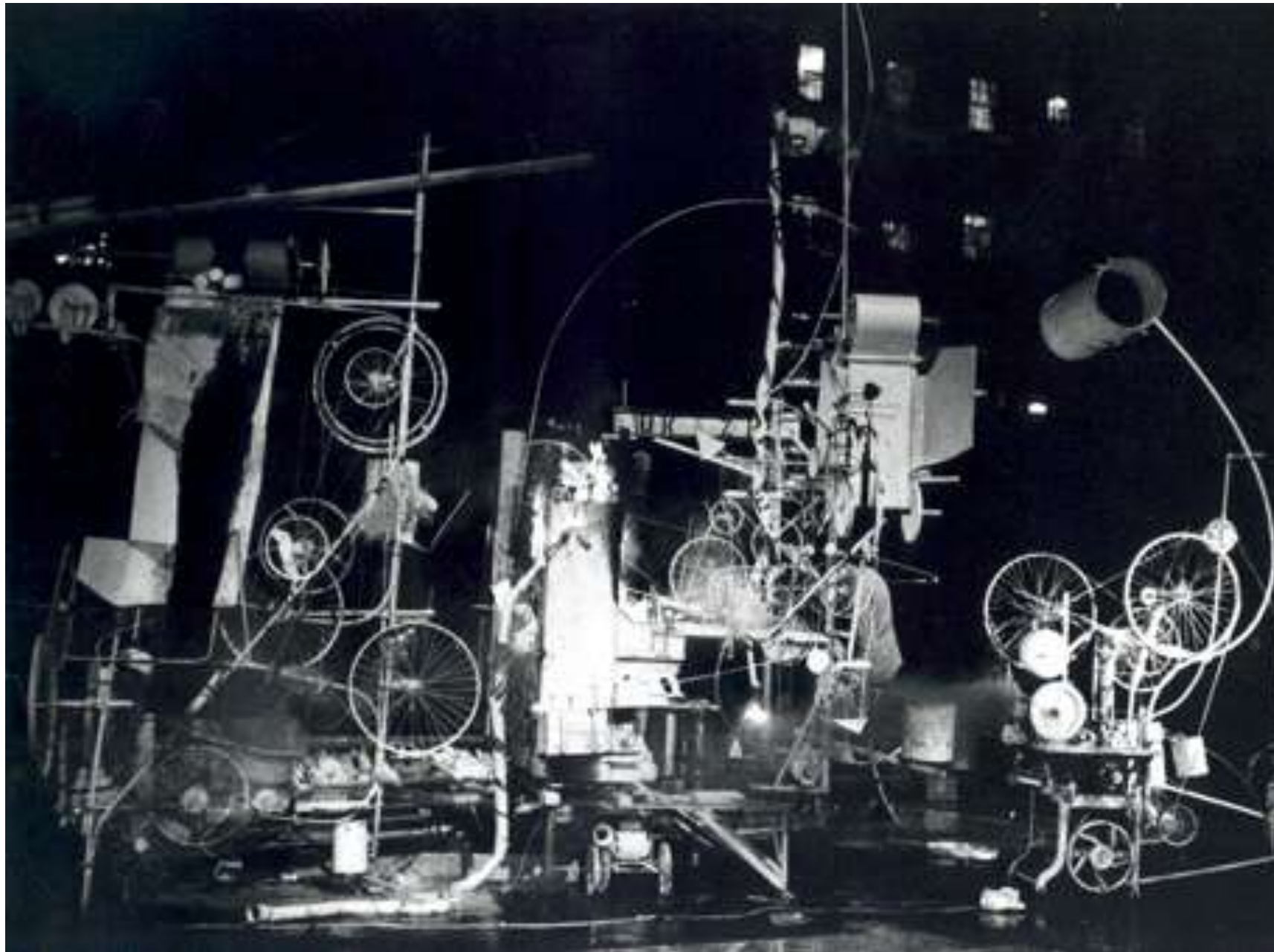


CHE COSA

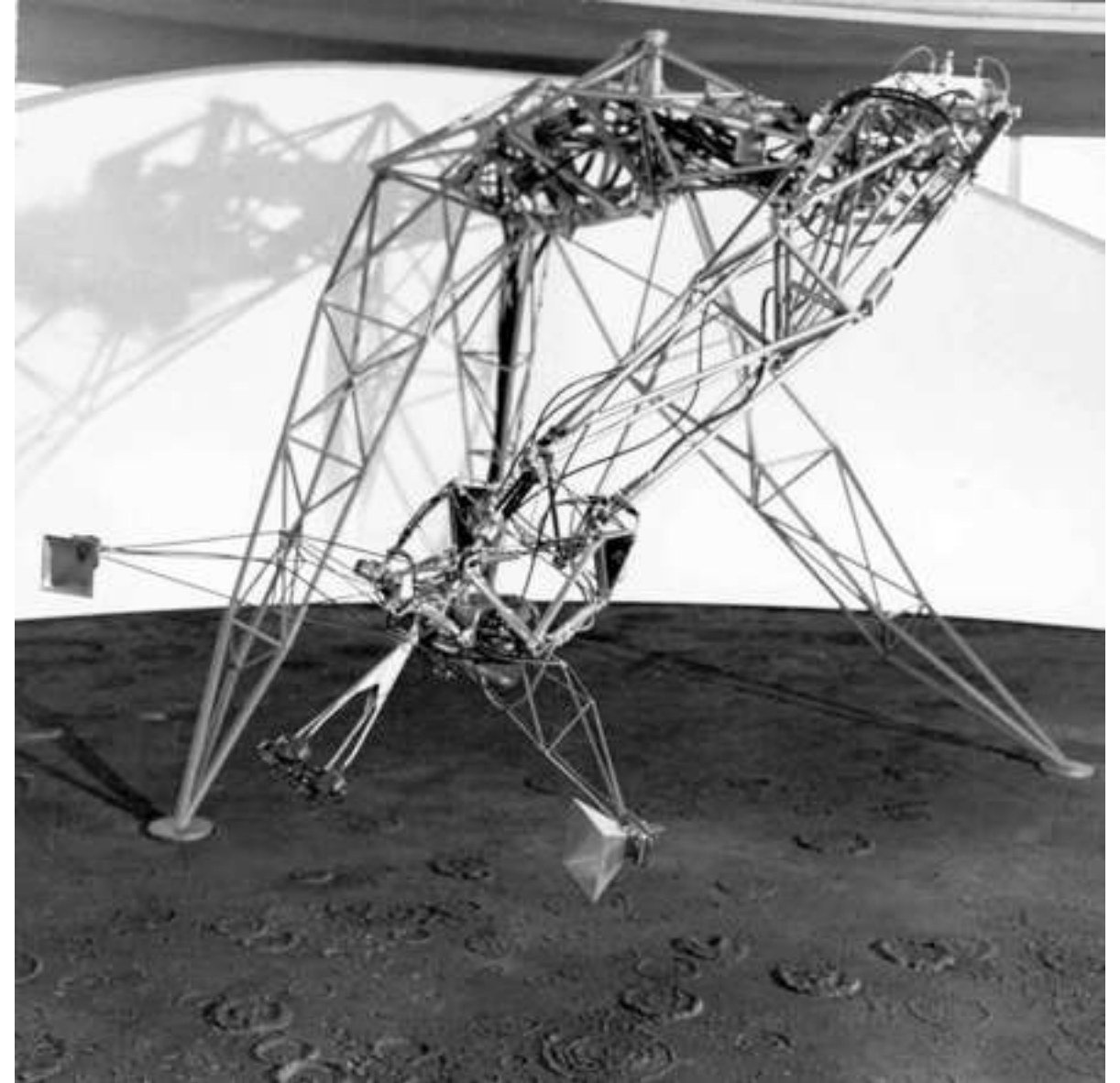
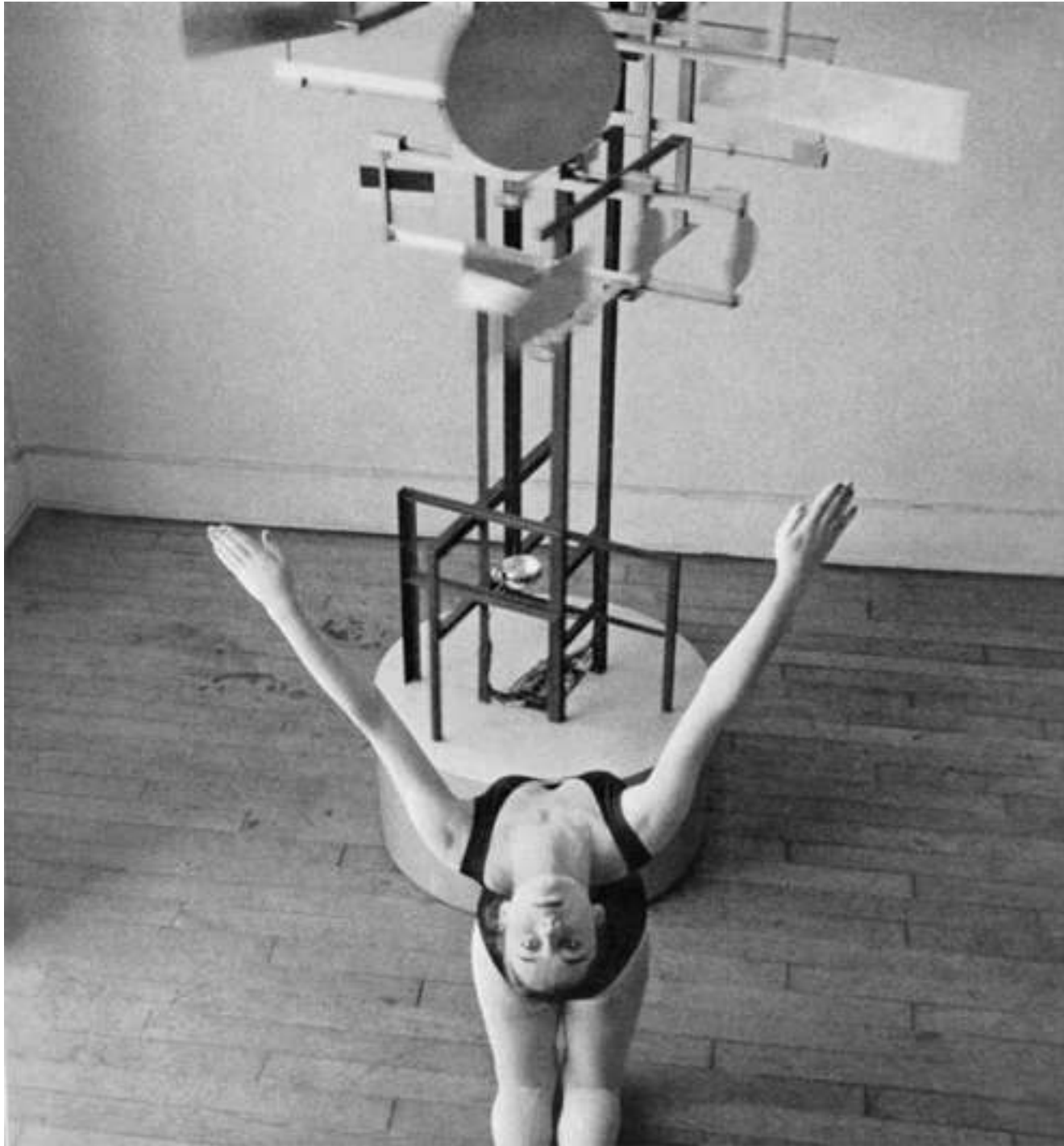
*Munari: macchina inutile
da giardino n. 21*

