

2022 >

> 2026

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# Motivation

## Architectural representation and space design

Holding a Bachelor in Interior Architecture from the Haute École d'Art et de Design (HEAD) and having successfully completed the first year of the Master of Arts in Interior Architecture (MAIA) program at HEAD, I aim to strengthen my research into designing buildings as levers for biodiversity regeneration. My goal is to develop bioclimatic transitional spaces capable of regulating temperatures while reintegrating living systems into the very fabric of the built environment. This approach reflects my commitment to aligning my technical skills with a clear social, activist, and ecological stance.

The Master's program I am currently enrolled in at HEAD provides a privileged academic framework to deepen my research on circularity, interdisciplinarity, and emerging ecological paradigms. Situated at the intersection of academic rigor and experimental practice in interior architecture, this program offers fertile ground for developing spatial regeneration strategies in response to the sixth mass extinction.

Throughout my studies at HEAD, my projects have consistently explored the integration of biodiversity as a structural response to environmental crises. During the "Forced Reuse" studio, under the direction of Léonid Slonimskiy, I designed "Terrapolis," a strict ecological reserve where human presence is excluded in favor of ecosystem restoration. Simultaneously, the "Passågg" project utilized vegetation as a therapeutic tool, fostering the

psychological reconstruction of exiled migrants. My thesis, titled "Natural History Museum of Geneva: The Legacy of the Anthropocene," examined the power dynamics and control exerted by humans over living systems. Finally, during the semester with the Apropra studio, focused on the urgency of reuse, the project "The Enchanted Forest" led me to critique the dogmas of modernist architecture and the sanitized conception of nature, proposing an alternative where the built structure recedes to enable a symbiosis with the plant world.

These challenges resonate deeply with my journey, through which I have developed a project-based ethics centered on the triadic relationships between humans, non-humans, and architecture. The MAIA will enable me to move beyond theory and operationalize my fundamental conviction: to design inclusive and ethical spatial solutions that foster durable and resilient inter-species cohabitation.

Stéphanie Hemidi



# Curriculum vitae

## contact

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info@interieur.archi  
www.interieur.archi

## born

Paris on 6 september 1974

## nationalities

Swiss and French

## languages

French – mother tongue

English – level B2

## programs

**Plans:** Archicad, Revit, AutoCad, Sketchup

**3D:** Archicad, Rhino, Sketchup, Blender

**2D:** Illustrator, Photoshop, Lightroom

**Graphic design:** InDesign, Quark Xpress

**Web:** WordPress, Flash, Dreamweaver

**Office software:** Acrobat, Word, Excel, PowerPoint

**Editing:** Première, FinalCut, iMovie

## master, bachelor and cfc

**HEAD – Haute Ecole d'Art et de Design**

+ Master Interior Architecture

Sept 2025 - currently

**HEAD – Haute Ecole d'Art et de Design**

+ Bachelor Interior Architecture

Sept 2022 - June 2025

**EAD – Ecole des Arts Décoratifs**

+ CFC graphic design

August 1989 - June 1995

## interests

Architecture, art, design, graphics, film, illustration, photography, video, animation, exhibitions, swimming, cycling, running, triathlon, walking.

## concours remportés

### Concours identité visuelle

Département du Territoire  
DALE / DT – État de Genève  
Concours sur appel remporté en 2016

### Concours identité visuelle

#### du Grand Genève

Agglomération transfrontalière  
franco-valdo-genevois  
Concours sur appel remporté en  
2024 – 2020 – 2016 – 2012

## formations

### Interior Architecture - IPAC Design

+ Diplomas years 1 and 2 -

evening classes

sept 2020 - june 2022

### Institute of design - online

+ Interior design courses 2019

### Sketchup Certificate- CAD School

+ Diploma 2019

### Webdesigner Certificate- IFAGE

+ Diploma webdesigner 2008

### Dreamweaver CS3 - IFAGE

+ Diploma 2007

### Multimedia - IFAGE

+ Multimedia diploma 2002

## expositions - figuration

Notti Future de Maria-Clara Castioni

### Figuration pièce citadine nocture

October 2024 - Lugano

New artists street culture exhibition

### Black and white

illustrations + photographs

1994 - Paris

L'étrange, l'étranger EAD

### Awele

exhibition for the Geneva School of

Decorative Arts

1993 - Bern

## HEAD workshops

### Forced Reuse

Casino de Campione - Mario Botta

Workshop led by: **K.O.S.M.O.S. architects**

### Monte Botta

February 2026 - June 2026

### Pets

Workshop led by: **YKRA**

### Creatures

September 2025 - January 2026

### Baylon 2 bis - PAV

Workshop led by: **Fagart & Fontana**

### Naturarium

February 2025 - July 2025

### Forced Reuse

Immeuble Clarté - Le Corbusier

Workshop led by: **K.O.S.M.O.S. architects**

### Terrapolis

September 2024 - January 2025

### The decorative house

Workshop led by:

**FALA atelier & COCI studio**

### Janus

February 2024 - June 2024

### The alchemy of atmospheres -

#### Inside virtual architecture

Workshop led by: **Simon Husslein**

### Upslie down

September 2023 - January 2024

### Réanime

Workshop led by:

**Valentin Dubois - Bertrand Van Dorp**

### Modul

February 2023 - April 2023

### Redécouvrir

Workshop led by: **apropå**

### La forêt enchantée

April 2023 - June 2023

### Et vogue le navire...

Workshop led by: **K.O.S.M.O.S. architects**

### Passågg

October 2022 - January 2023

### Kick off

Workshop led by: **K.O.S.M.O.S. architects**

### Lina Bo Bardi - Casa de vedro

September 2022

## architectural experience

Freelance 2026-2025

**Mechkat Studio - Genève**

**COCI Studio - Lausanne**

**Simon Husslein atelier - Zürich**

**RS Architectes - Genève**

Stage de septembre 2026 à janvier 2027

**De Planta Architectes - Genève**

Stage de septembre mars à août 2019

**Karine Poulaud - Interior architecture**

## graphic design clients

### Département du territoire - Etat de Genève

Visual identity DT - Brochures - Posters - Flyers

### DALE - Etat de Genève

Visual identity DALE - Brochures - Posters - Flyers

Visual identity 3DD - Posters - Flyers

### 3DD - Etat de Genève

Visual identity Grand Genève

### Grand Genève - Agglomération

#### franco-valdo-genevois

Graphic Charter since 2012

Multiple media - Exhibitions - Posters - Flyers

### Various media - Ville de Genève

Layout and graphics

### Département des finances - Ville de Genève

2013 Public Policy Budget Draft

Layout and Graphics

### Codha

Visual identity - Logo - Website - Rapports annuels - Stationery - Building brochures

### Pottu & Seitz

Visual identity - Logo - Website - Stationery - Signage - Advertisements - Branding

### Action Innocence

Visual identity - Logo - Stationery - Annual reports - Invitations

### Triathlon Club Genève

Visual identity Triathlon Club Genève

Flyers - newsletter - Website

### Maison de Quartier des Eaux-Vives

Visual identity - Logo - Website -

Non-profit project - Activity reports -

Stationery - Flyers - Posters - Household

distribution

## designer graphic experience

### La Casagrande - graphiste indépendante

June 2015 to June 2024

### La Fonderie - graphiste indépendante

June 2010 to June 2015

### LargeNetwork.com - Freelance

February 2014 to February 2016

### Label communication - Freelance

January to December 2008

### Visuel communication - Freelance

October to December 2007

### Avenew - Enosis design group - CDI

September 2003 to July 2007

### Hermès communication - CDI

August 2000 to August 2002

### MAMCO - Exhibition setup and Graphic design

internship from September 1995 to March 1996

# Interior Architecture



# Terrapolis

*Forced Reuse - Immeuble Clarté by Le Corbusier*

*Workshop directed by: Léonid Slonimskiy (K.O.S.M.O.S.)*

*Assistant and photo on the right: Manuel Rossi*

*September 2025 - January 2025*

*Working in tandem with Mister Théophile Matton*

Faced with the biodiversity crisis, the residents of the Eaux-Vives district have decided to reinvest the abandoned space of the Clarté building.

