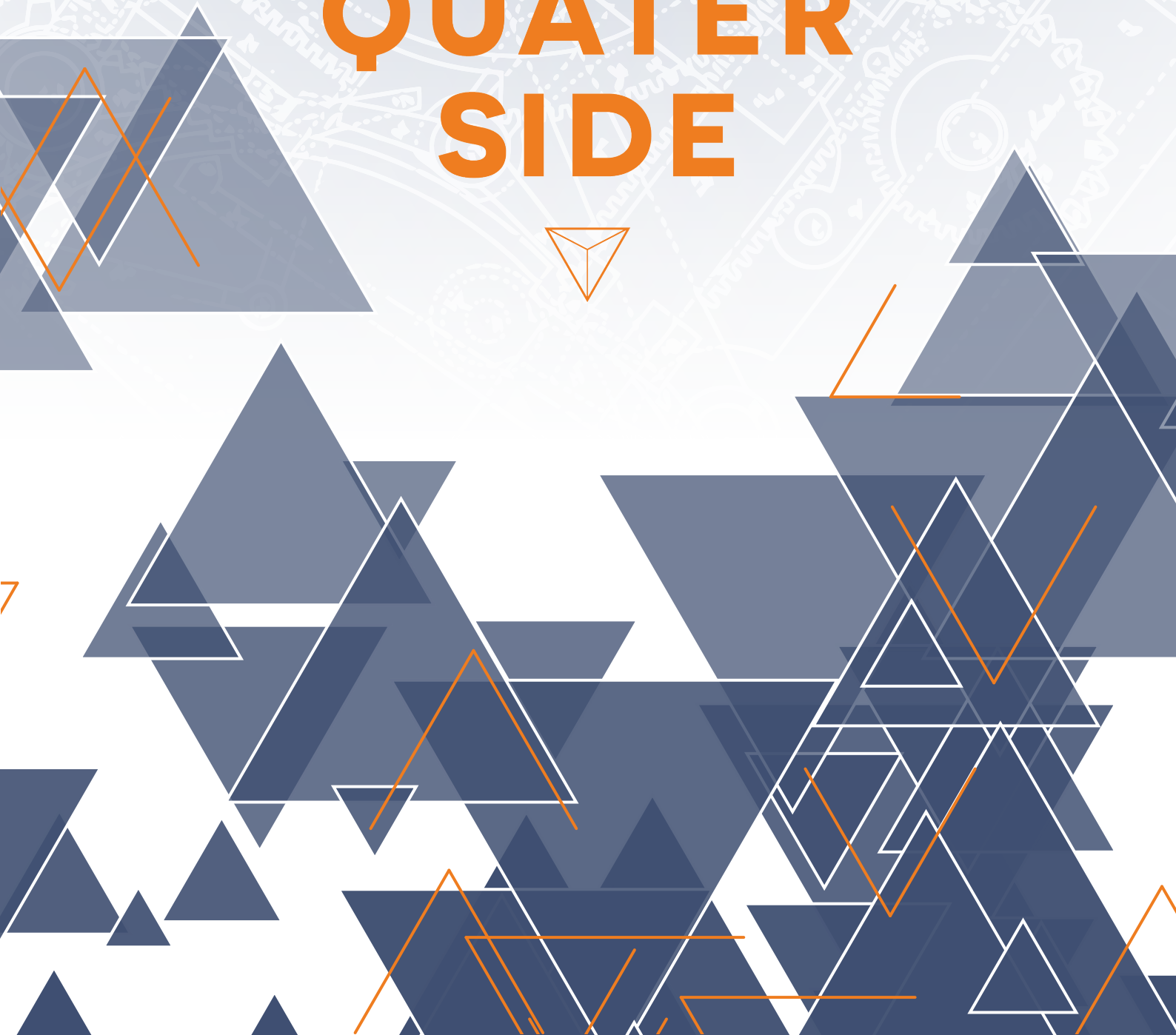


QUATER SIDE



THE AGENCY

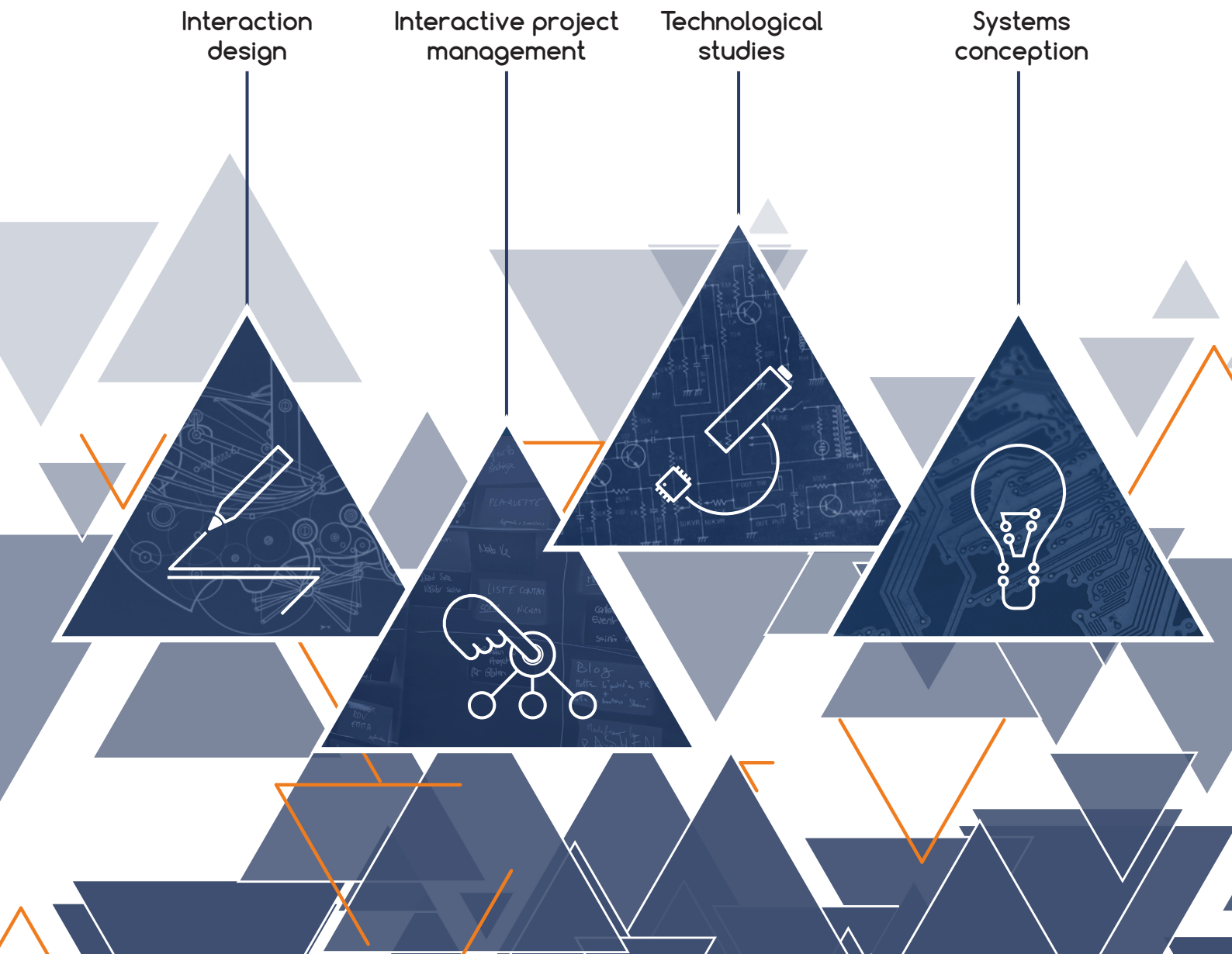
Quaterside is an interactive conception agency specialized in crafting bespoke devices. Created by 2 young engineers passionate about new technologies, the agency's aim is to improve its accessibility to retail, communication and events domains. Our objective is to make our technical skills available in order to bring interactivity to our clients' spaces & scenographies, whilst respecting their personal universe.

Interactivity offers the ability for visitors to engage concretely and to intensify their experience. It creates a bond between them and the surrounding space. It helps to highlight arts and brands by creating a feedback effect between the connected systems and the visitors/audience. These visitors become scenographic elements in their own right, on par with all the other components that make up the scenography.

In our projects we work on different types of interactive elements, innovating their uses and how they are integrated. Either technical, spacial or human, they each have their own characteristics that complement one another to form a coherent scenography answering all the specified needs.

OUR SKILLS

We possess the skills required to lead and execute any type of interactive project, from the conception phase to the final implementation and technical follow-up : **designing interactions** of different types and their related effects, **project management** for projects with an interactive component, **study of existing technologies** and all their possible applications, and **conception of hardware and software systems** which answer to the specifications of the project.





Sound usually takes an important place during events. Therefore, it is the element that we base ourselves on the most for interactivity, with other elements reacting according to it. But it is also possible, for musicians or visitors, to modulate sound through dedicated interactive control systems that we design.

Video is an important addition to light, because it allows some effects that are impossible or difficult to achieve with fixed lighting. It has a greater animation potential, and has the capacity of integrating existing videos and images. It is also possible to decorate sets with the video mapping technique.

Humans are always the target and sometimes the initiators of interactivity. They can be brought to interact directly with an installation or an object using different media.

Interactivity makes it possible to fill the **space** of the event, to organize the scene or the visitors' path. It also allows to decorate the venue to include the visitors entirely.

Lighting effects add a new dimension to events, they create a new link between the public and the stage or the venue. Light is the element that we have reacting the most, because lighting has a captivating natural and physical feeling, that allows to draw scenographies in the 3 dimensions of space.



DEAD SEA

This project is a scenography for the band Dead Sea. It consists of four light tubes panels, each located behind the musicians in order to highlight them on stage.