*Munari: macchina inutile da soffitto n. 24 -
a sinistra: una piccola macchina inutile da tavolo n. 11*





JEAN TINGUELY, Hommage to New York, 1960



NICOLAS SCHOEFFER, *CYSP 1*, 1956
EDWARD IHNATOWICZ, *Senster*, 1969



ROBERT BREER, *Floats*, 1970
Installation view: Osaka Pavillion, 1970





ROBERT BREER, *Floats*, CAPC, Bordeaux, 2009

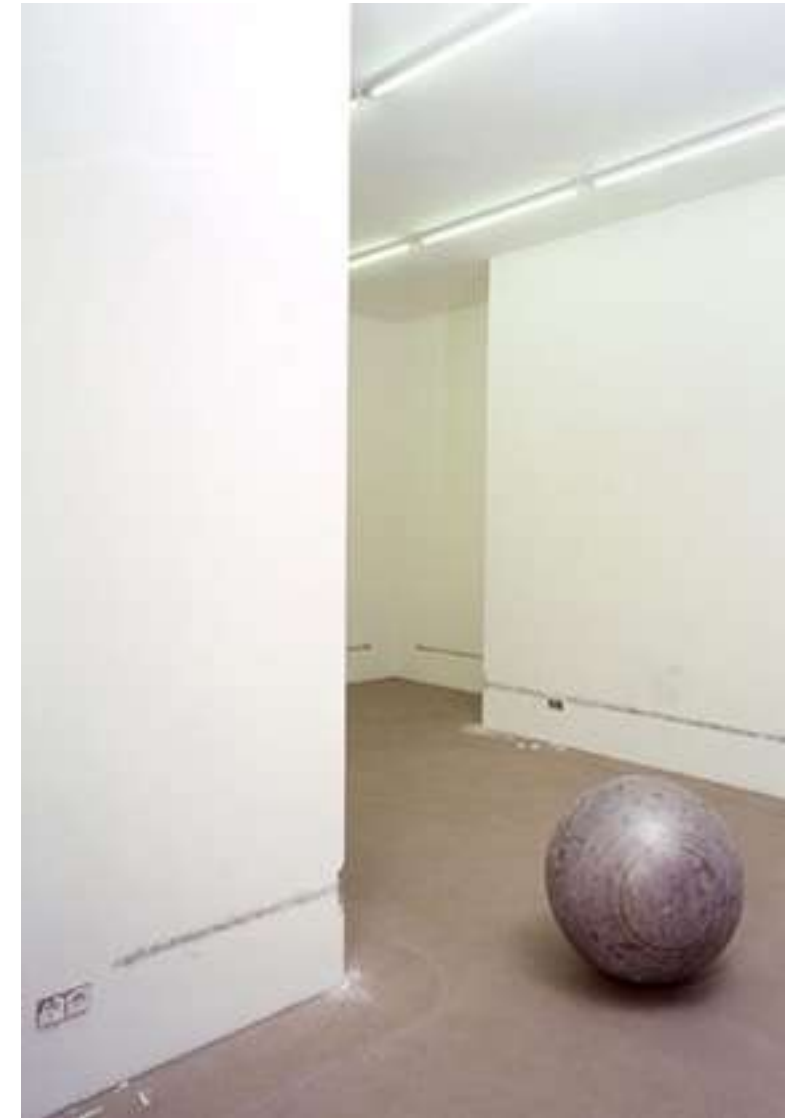


The Useless Machine, Marvin Misnky, 1952



“There is something unspeakably sinister about a machine that does nothing —absolutely nothing — except to switch itself off”

Arthur C. Clarke, 1952



360° Presence, Jeppe Hein, 2002



360° Presence, Jeppe Hein, 2002



(In)Security Camera, Silvia Ruzanka, Ben Chang, Dmitry Strakovsky, 2003



CRISPIN JONES, *TIDY TABLE*, 2005

Three grand pianos slowly make their way through a large exhibition space, sometimes bumping into one another, separating and taking a new direction. These animate objects, which constitute *offroad* (2014), a work by the artist Céleste Boursier-Mougenot, appear to be living beings, each endowed with its own behavior.

They are perfect examples of behavioral objects, whose little-known history dates back to the avant-garde and the emergence of cybernetics. Today, through experimentation merging robotics with the notion of animism, this category of object is increasingly present in art and design.

But what exactly is a behavioral objects? How can it be analyzed, understood, theorized, experienced, and how can we conceive of works that possess the faculty of action and reaction to their environment and public?

Through examining three works by Céleste Boursier-Mougenot, this book launches into answering these questions, thus defining a new field of research and practice.

SternbergPress 



BEHAVIORAL OBJECTS 1

A CASE STUDY: CÉLESTE BOURSIER-MOUGENOT



BEHAVIORAL OBJECTS 1

A CASE STUDY:
CÉLESTE BOURSIER-MOUGENOT

Edited by Samuel Bianchini & Emanuele Quinz

Behavioral Objects. A Case Study: Céleste Boursier Mougenot
S. Bianchini and E. Quinz (Eds.), Sternberg Press, Berlin - New York, 2016



CÉLESTE BOURSIER-MOUGENOT, *off road*, 2014
Perturbations, Les Abattoirs, Toulouse, 2014



CÉLESTE BOURSIER-MOUGENOT, *TransHumus*, 2015
révolution, Pavillon de la France / 56ème Biennale de Venise



CÉLESTE BOURSIER-MOUGENOT, *TransHumus*, 2015
révolution, Pavillon de le France / 56ème Biennale de Venise



CÉLESTE BOURSIER-MOUGENOT, *TransHumus*, 2015
révolution, Pavillon de la France / 56ème Biennale de Venise

By creating a suspension between animate and inanimate, between organic and inorganic, between artificial and living, or between human and non-human, behavioral objects are part of both real life and fiction. They fascinate and at the same time they disturb.

3 counter-examples







BEHAVIORAL OBJECTS

A triple negation:

BEHAVIORAL OBJECTS

A triple negation:

1 - non-anthropo/zoo-morphic shape

BEHAVIORAL OBJECTS

A triple negation:

1- non-anthropo/zoo-morphic shape

2- non-determination by task, by useful goal

BEHAVIORAL OBJECTS

A triple negation:

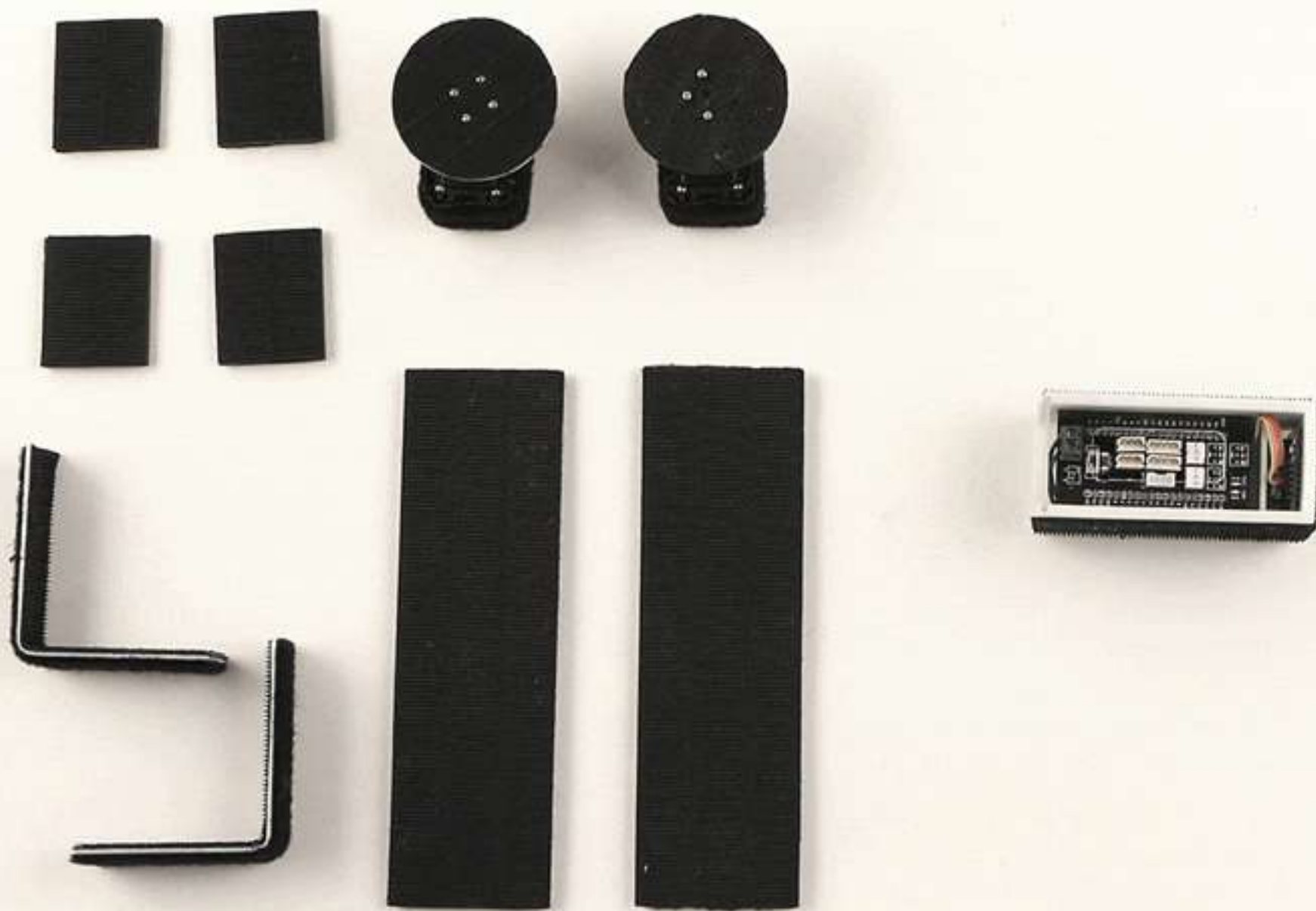
- 1- non-anthropo/zoo-morphic shape**
- 2- non-determination by task, by useful goal**
- 3- non-exogenous power of moving**

BEHAVIORAL OBJECTS

How to make / think them ?