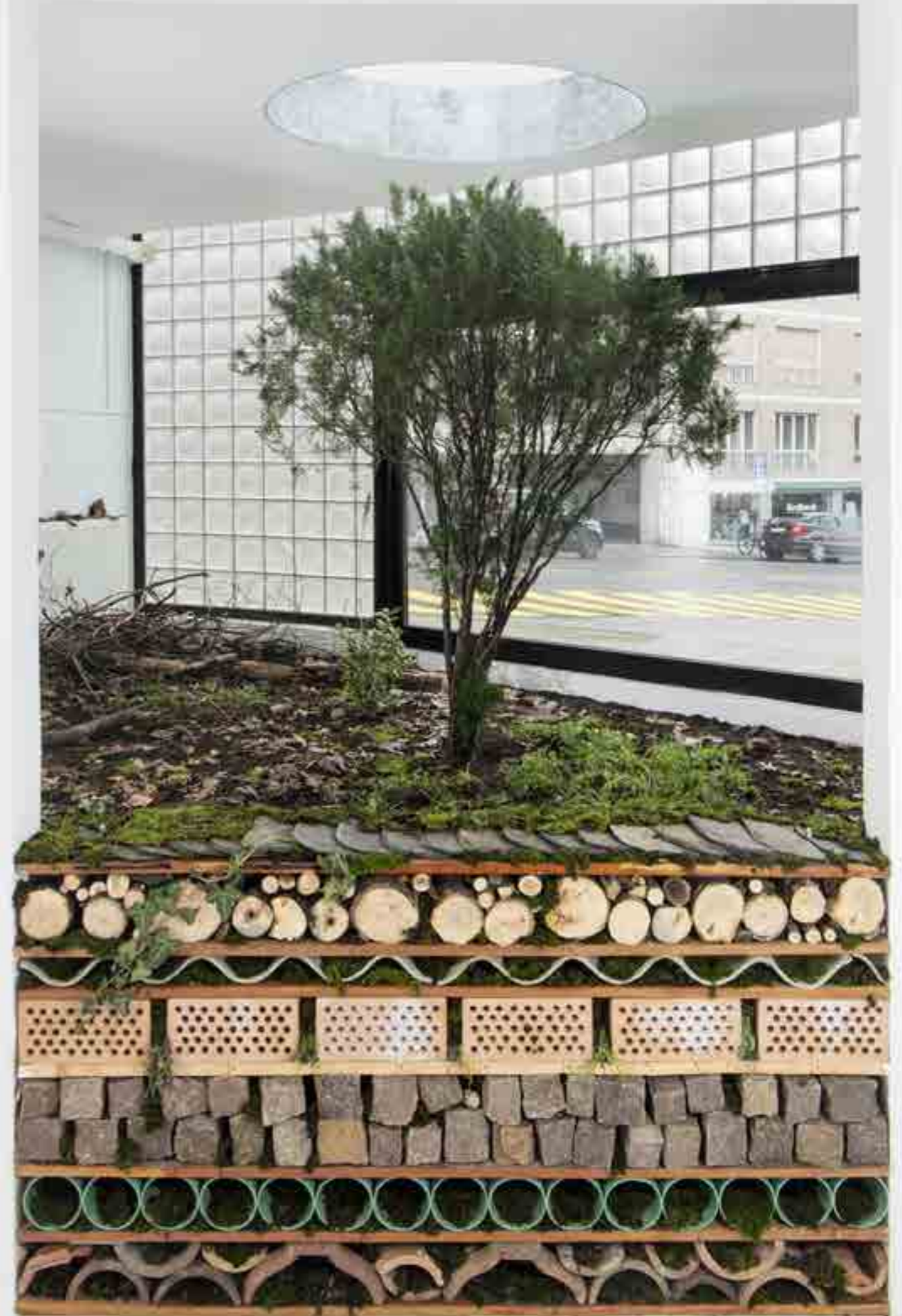
Their ambition is to transform the site into a biodiversity reserve and agro-ecology area, reconnecting the community with nature. Committed to this approach, the residents themselves drilled holes in the concrete slab, symbolising a form of citizen rebellion against rampant and destructive urbanisation. Through this action, they are reinjecting life and greenery into this neglected space, challenging current urban practices and reaffirming the importance of biodiversity in the urban environment.

The project is structured around two timeframes: during the day, one area is accessible to humans, while another is strictly reserved for flora and fauna. At night, this reserve becomes a refuge dedicated exclusively to animals, offering them a suitable habitat thanks to adapted soil and vegetation. In the area accessible to humans, the inhabitants grow fruit and vegetables using permaculture. The crops are then preserved, either by canning or dehydration, and distributed to local residents.

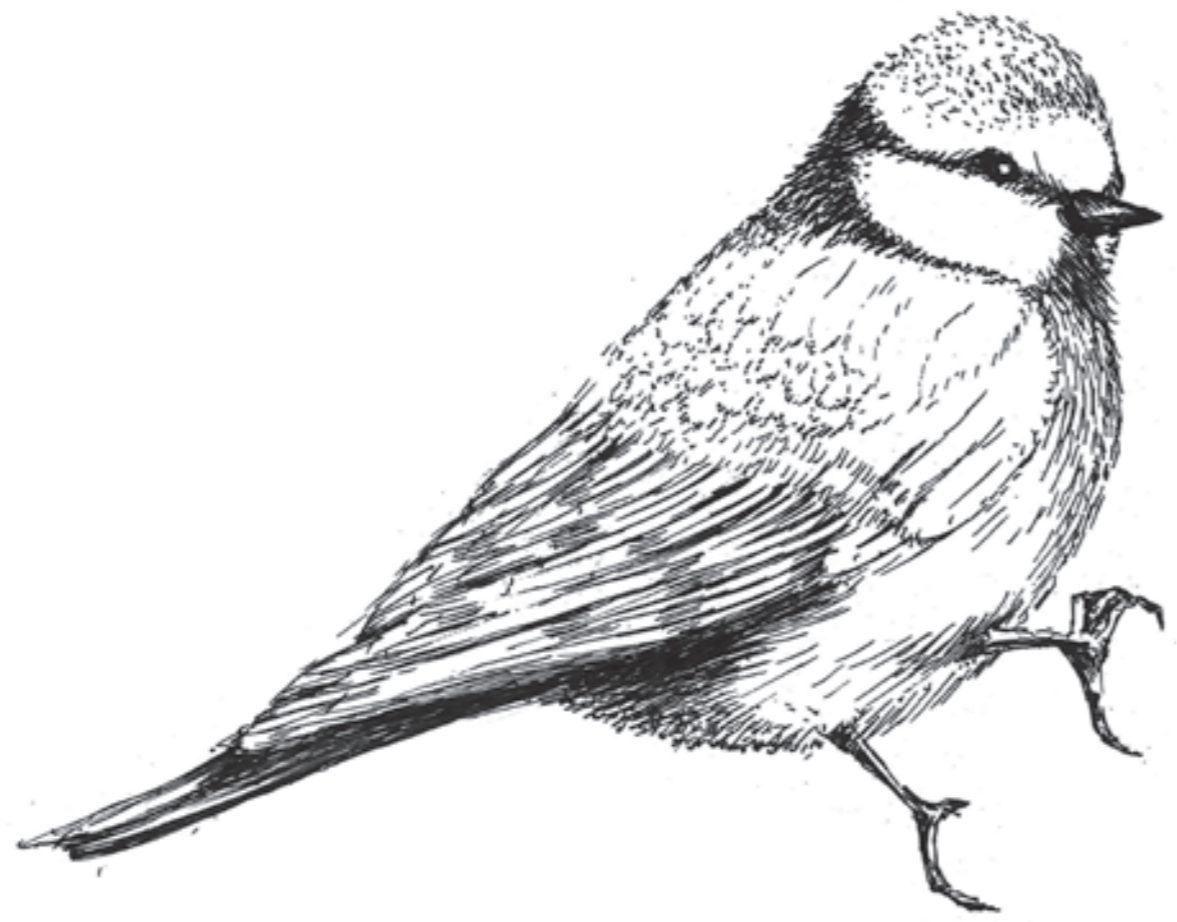
The project also encourages the sharing of knowledge and growing practices, notably through seed exchanges and educational workshops.