The panels are a structure made of 11 white light tubes each independently controllable using DMX. Since the band is using a lot of synthesizers, it is the MIDI data coming from these that's controlling the lighting of the tubes. Each tube is linked to a note on the musical scale, its luminosity changing with the pressure on the synthesizer's keys and the sound volume.

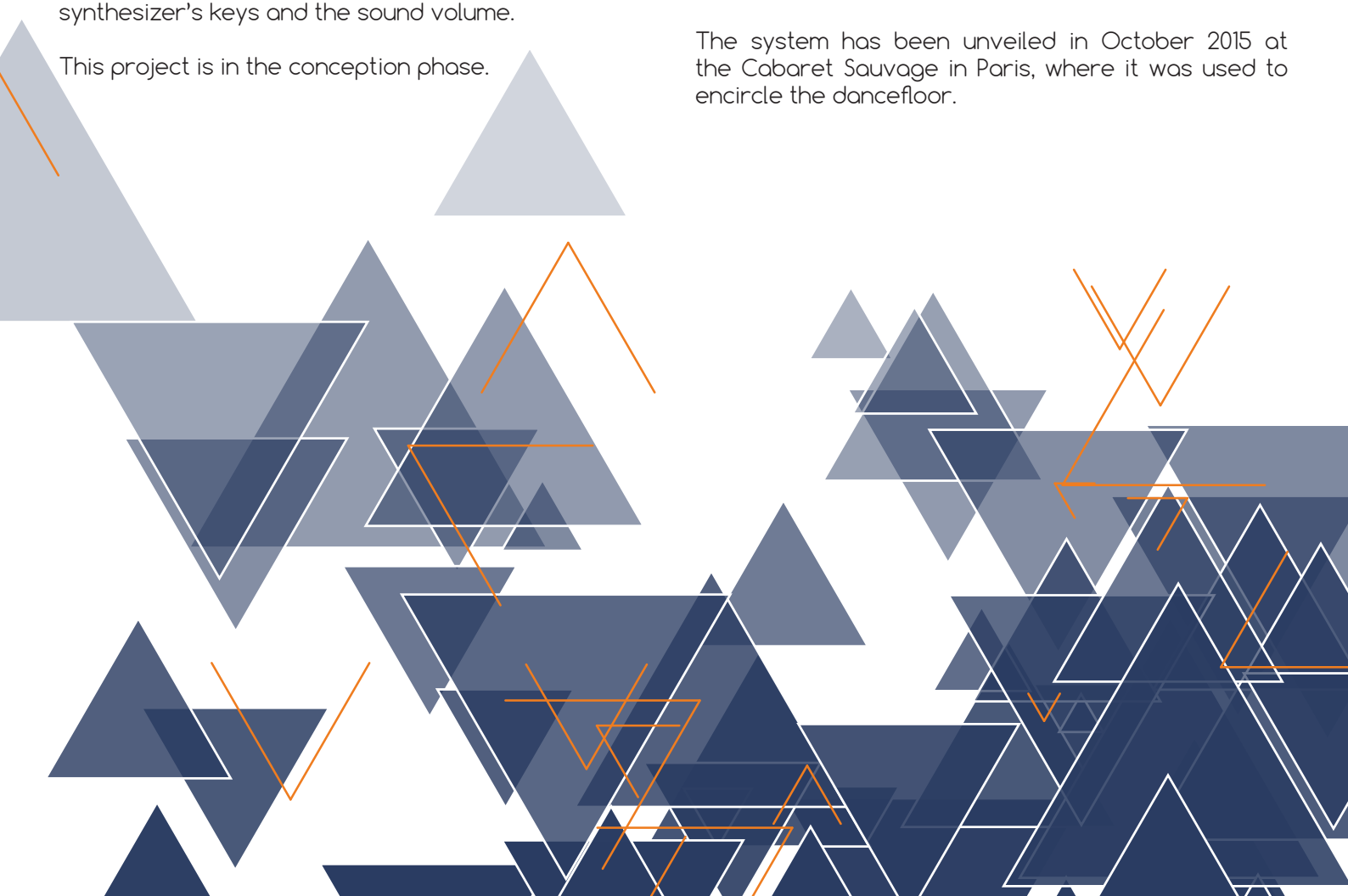
This project is in the conception phase.

Gedeon

Gedeon is a modular LED tubes system that allows to animate a stage, a venue or any place that hosts an event. The tubes can be arranged in different ways and therefore can be used to create various scenographies.

Each two-meters-long tube consists of two sections of independently controllable LED strips and a casing for power supply and DMX processing. The LEDs used are RGB, which means they are capable of displaying more than 16 millions different colors.

The system has been unveiled in October 2015 at the Cabaret Sauvage in Paris, where it was used to encircle the dancefloor.



 **TEAM**



Antoine Dieulesaint
Head of Technology
☎ +336 75 40 67 28
@ : [antoine.d](#)



Bastien Granger
CEO
☎ +336 98 85 41 14
@ : [bastien.g](#)

 **PARTNERS**