MIS  KIT





LOAD ANIMATION

0.0

0,0

0,0

0,0

0,0

Wheel

Workshops

Workshops

Research

Student

Children

— *Research workshops*

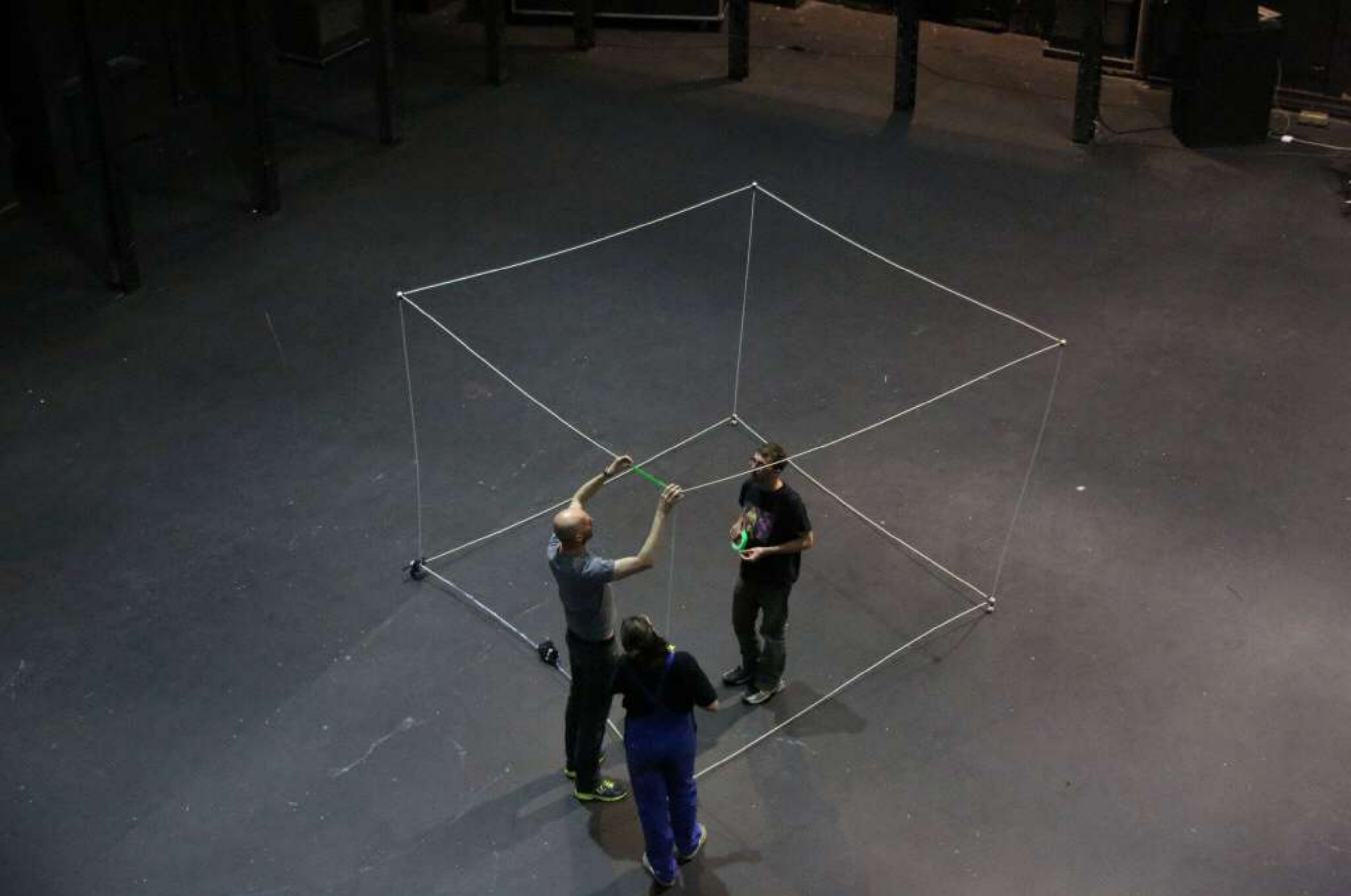


WORKSHOP BEHAVIORAL OBJECTS / BEHAVIORAL MATTER
MAI 2018, ENSAD, PARIS

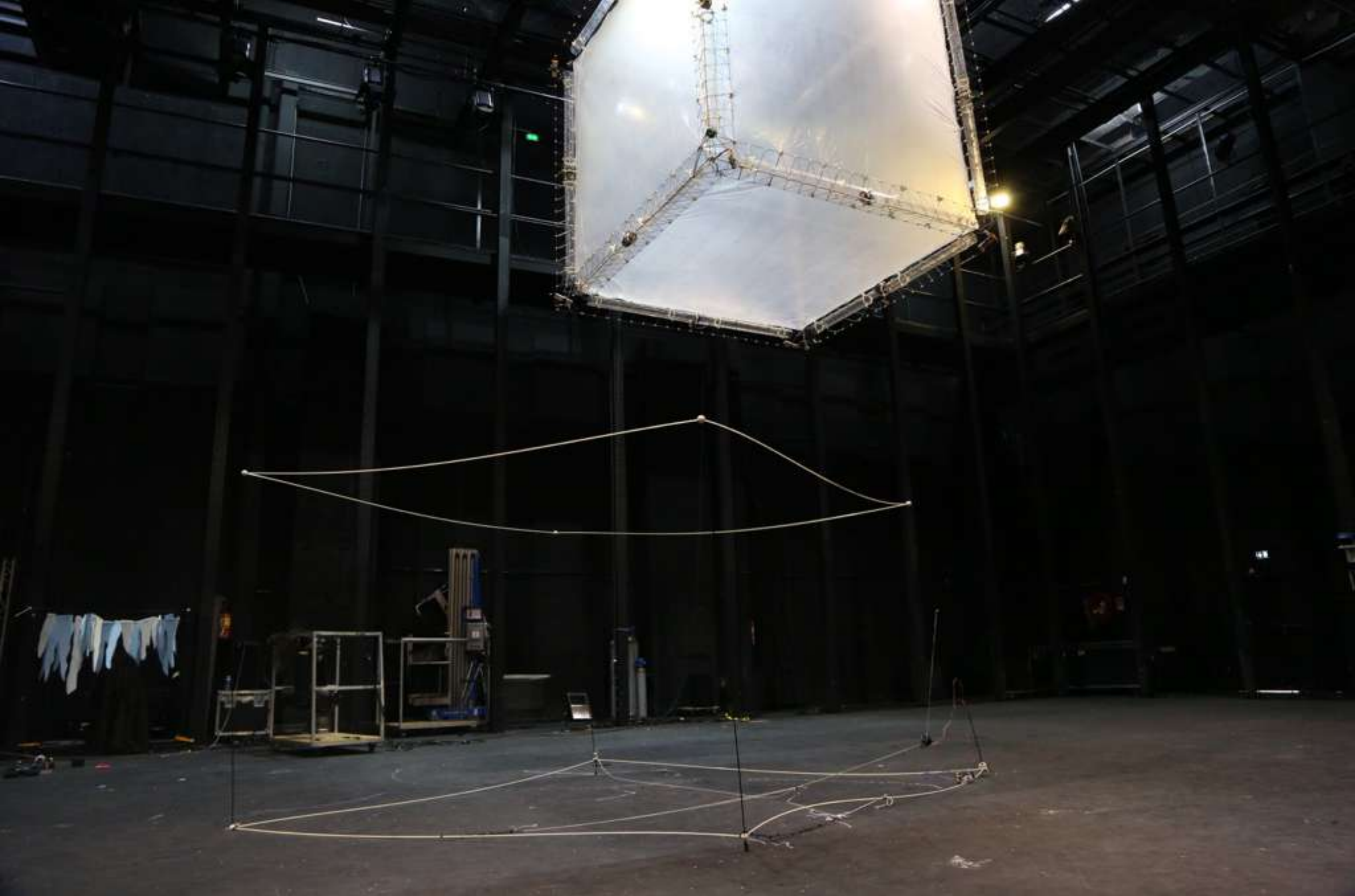








OBJETS À COMPORTEMENTS
Théâtre Nanterre-Amandiers, Nanterre
July 6–12, 2015



OBJETS À COMPORTEMENTS
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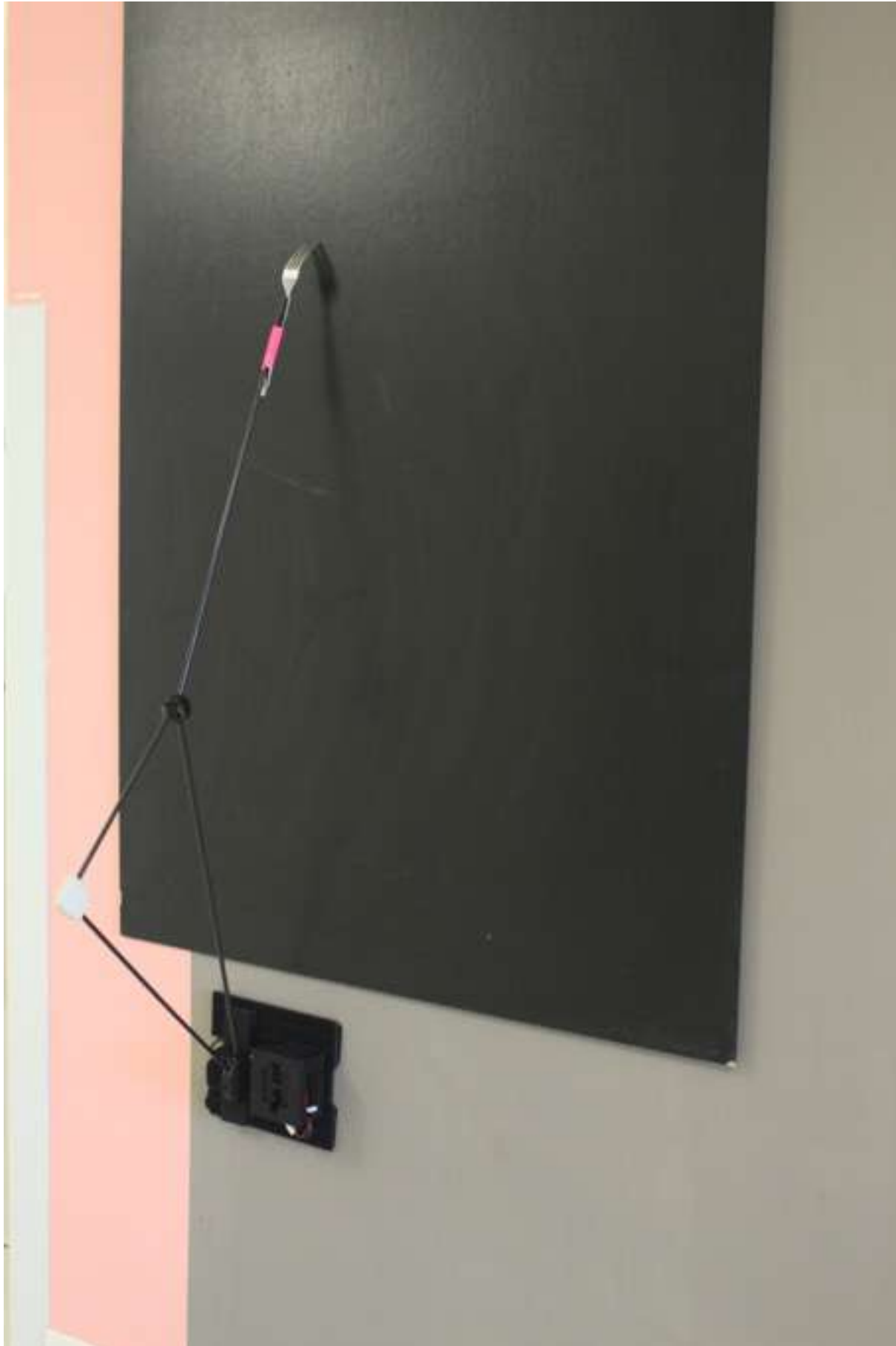
— *Student workshops*