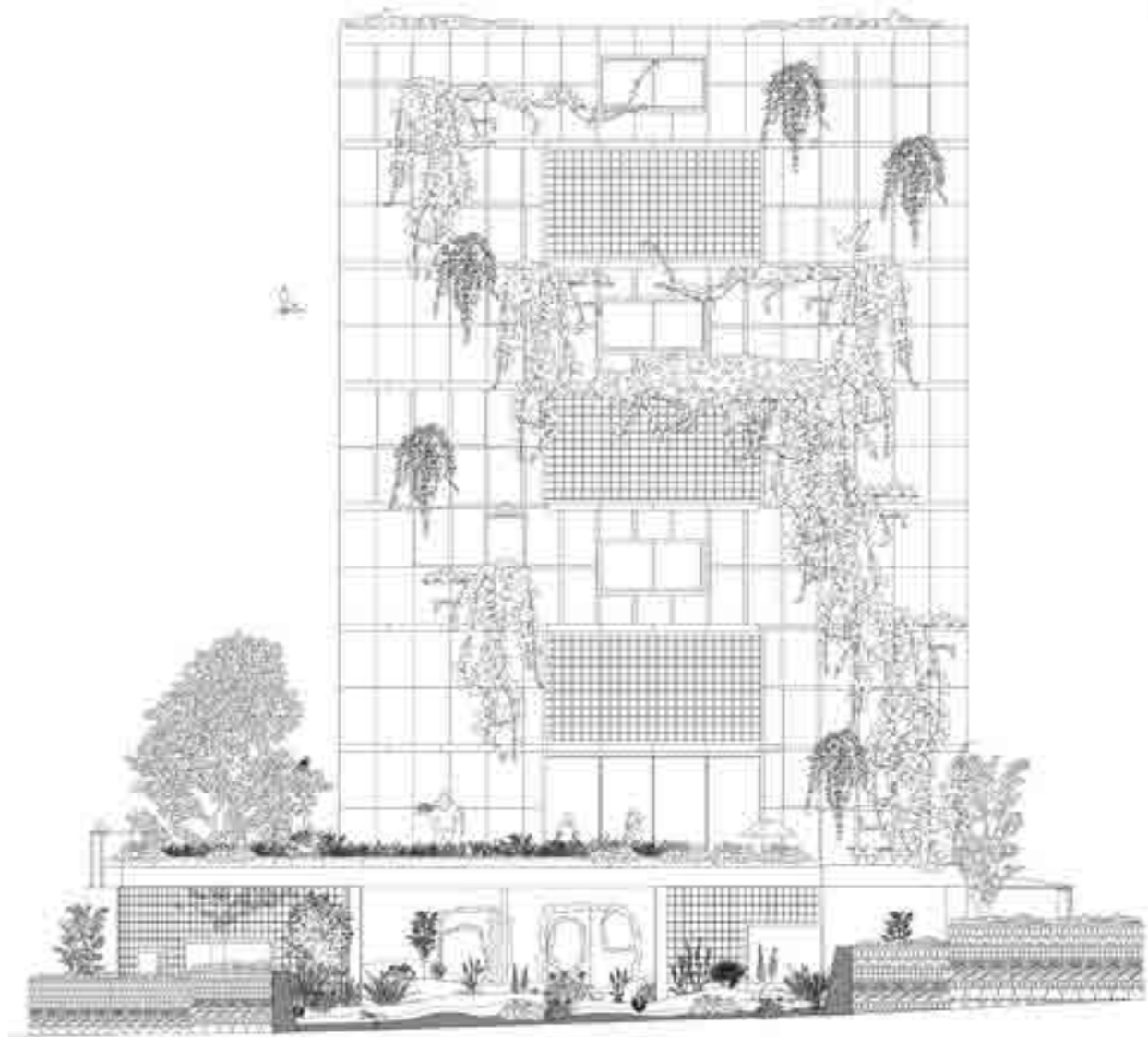
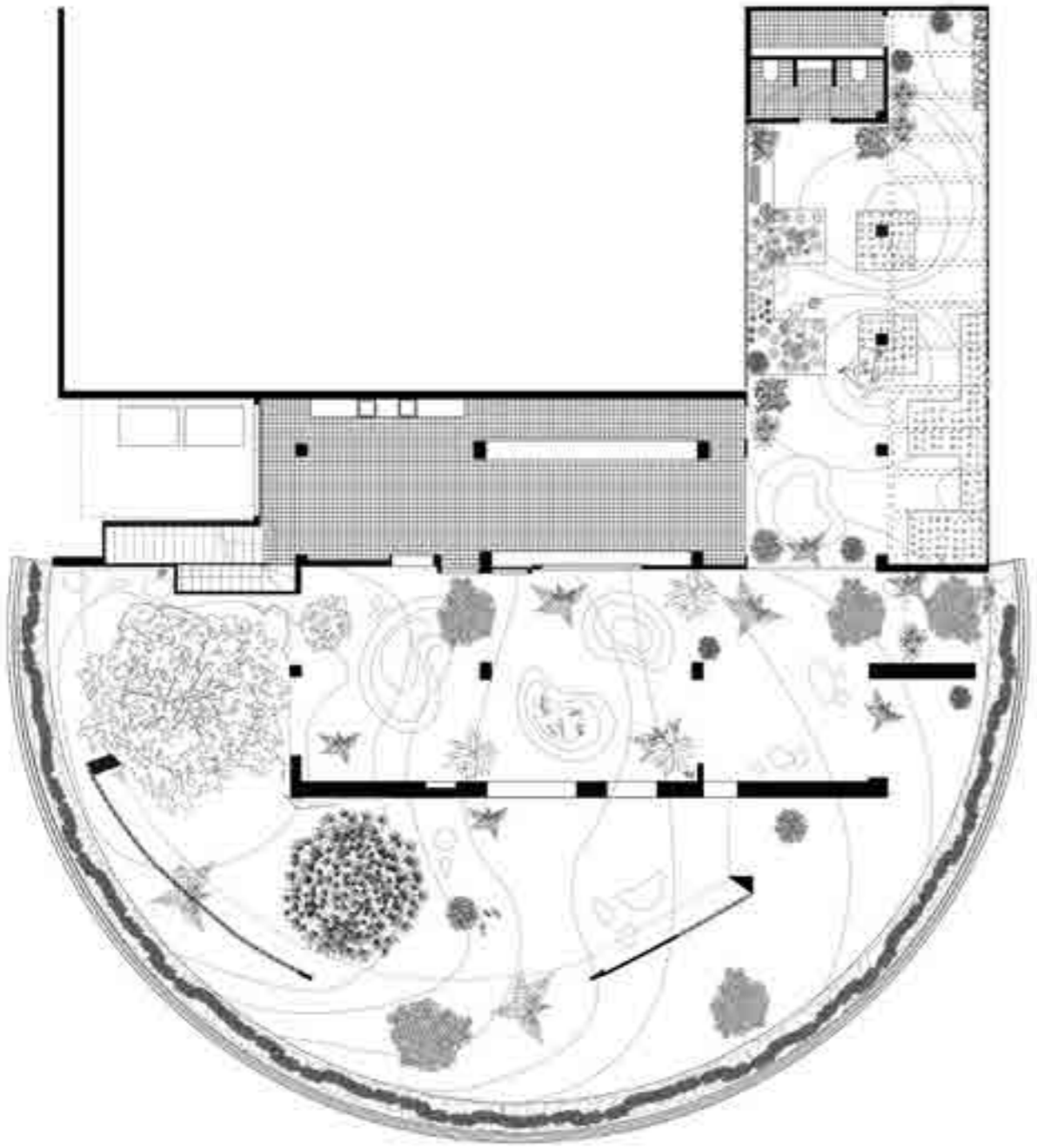
Many activities complete this ecological microcosm: shared gardens, community events, gardening workshops, collective composting, and educational visits involving schools. Initiatives such as compost sorting and dry toilets reinforce the sustainable approach.

Trees and shrubs saved from felling are replanted in this reserve, while reused materials are used to build the low wall that protects biodiversity. This unifying project offers both a refuge for biodiversity and a place for residents to live and share, helping to raise ecological awareness.













# Naturarium

Workshop directed by: Line Fontana & David Fagart of Fagart & Fontana

Assistant: Lola Jutzeler

Photo of model: Romain Lusser

The Naturarium, located in the PAV redevelopment area, is an experimental space dedicated to education and observation of living organisms. It is organised on two levels, each offering a complementary approach. The basement level, partially filled with earth, has been transformed into a place for observing living organisms evolving according to a natural timeline.