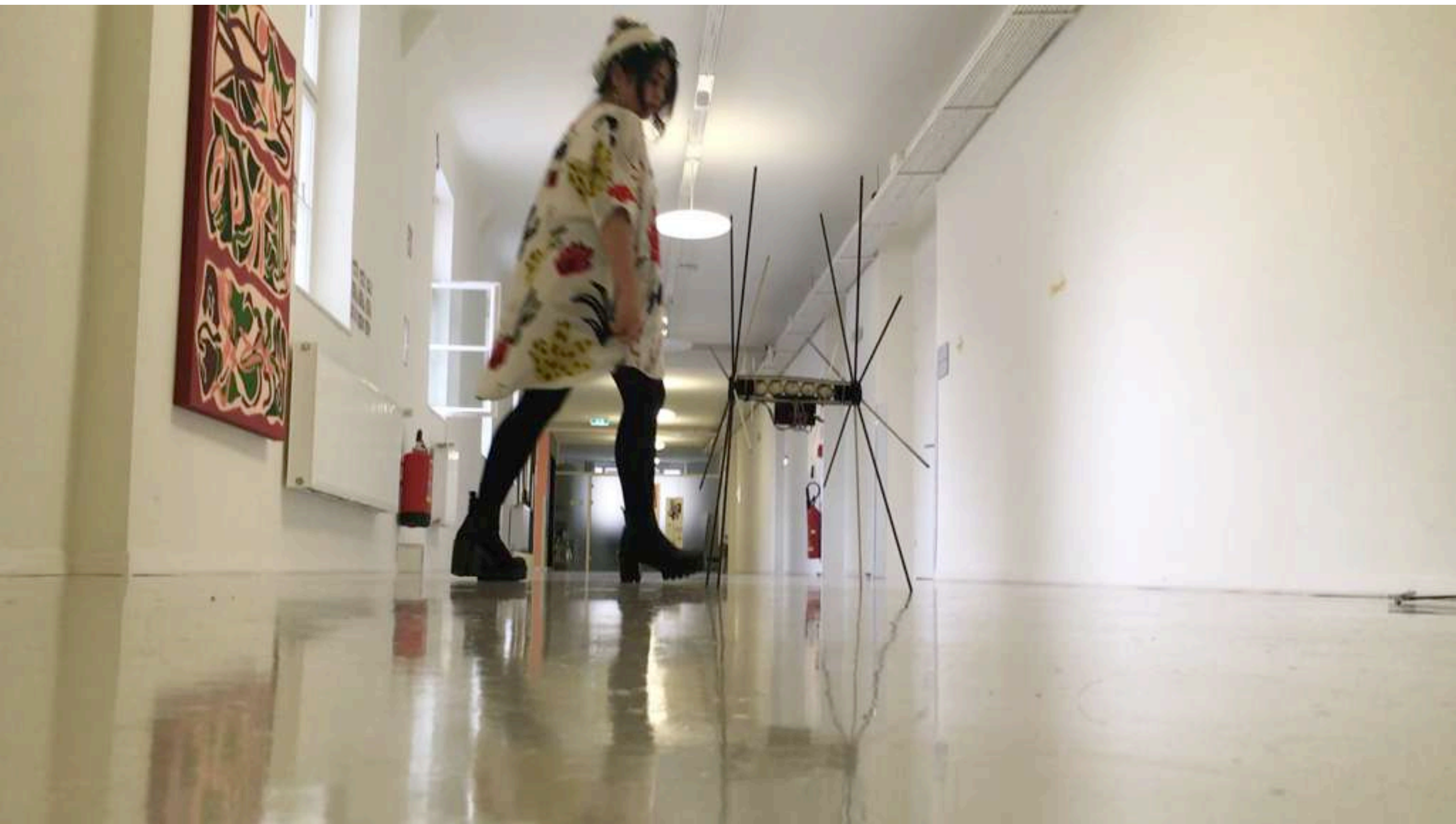
OUT OF CONTROL
Interface Culture Master, Kunstuniversität Linz, Austria
June 2017



SUPER ANNOYING OBJECT #2
OUT OF CONTROL Vol.2 WORKSHOP
Interface Culture Master, Kunstuniversität Linz, Austria
April 2018



OUT OF CONTROL Vol.2
Interface Culture Master, Kunstuniversität Linz, Austria
April 2018



Experimentation session
OUT OF CONTROL Vol.2 WORKSHOP
Interface Culture Master, Kunstuniversität Linz, Austria
April 2018

— *Children workshops*











OBJETS À COMPORTEMENTS
Design Days, Bastille Design Center, Paris, June 4, 2016

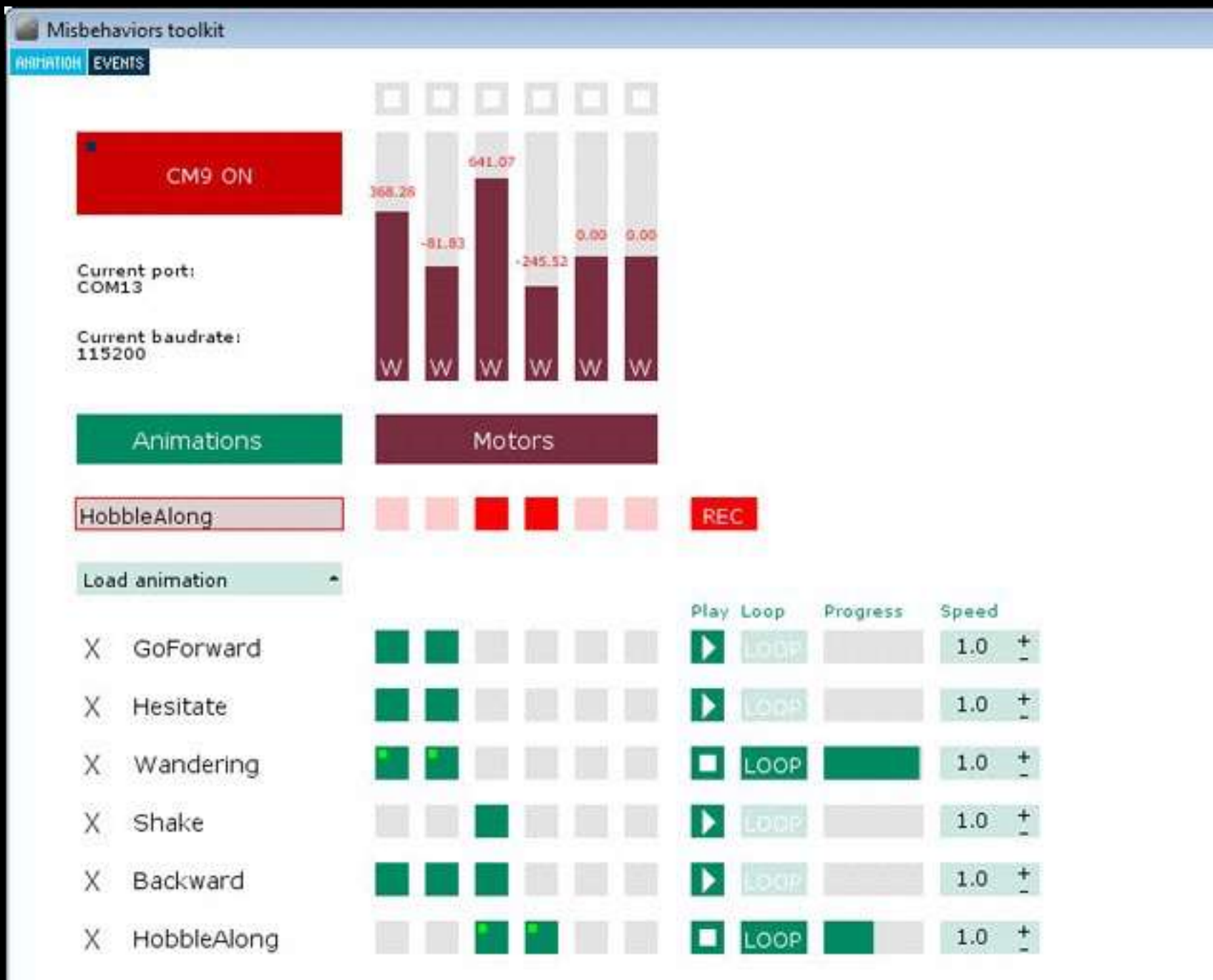


Materials
Modularity
Flexibility
Adaptability
Quick understanding and use of the kit



Inventiveness
Imagination
Fantasy
Expression
Social Play
Understanding of materiality and programming

— *Software*



Select serial port

Connexions

Motors

START RECORDING ● ⚙

Animations



USB :
cu.Bluetooth-Incoming-Port

ON

MIDI :

OFF

OSC : disabled

disabled

OFF

WebSocket :

disabled

OFF

3

OFF REC

Joint 40.0

7

OFF REC

Wheel -526.1

1

OFF REC

Joint 88.0

0

OFF REC

Wheel 0.0

0

OFF REC

Wheel 0.0

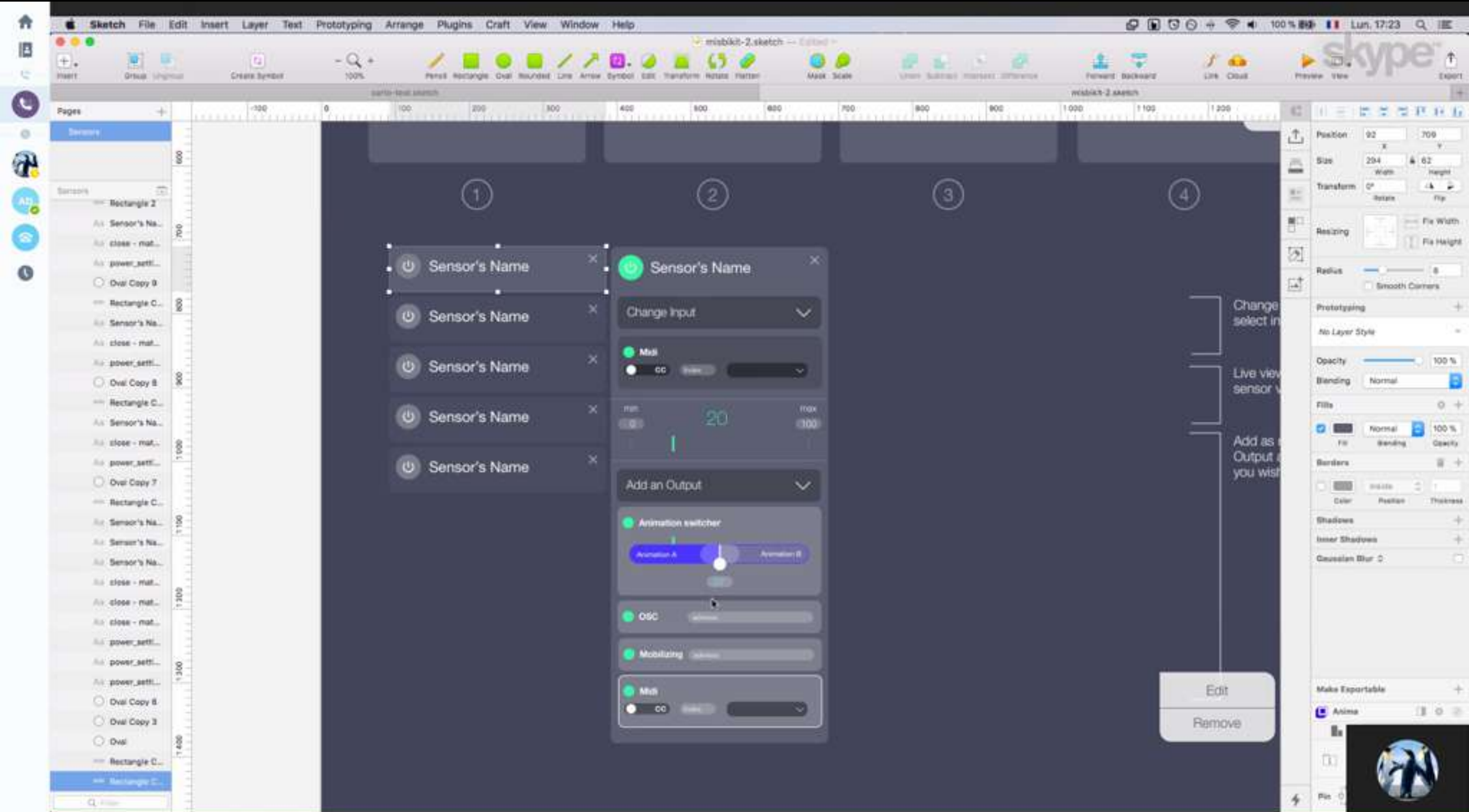
0

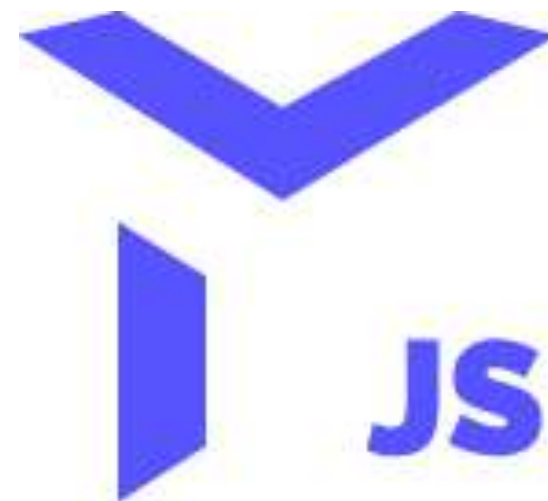
OFF REC

Wheel 0.0

Nom de l'animation

? - - - - - ▶ ■ ↺





CM9

MIDI

OSC

M.js

ConnexionB

Motors

STOP ALL

START RECORDING

1

30

40

45

0

0

REC

REC

REC

REC

REC

REC

Joint

Joint

Joint

Joint

Joint

Joint

0,0

0,0

0,0

0,0

0,0

0,0

0,0

Animations

STOP ALL

Sensors

STOP ALL

LOAD ANIMATION

2018-04-20-19h37-50

?

J

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2018-04-20-18h54-32

?

J

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2018-04-19-18h26-39

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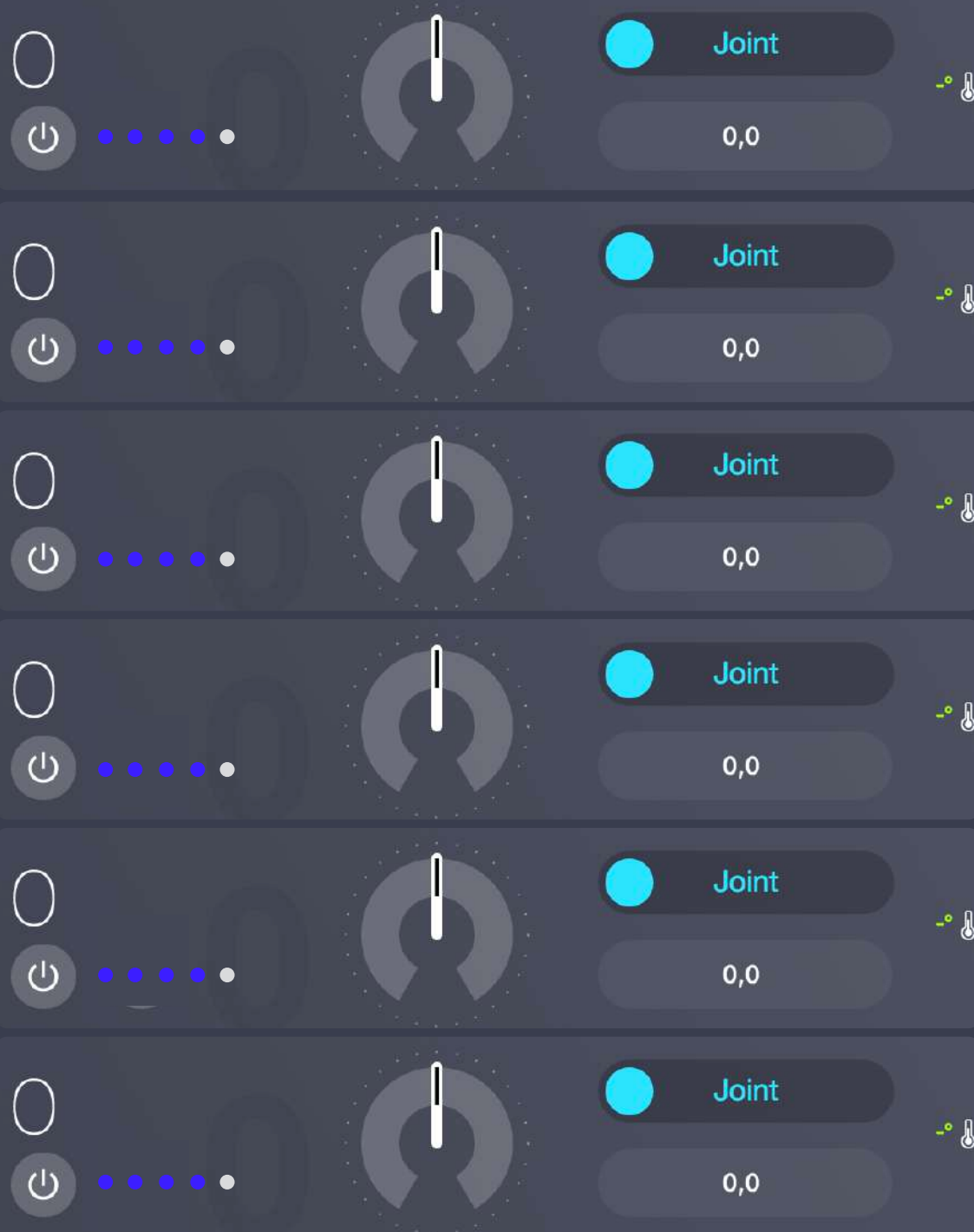
■