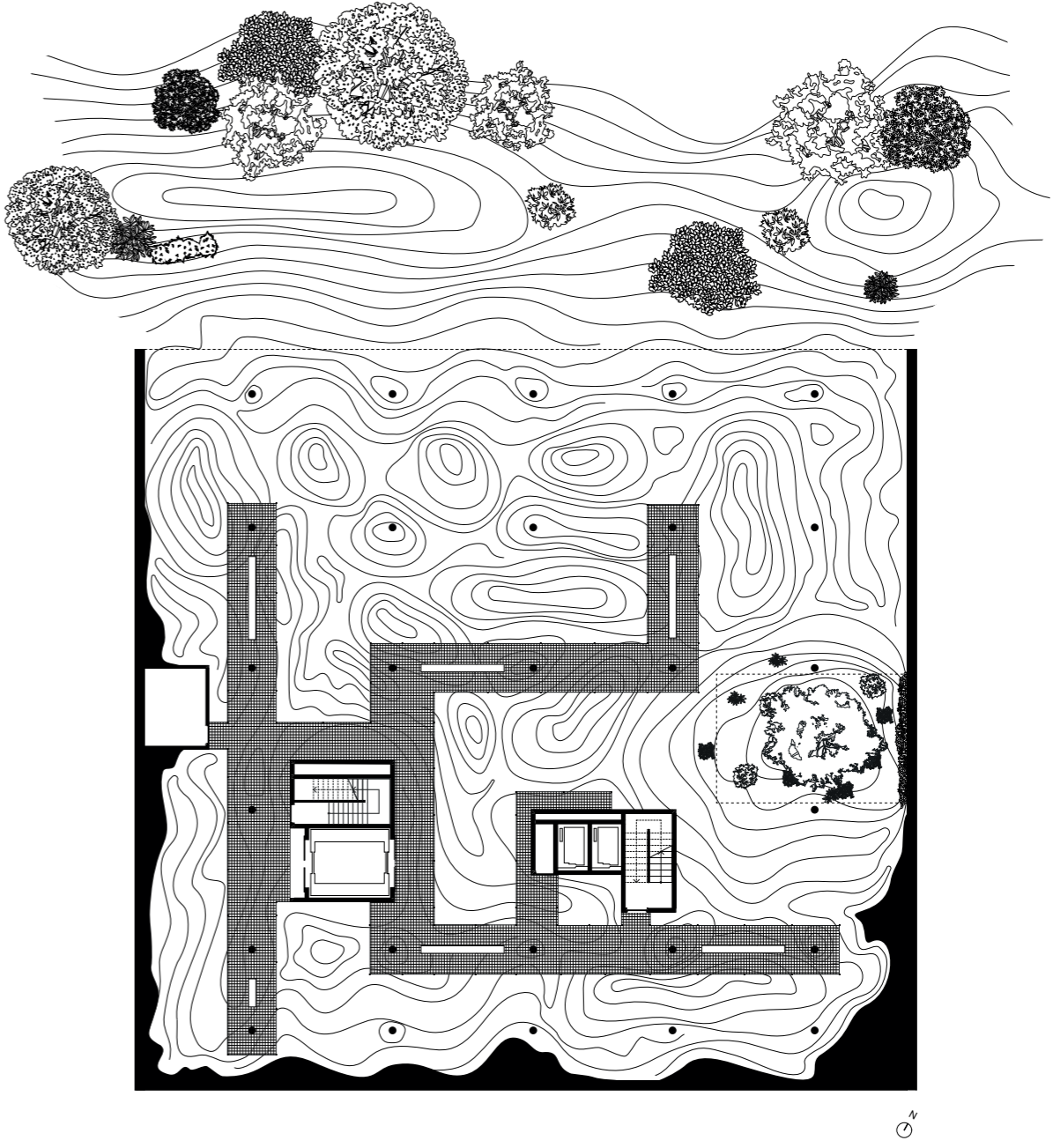
This former car park has become an experimental space, inviting visitors to become spectators of living organisms and observe their evolution, including humans, who are part of the biodiversity cycle. The opening on the north façade of the building connects directly to a green corridor created by the opening of the Drize. Thanks to the diversity of environmental conditions—light, darkness, humidity, and heat—different biotopes emerge, providing material for observation and reflection.

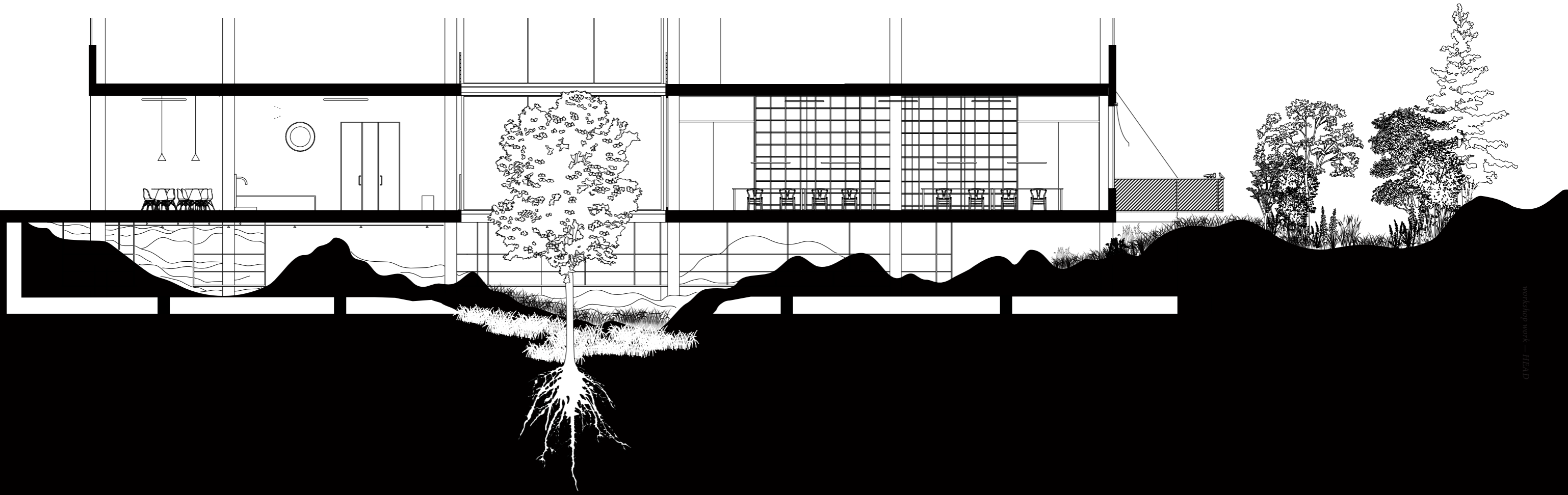
The basement of the Naturarium is also a place of study during heatwaves, offering refuge for flora and fauna, as well as a cool space for humans and non-humans alike. This space openly embraces the presence of humans, reminding us that we are an integral part of biodi-

versity. We are not mere spectators, but actors in this ecosystem. Recognising this reality is essential if we hope to restore balance in the face of current disruptions. The ground floor is dedicated to the exchange and transmission of knowledge about living things. It houses a library specialising exclusively in biodiversity and living things, as well as a screening and conference room.

The Naturarium, a new educational space, aims to question our relationship with non-humans and raise public awareness of the sixth mass extinction currently underway. This space is an extension of the research carried out as part of my thesis. It questions our relationship with living organisms and the way in which educational institutions can sometimes give humans a feeling of superiority over the rest of the living world. Thesis: The Geneva Natural History Museum, the Anthropocene legacy through classification, staging and interior architecture.