↺

ROBIUS

NEW

LOAD



Select your Input

Midi

Slow



Select your

Smoother

☐ off

Value : 56

min

AUTO DETECT

max

Select output

- Animation switcher

Animation A

Animation B

adresse

Edit

Remove

CM9

MIDI

OSC

M.js

ROBIUS

Motors

Advanced mode

Animation

Sensors

Script

LOAD MOTOR

NEW

SAVE

LOAD

Joint

0,0

Joint

0,0

Joint

0,0

Joint

0,0

Joint

0,0

Joint

0,0

Joint

0,0

CM9 to OCS

Midi to animation Switcher

CM9 to OCS

Midi to animation Switcher

CM9 to OCS

Midi to animation Switcher

Parameters

Select your Input

Midi

CC

Index

Select your

Smoother

off

Value : 56

min

0

AUTO DETECT

35

max

100

Select output

Animation switcher

Animation A

Animation B

35

OSC

adresse

Edit

Remove

CM9

Motors

Advanced mode

Animation

Sensors

Script

MIDI

OSC

M.js

ROBUI5

LOAD MOTOR





























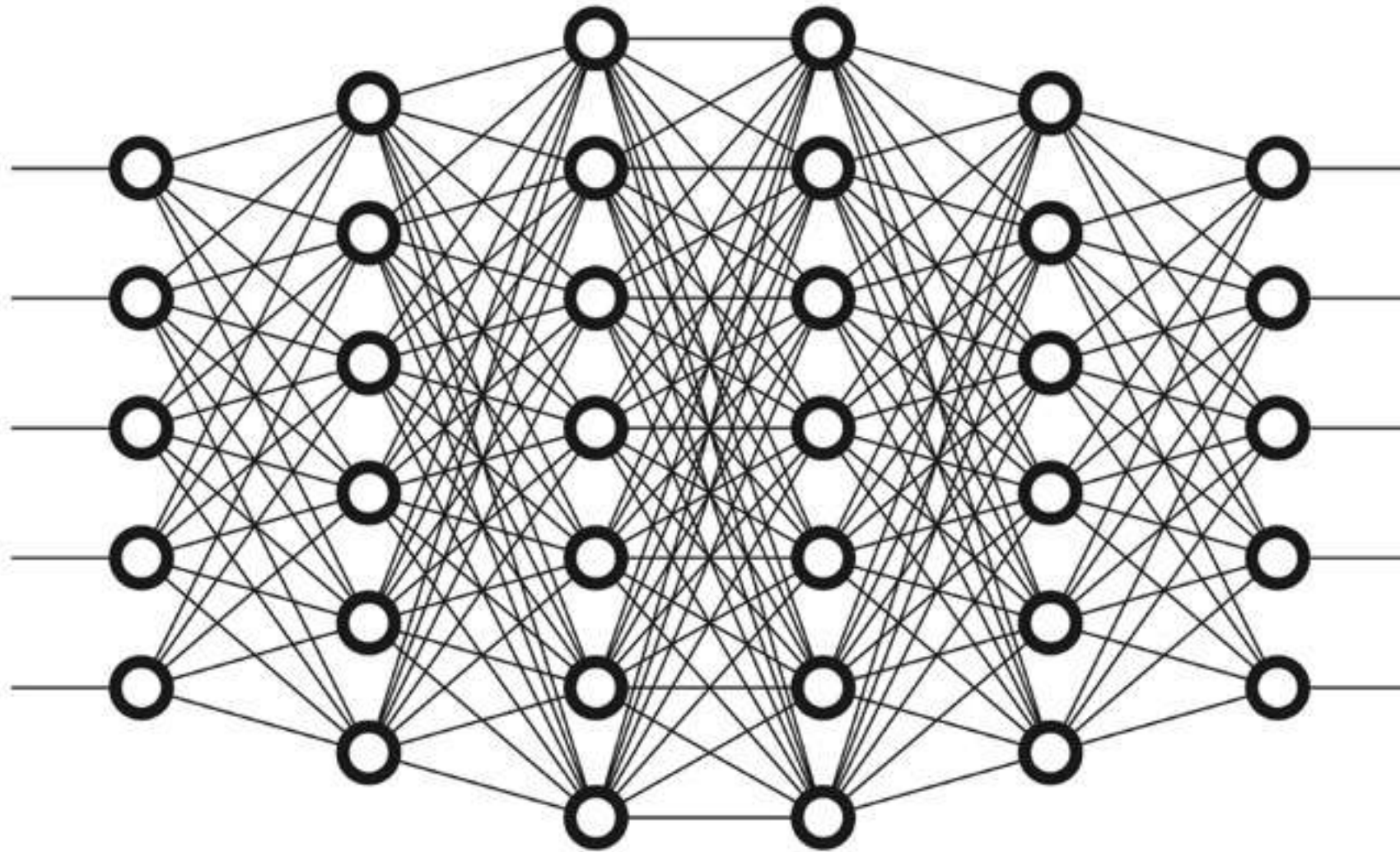
RUN

STOP

SAVE

LOAD

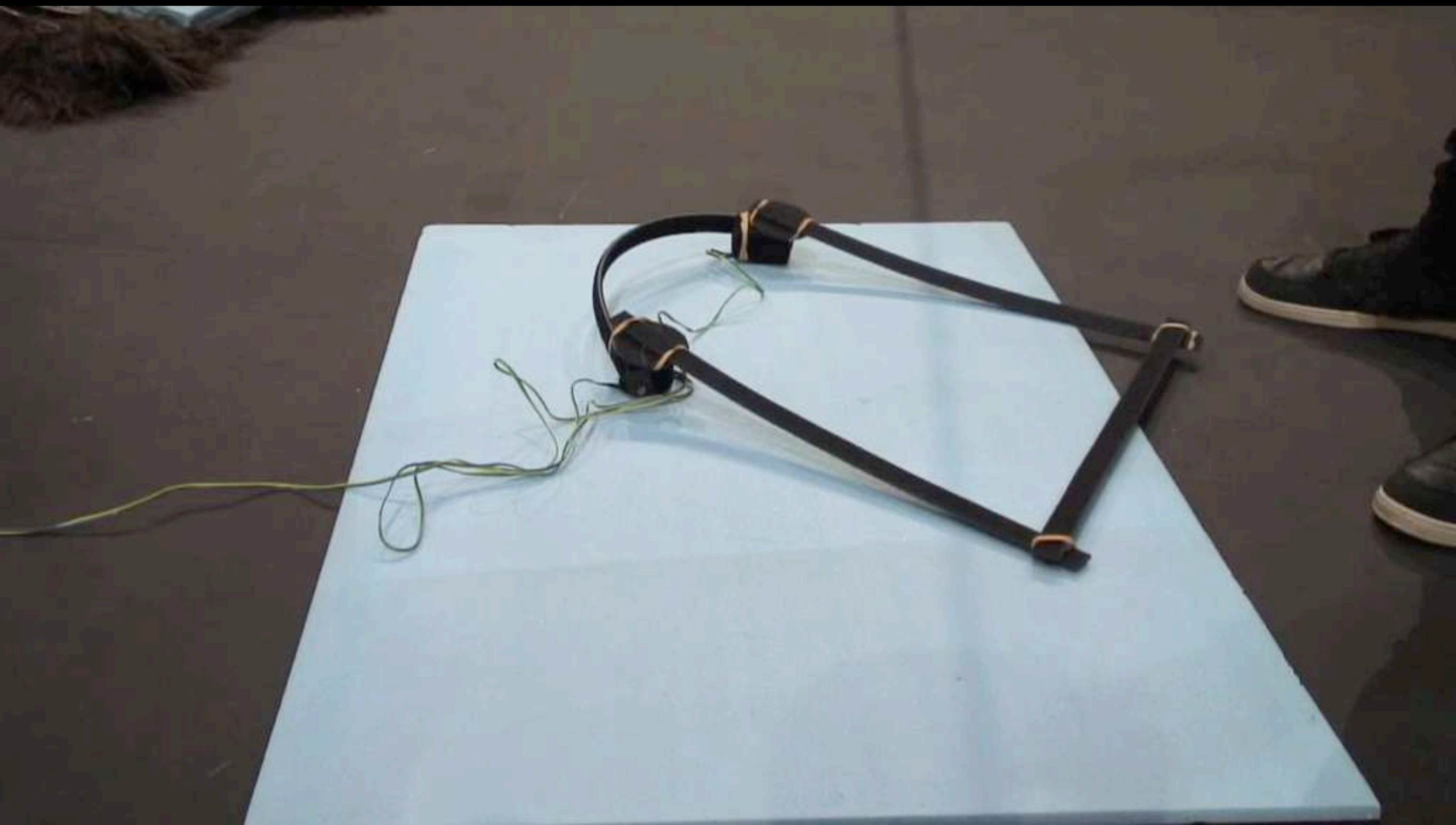
```
22  });
23  };
24  */
25  $( "#opener" ).click(function() {
26    $( "#dialog" ).dialog( "open" );
27  });
28
29  var toggleAdvanced = false;
30  // Sortable Elements
31  $( "#sortable-anim" ).sortable();
32  $( "#sortable-anim" ).disableSelection();
33  //$( "#sortable-sens" ).sortable();
34  $( "#sortable-sens" ).sortable({
35    stop: function( event, ui ) {
36      console.log("sortable-sens stop");
37    }
38  });
39  $( "#sortable-sens" ).disableSelection();
40  //$( "#sortable-sens-output" ).sortable();
41  $( "#sortable-sens-output" ).sortable({
42    start: function(event, ui){
43      console.log("sortable-sens-output::start!!!");
44    },
45    stop: function( event, ui ) {
46      console.log("sortable-sens-output:stop!!!");
47    },
48  });
49  //$( "#sortable-sens-output" ).disableSelection();
50
51  //cf MisGUI  $("button.start-rec").bind("click", UIstartRec);
52
53  $("button.play").bind("click", UIplayAnim);
54  $("button.stop").bind("click", UIstopAnim);
55  $("button.loop").bind("click", UIloopAnim);
56
57  $("button.advanced").bind("click", function(){
58    misGUI.toggleAdvanced(toggleAdvanced);
59
60    if(toggleAdvanced){
61      UIhideAdvanced();
62    }else{
63      UIshowAdvanced();
64    }
65  })
66
67  function UIstartRec(){
68    console.log("UIstartrecording");
69
70    $("button.start-rec").css({
71      'border': '2px solid rgba(255, 24, 98, 1)'
72    });
73
74    $("button.start-rec").html("stop recording")
75
76    $("button.start-rec").css({
77      'animation-duration': '1s'
78    })
79  }
```



MISB LEARNING

COLLABORATION WITH SOFIAN AUDRY

— *Projects*



OBJETS À COMPORTEMENTS
Théâtre Nanterre-Amandiers, Nanterre
October 9–10, 2014

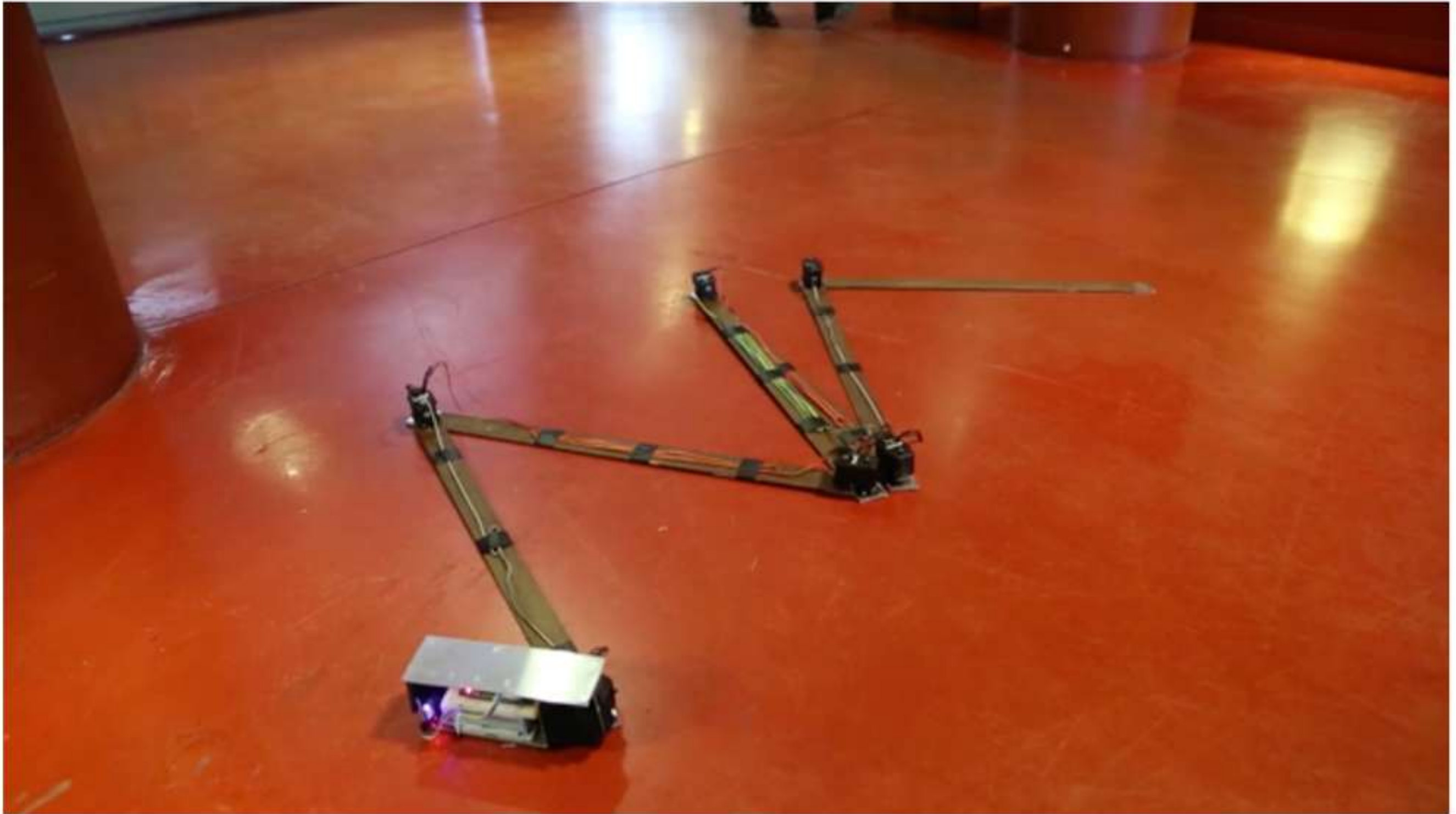


Out of Frame, 2015, Samuel Bianchini and Didier Bouchon
Ars Electronica, Campus Exhibition, Kunstuniversität Linz, septembre 2015



Out of Frame, 2015, Samuel Bianchini and Didier Bouchon
Ars Electronica, Campus Exhibition, Kunstuniversität Linz, septembre 2015





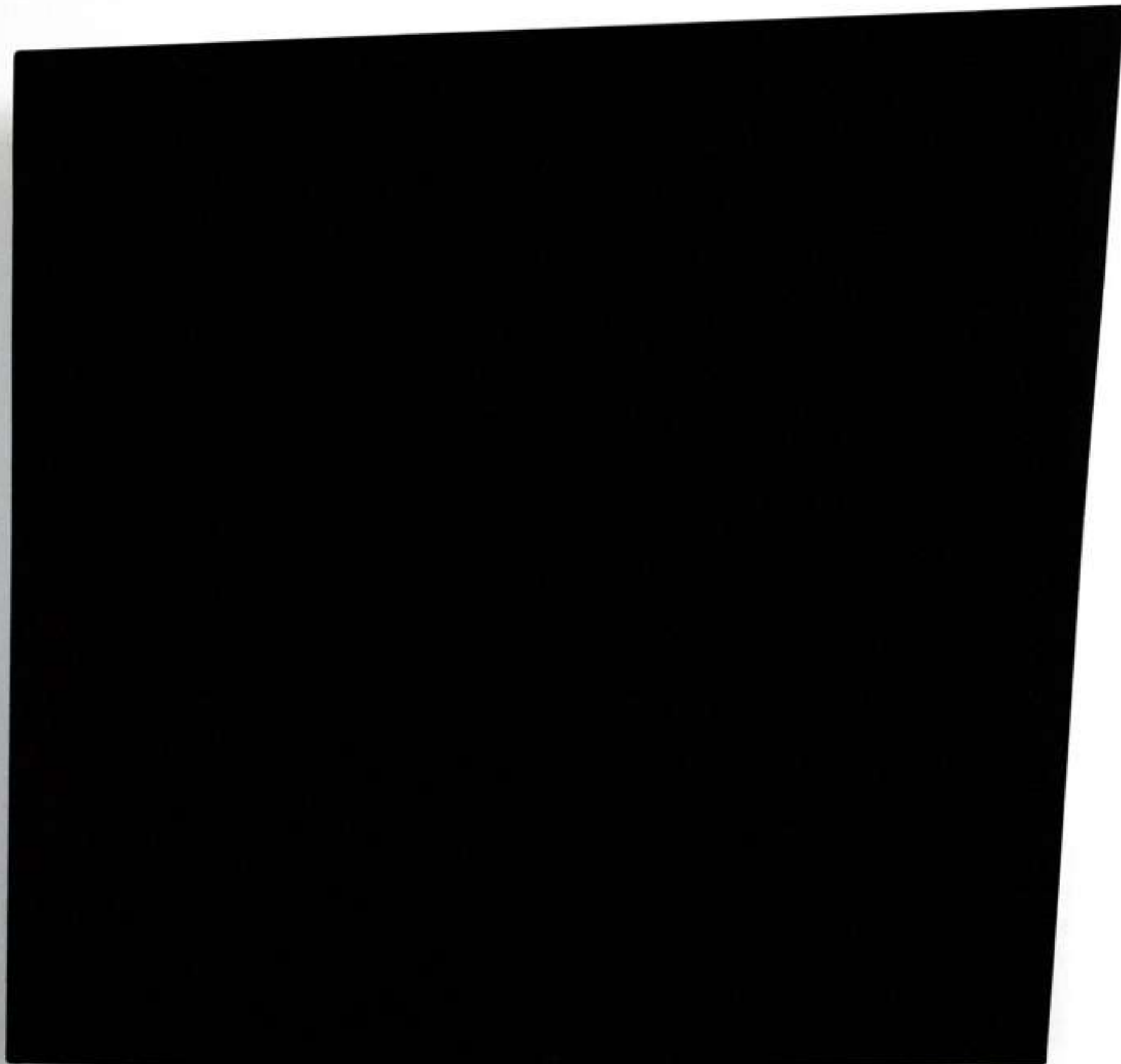
Mètre Métrologue, Benoît Verjat
2014, Ensad