PROPOSED PLAN  
 ■ WALLS  
 ■ ROOF  
 ■ FLOOR  
 ■ FURNITURE



PROPOSED PLAN  
 ■ WALLS  
 ■ ROOF  
 ■ FLOOR  
 ■ FURNITURE



CLIMATE  
 ■ DRY  
 ■ MOIST



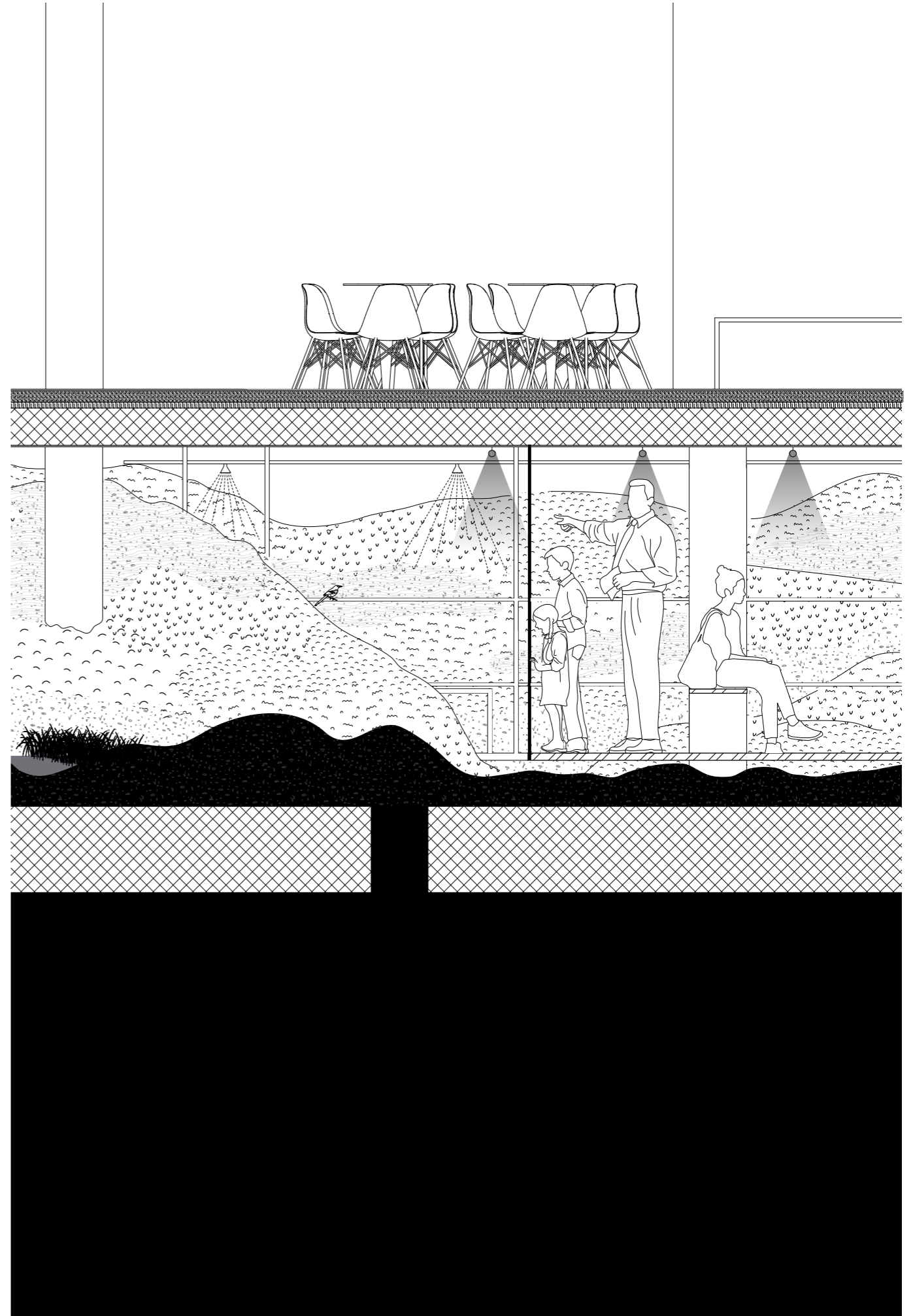
CLIMATE  
 ■ DRY  
 ■ CHLORINE

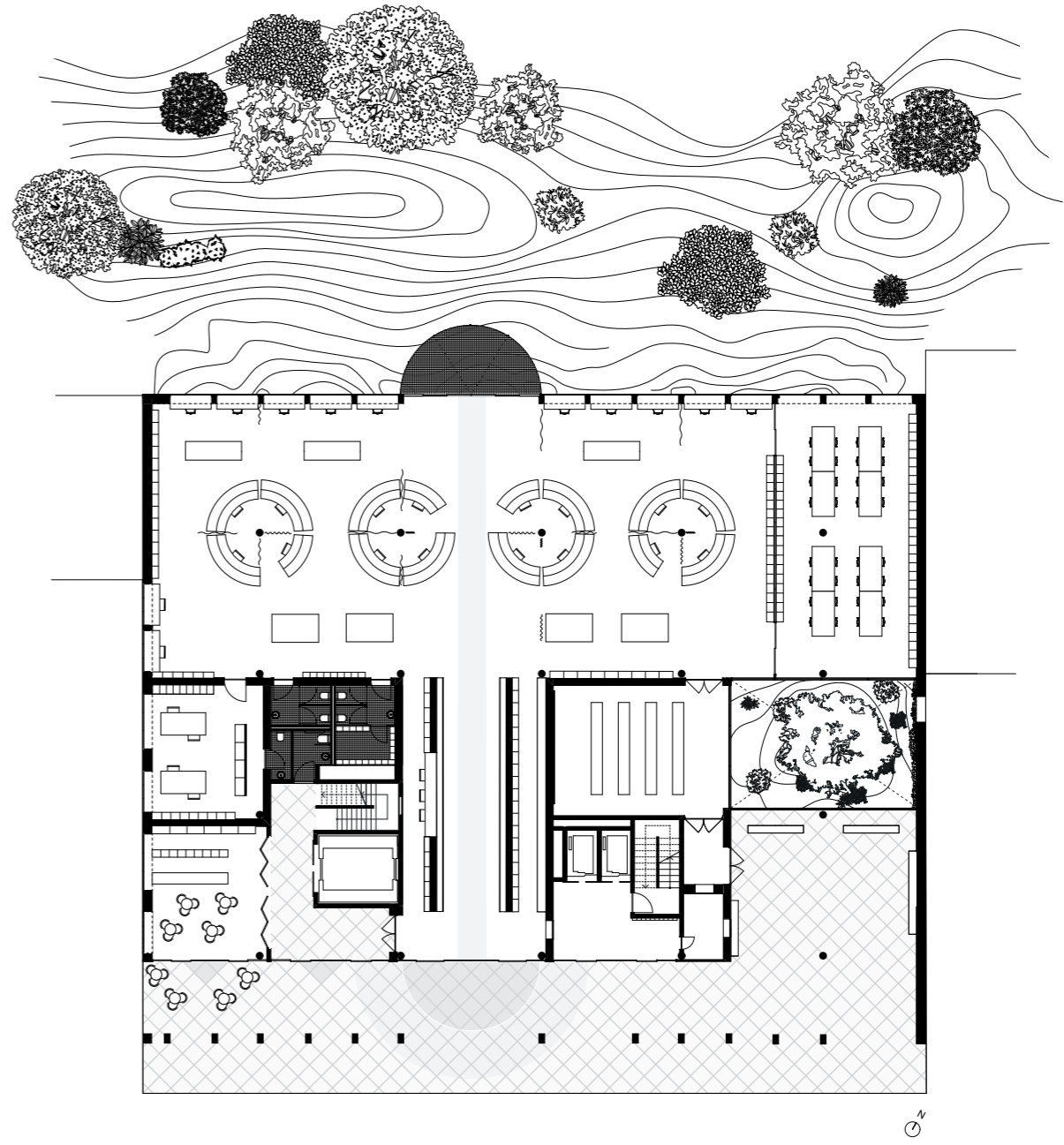


PLANTES VASCULAIRES  
NATURELLES

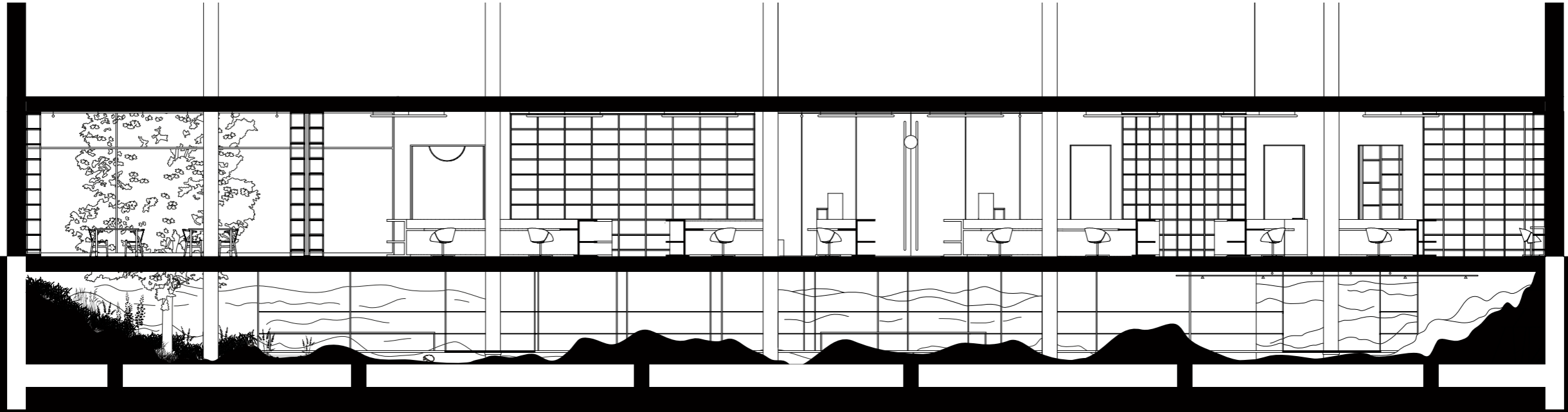


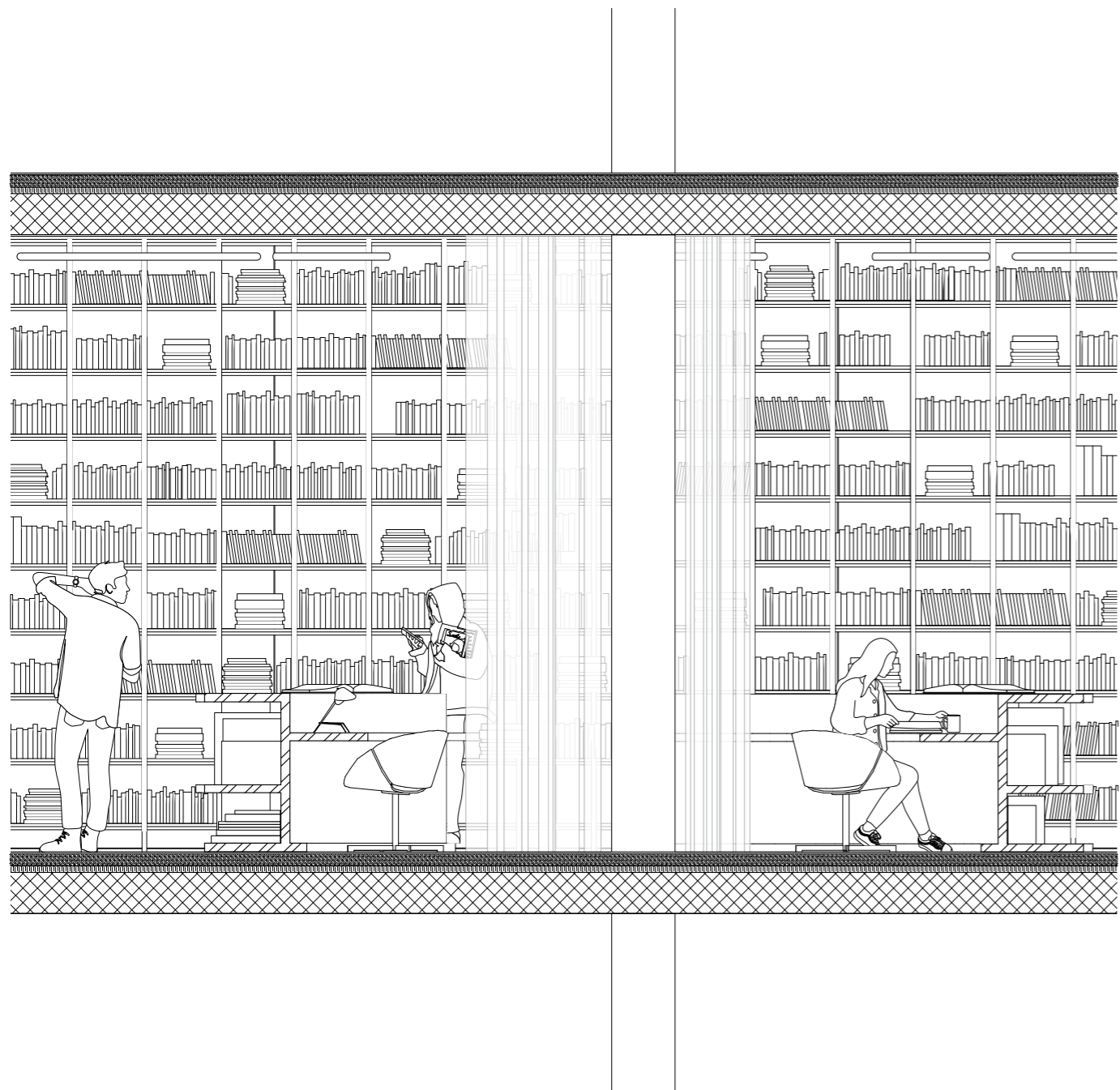
BRYOPHYTES ÉVOLUTIVES  
ARTIFICIELLES











# The enchanted forest

*Rediscover*

*Workshop led by: Manon Portera and Valentine Maeder (apropå)*