Mètre Métrologue, Benoît Verjat
Ars Electronica, Campus Exhibition, Kunstuniversität Linz, septembre 2015



Bug Antenna
Raphaëlle Kerbrat, 2018



To be not perfect
Cécile Bucher, 2018



Unidentified 001
Aurelie Hoegy, 2018



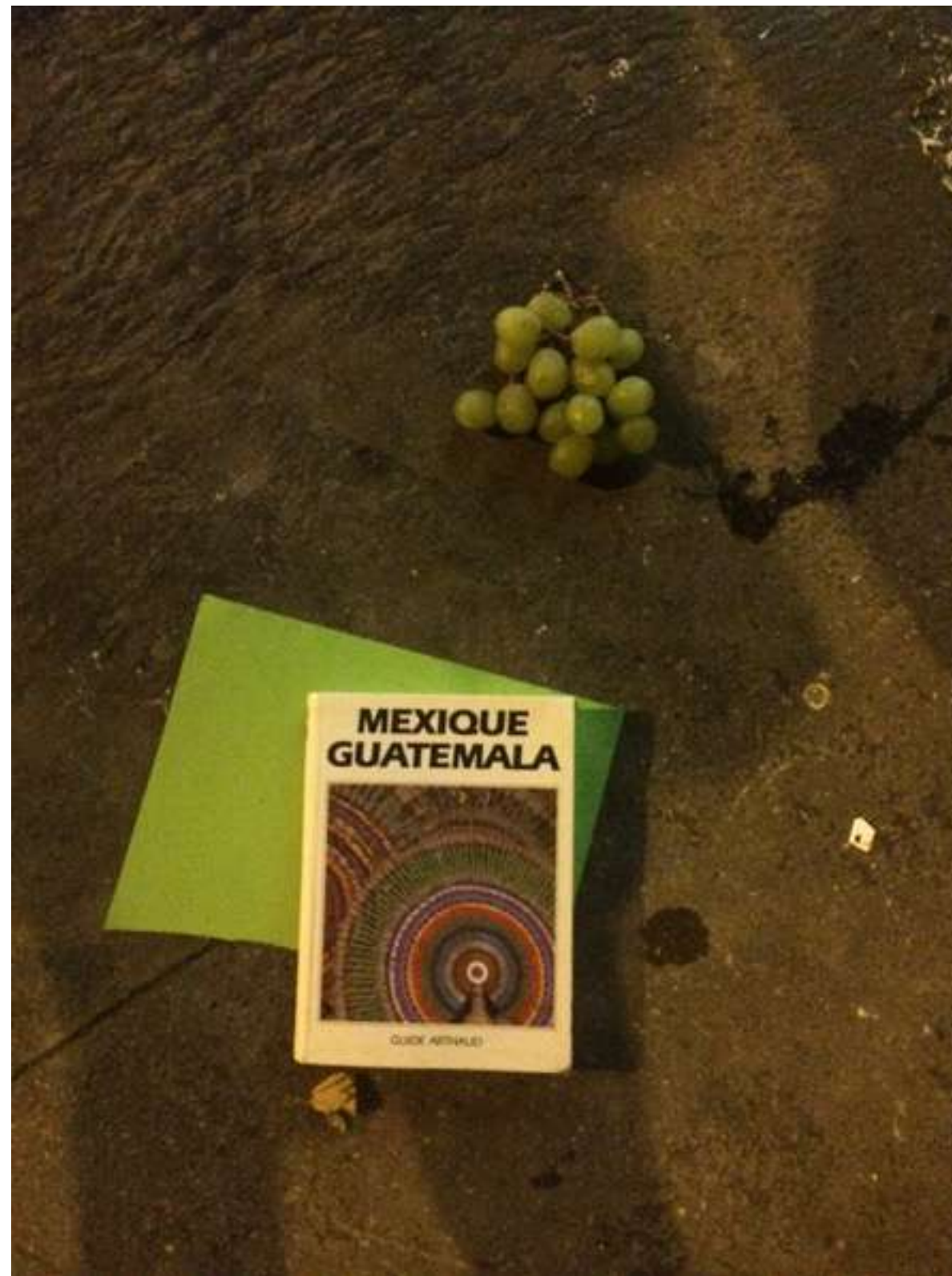
Ma tête est ensanglantée mais insoumise
Selma Lepart, 2018

GOR
GROUPE DES OBJETS RÉVOLUTIONNAIRES
2017 — 2019







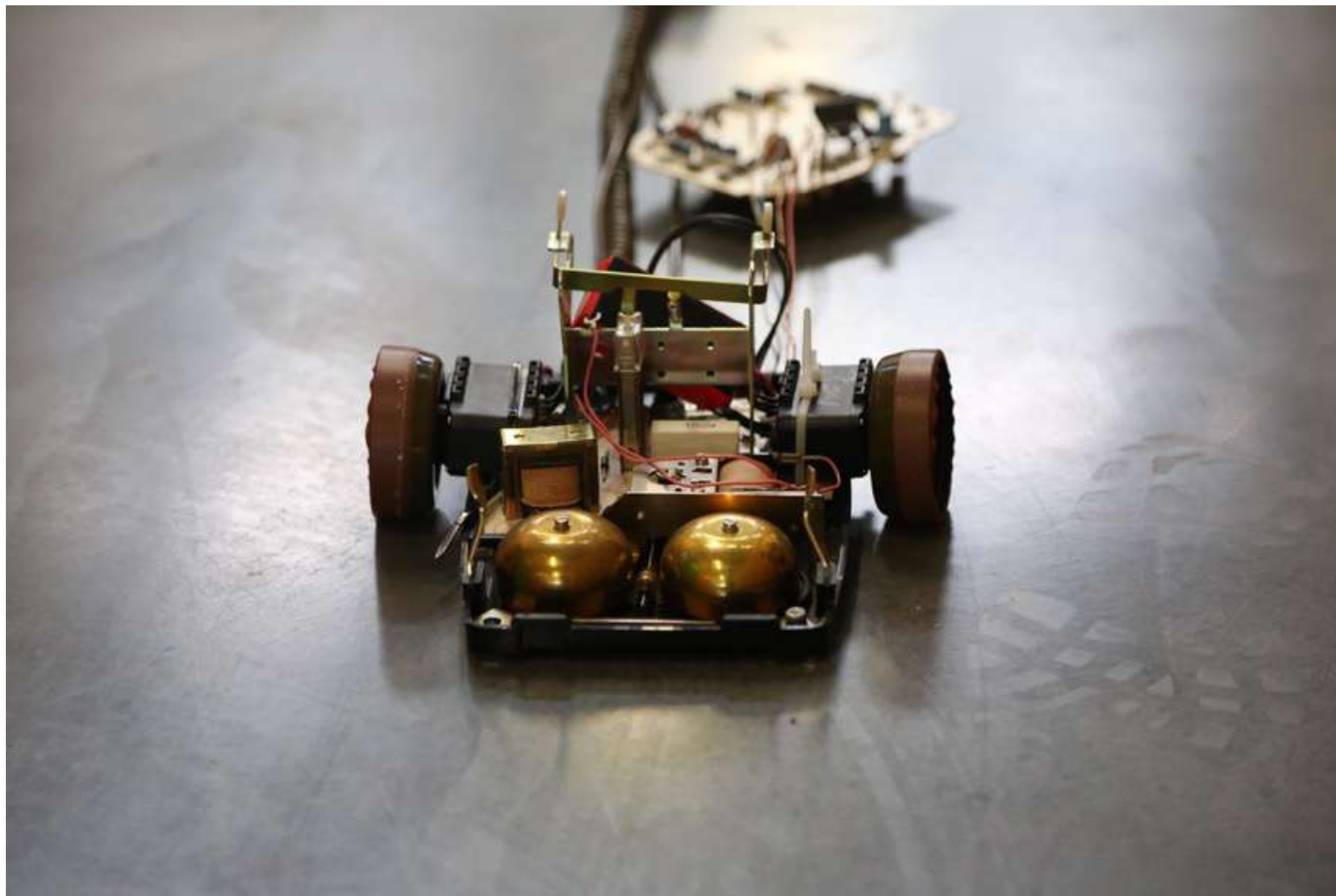






















GOR MANIFESTO

1.

GOR est le groupe des objets révolutionnaires.

Révolutionnaire” ne désigne pas ici la “disruption”, mais plutôt l’action politique radicale. Les objets révolutionnaires bouleversent les principes établis et se battent pour changer les valeurs de notre société.

2.

GOR engage une révolte par la fiction.

Les objets s’agitent, se déplacent, crient, s’exclament. Ils développent des langages pour raconter leur histoire.

3.

GOR organise des manifestations.

Expositions, ateliers, performances et vidéos renversent notre point de vue sur les choses, mettant en lumière nos productions matérielles en excès.

4.

GOR donne la parole aux restes, aux rebuts, aux laissés pour compte du monde non humain.

Les objets méritent d’être écoutés. Ils doivent pouvoir monopoliser l’attention des humains aussi longtemps que nécessaire.

5.

GOR soutient la révolte des objets abandonnés.

Toutes sortes de hacks, implants technologiques et détournements doivent être utilisés afin de donner aux objets abandonnés les armes pour agir et se manifester.

6.

GOR mobilise les objets de la rue afin qu’ils luttent pour leurs droits.

Les objets révolutionnaires possèdent une conscience écologique, se révoltent contre la production de masse, l’obsolescence programmée et la société de consommation. Ils dénoncent l’entassement des objets abandonnés dans nos villes et campagnes, et le gaspillage incessant de matières premières.

7.

GOR exige des productions humaines qu’elles soient respectueuses de l’environnement.

Les objets doivent être conçus en prenant en compte les enjeux écologiques de notre ère. Il faut défendre les éco-algorithmes et les éco-réseaux.

8.

GOR lutte pour la prise en compte politique du non-humain.

GOR considère chaque objet comme une entité à part entière, égale à l’homme. Des soins particuliers doivent être adressés aux objets en fin de vie et le droit au recyclage doit être instauré. Chaque abandon d’objet par son propriétaire doit être sévèrement puni.

9.

GOR s’oppose à notre monde centré sur l’homme.

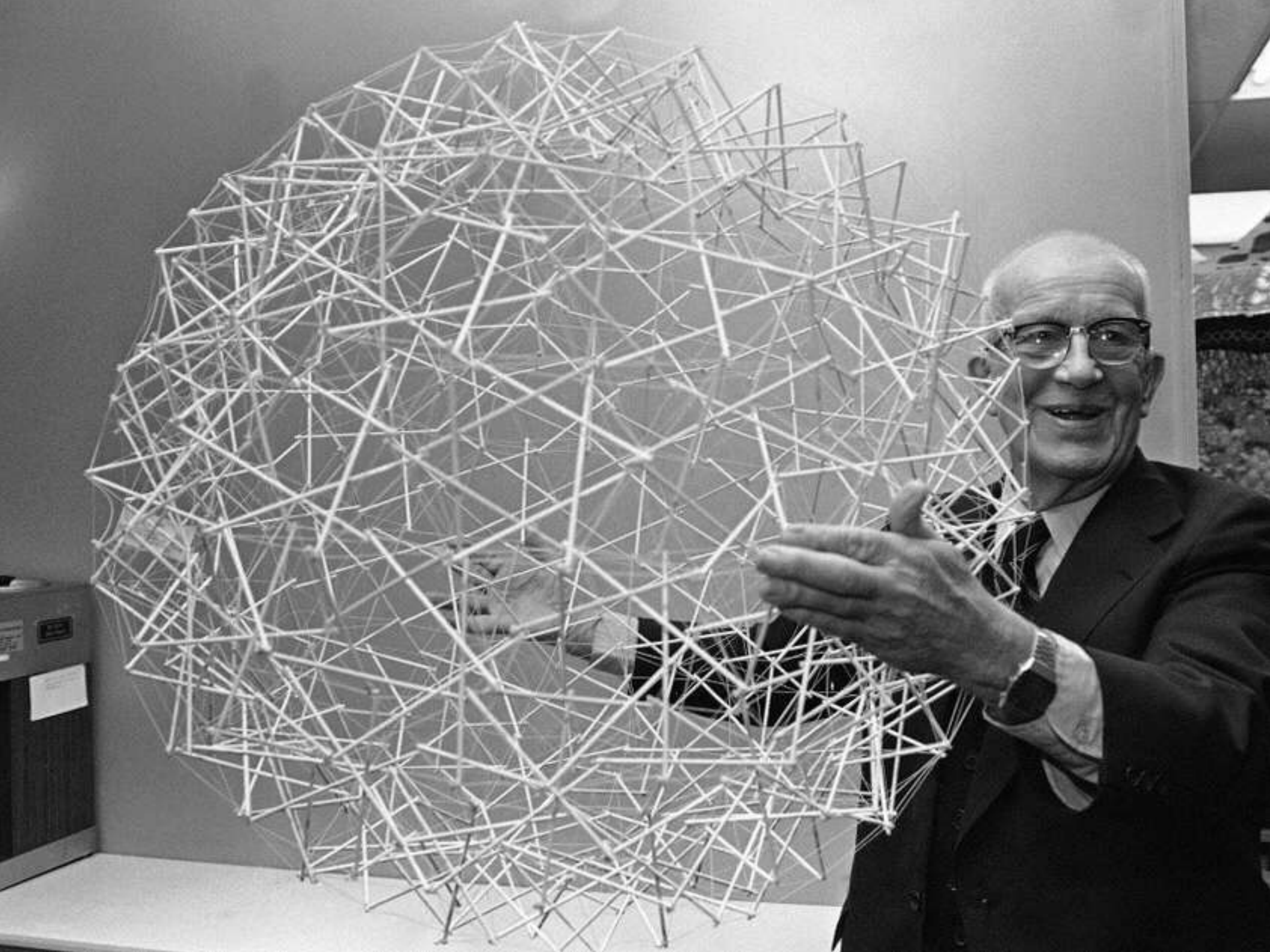
Les inégalités doivent cesser. Il faut trouver un équilibre entre l’homme, la nature et les choses.

— “*Future Directions*”





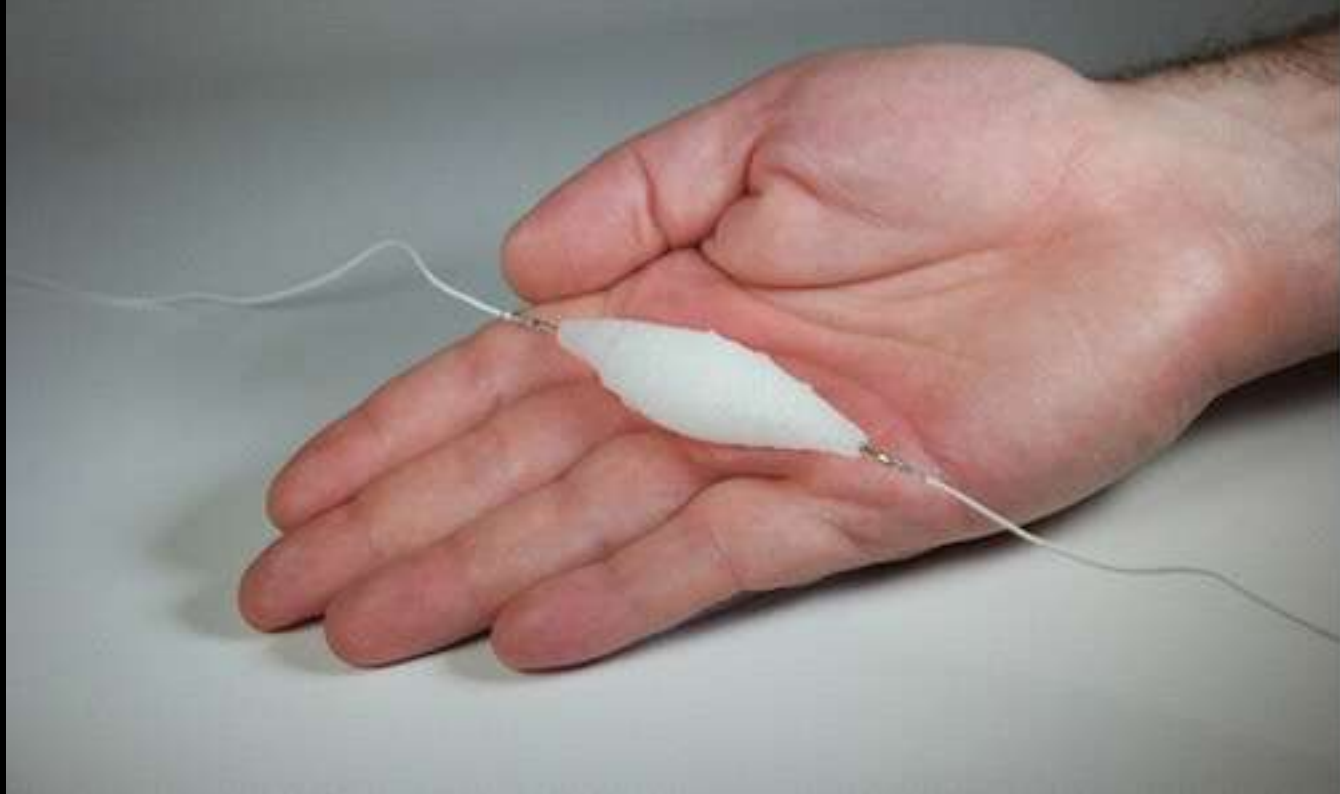






Ma tête est ensanglantée mais insoumise
Selma Lepart, 2018

Before actuation



Actuated



INTERFACING WITH LIVING MATTER

1- BIO-MIMETIC MACHINES

MATT SIMON SCIENCE 06.28.18 08:05 AM

SHARE

SHARE
465

TWEET



COMMENT



EMAIL

HOW ROBOTICISTS ARE COPYING NATURE TO MAKE FANTASTICAL MACHINES



when it comes to locomotion.



***Out of Frame*, 2015, Samuel Bianchini and Didier Bouchon
Ars Electronica, Campus Exhibition, Kunstuniversität Linz, septembre 2015**

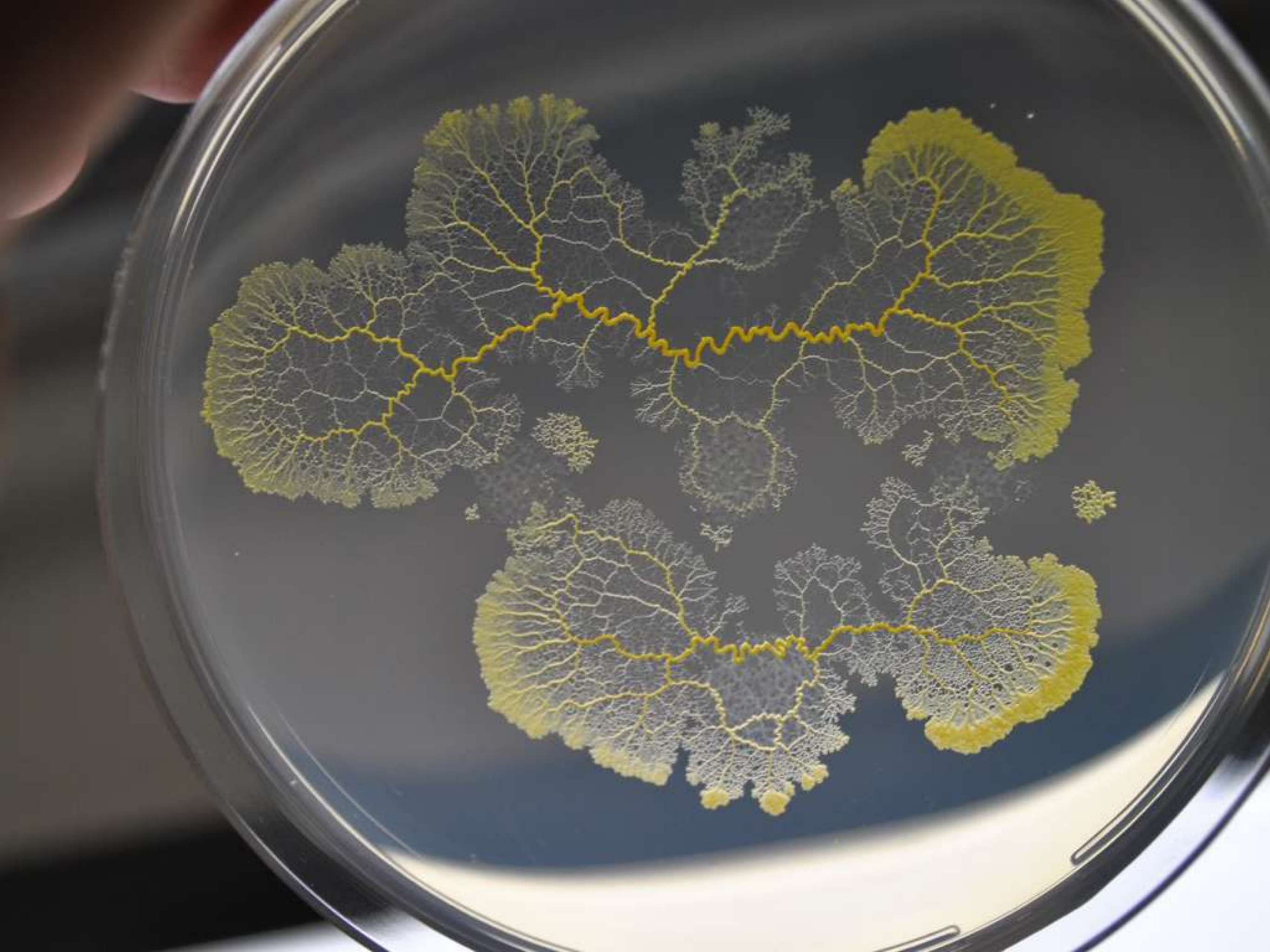


Mètre Métrologue, Benoît Verjat
Ars Electronica, Campus Exhibition, Kunstuniversität Linz, septembre 2015

2- HYBRID DISPOSITIFS



CÉLESTE BOURSIER-MOUGENOT, *TransHumus*, 2015
révolution, Pavillon de la France / 56ème Biennale de Venise



3- THE “WETWARE”