*april 2023 - june 2023*

The project is located at no. 20 Pont-de-Ville, in the commune of Chêne-Bouggeries, on the ground floor. The Codha building is to be renovated to accommodate a six-member shared apartment.

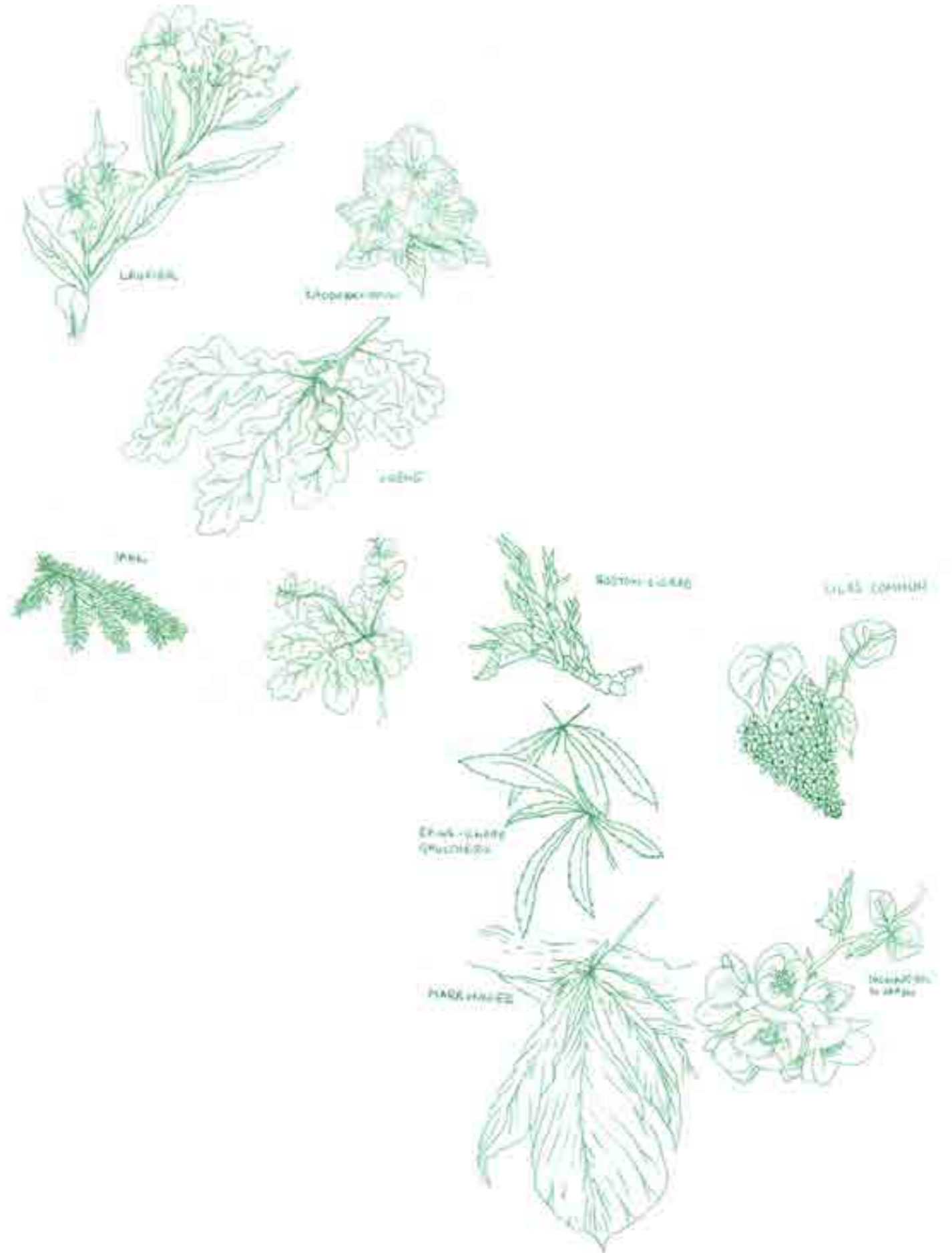
When we visited the site, I was immediately amazed by the little house's garden. Cherry blossom petals lined the pathway through the garden, creating a vibrant mini ecosystem of greenery and bird-song, nestled in the middle of the big, stuffy, ugly buildings.

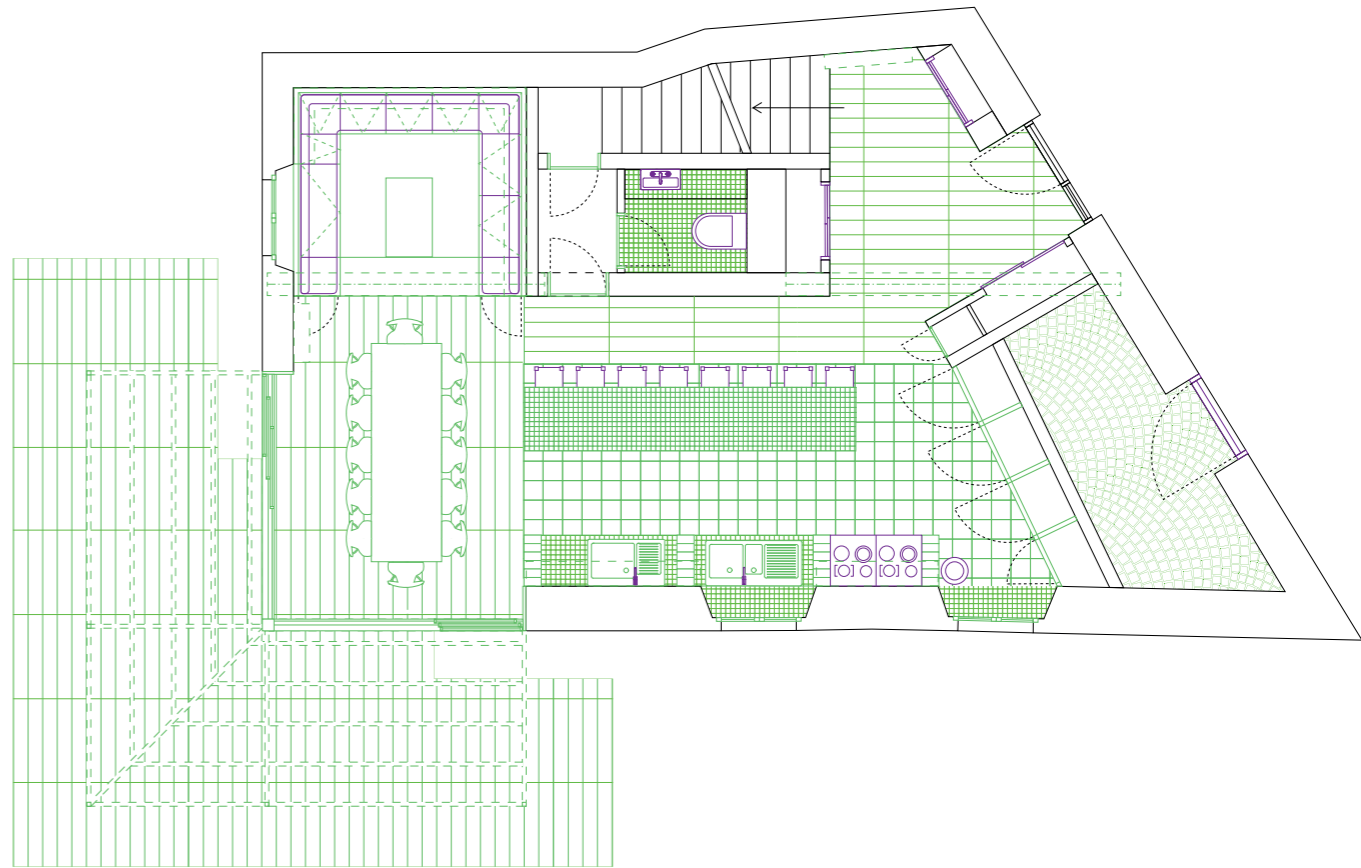
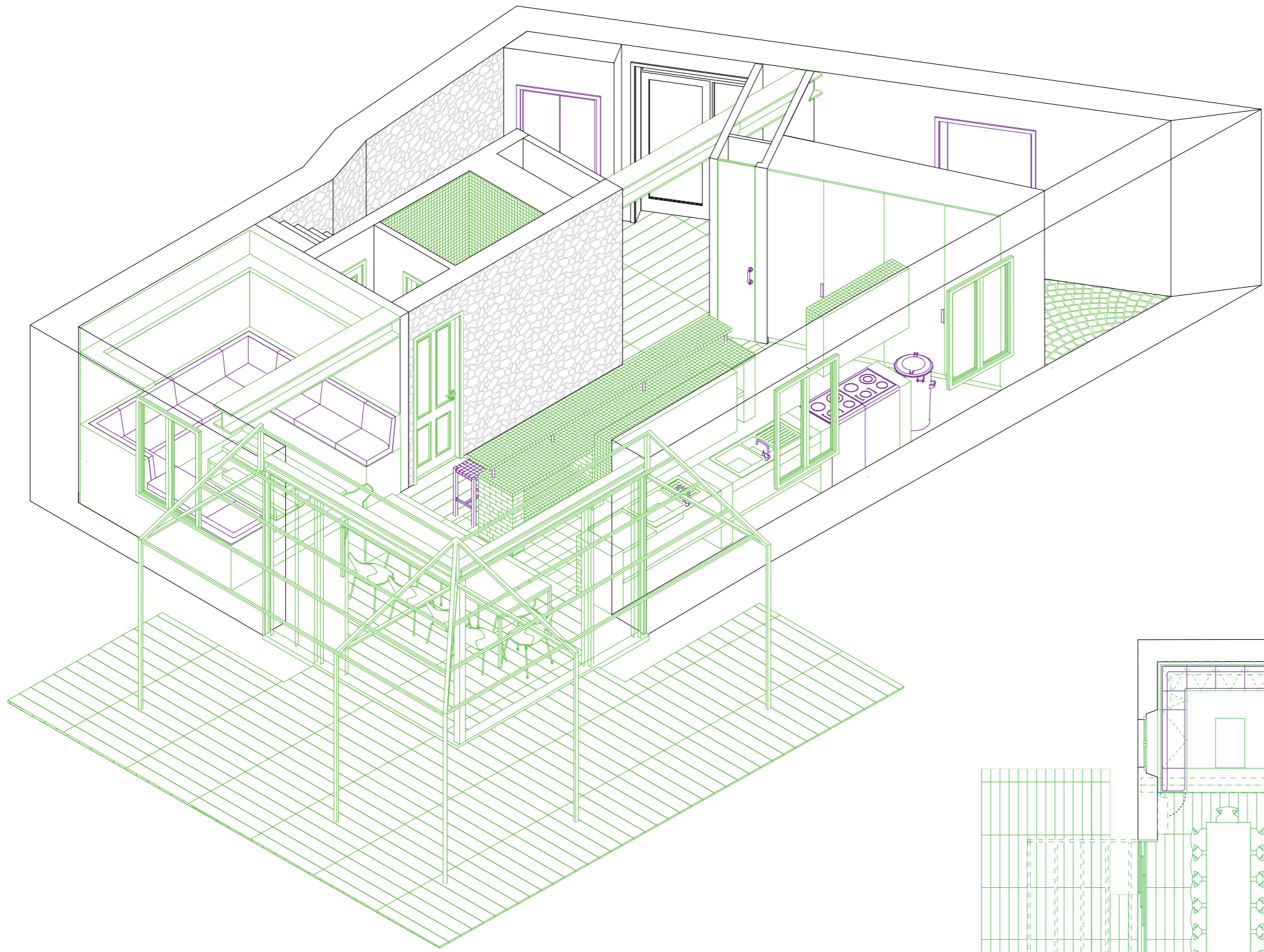
As part of this ecological project, where reuse is the answer to over-consumption and saving materials, it seemed essential to me not to destroy this micro-forest and its ecosystem, but on the contrary to give it even more freedom. This proposal

aims to create a utopia between exteriority and interiority. This is reflected in the large windows that give access to nature. The treatment of the floor is a key element in blurring the boundaries between indoor and outdoor spaces.

The terrace area will be protected by a pergola, where plants such as vines, wisteria and two trees will contribute to the protection, wisteria and two trees will help to regulate the temperature in summer, while letting in the sun's rays in winter. Outside, the micro-forest will be a sample of wild nature, with no human intervention, allowing biodiversity to flourish.









# Monte Botta

*Architectural Ascent*

*Welcome Casino*

*Workshop led by: Léonid Slonimskiy (K.O.S.M.O.S.)*

*Assistant: Manuel Rossi*

*February 2026 – June 2026*



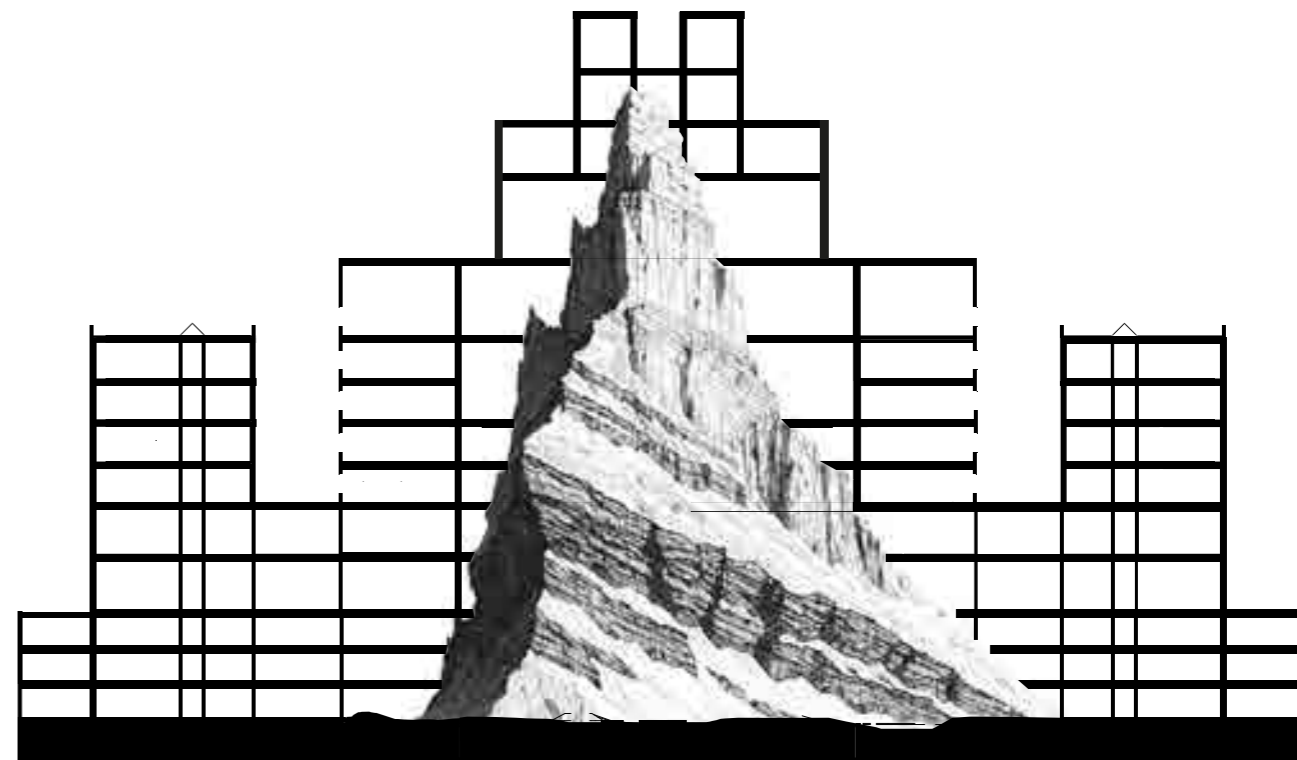
## MONTE BOTTA The Architectural Ascent

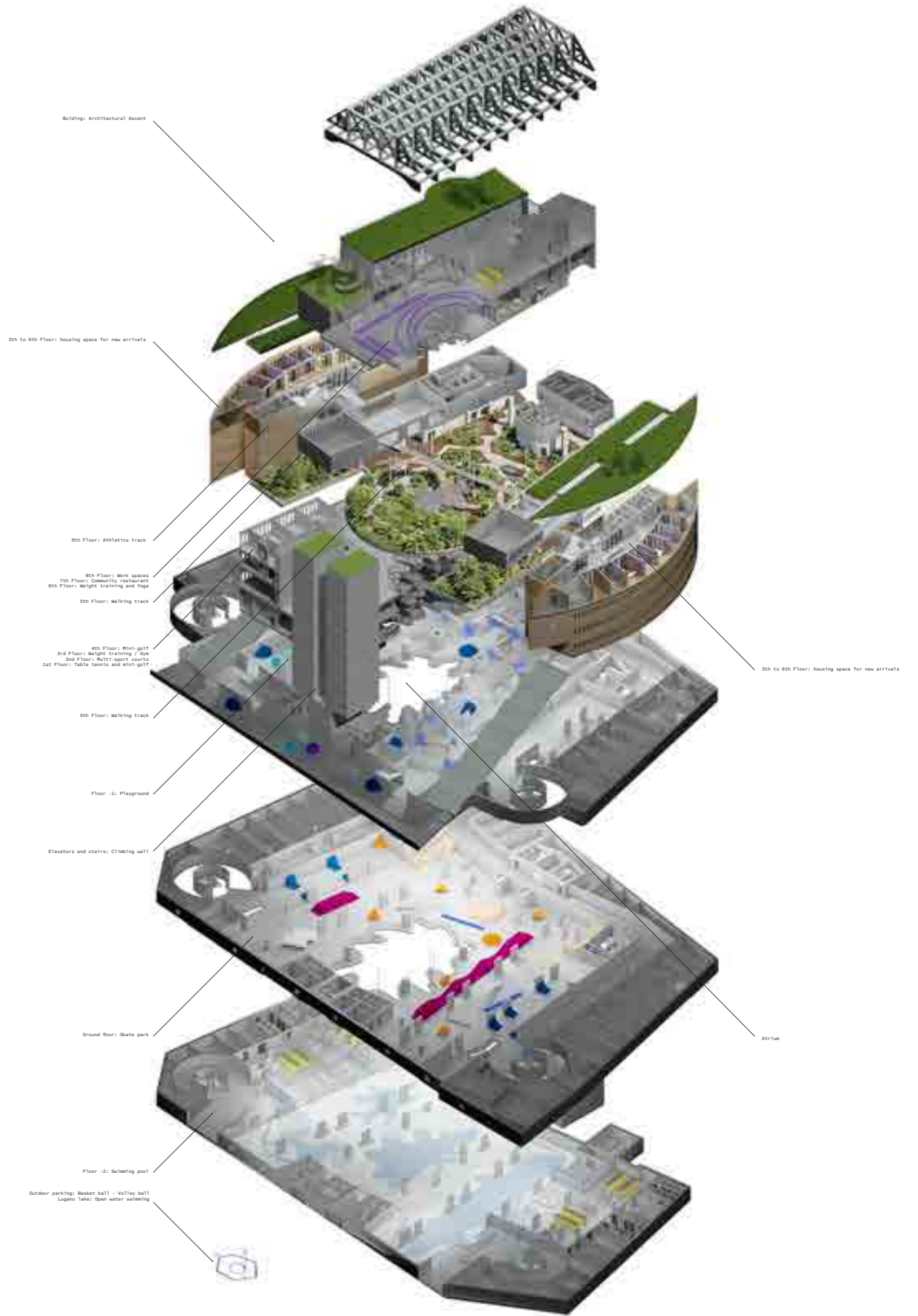
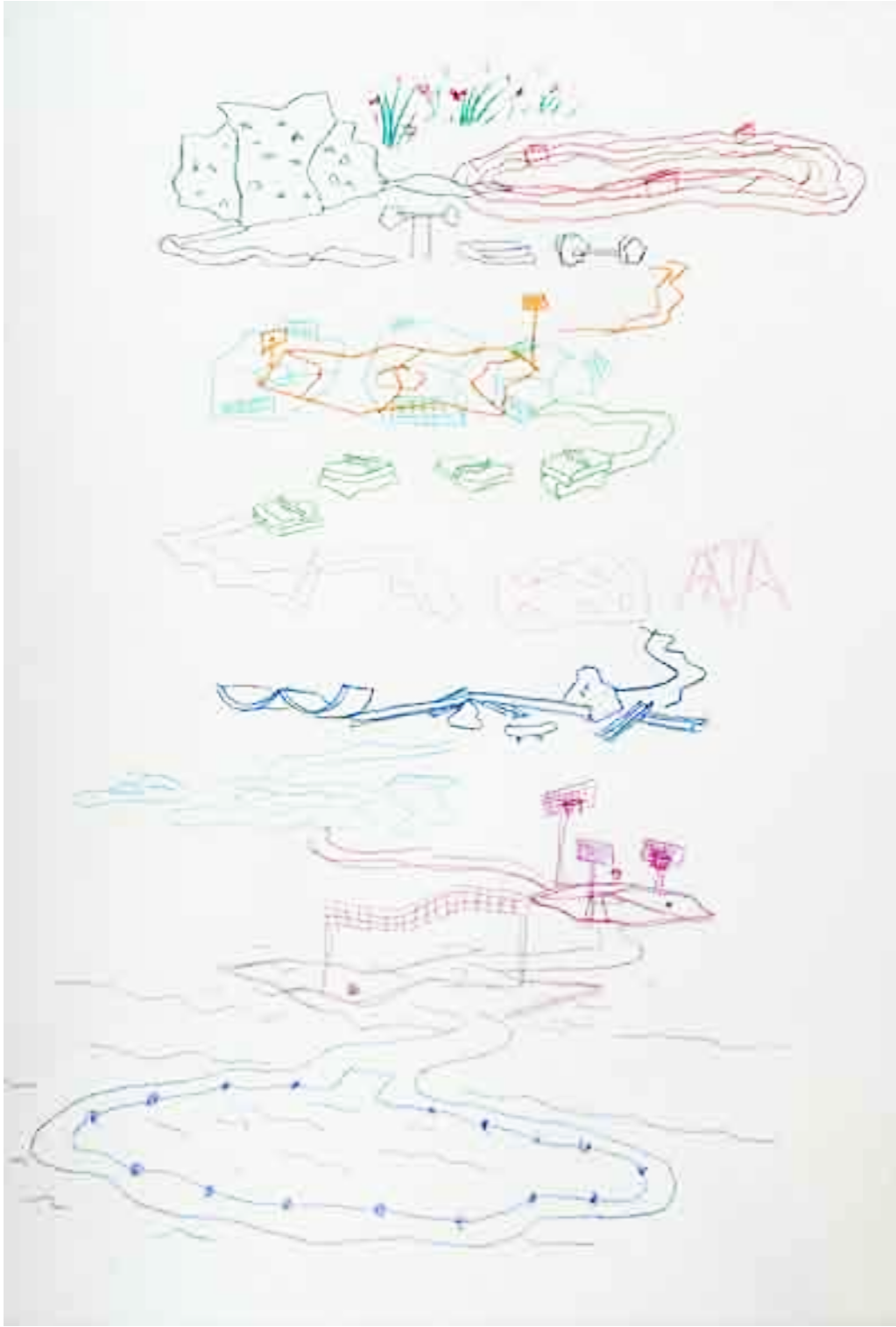
At the heart of the monumental former casino by Mario Botta in Campione, Italy, this project proposes an architectural ascent, transforming the building into a vertical central square for the city. Far more than a simple rehabilitation, this intervention creates a convergence space designed to unite the residents of Campione, the greater Lugano region, and newcomers. Social bonds are forged through play and sport, turning this once-underutilized structure into a vibrant, inclusive meeting point for the community.

The path of this ascent crosses through the very heart of the building, where a grand atrium is conceived as an artificial mountain to be climbed. This central space embodies personal transcendence and collective effort guided by a shared vision. It ensures natural ventilation throughout the interior, floods the core with natural light, and offers cross-views from every floor, making the atrium the meeting point between architecture, nature, and humanity.

To liberate this space, all underground and outdoor parking levels are converted into living and sports zones. This reclamation creates a continuous physical link between Lake Lugano and the building's summit, returning vast surfaces to the community. The ascent unfolds floor by floor: from open-water swimming and beach volleyball to basketball courts, an indoor pool, a skatepark, playgrounds, table tennis, fitness rooms, mini-golf, walking trails, yoga, and a rooftop athletics track, all connected by a climbing route on the façade.

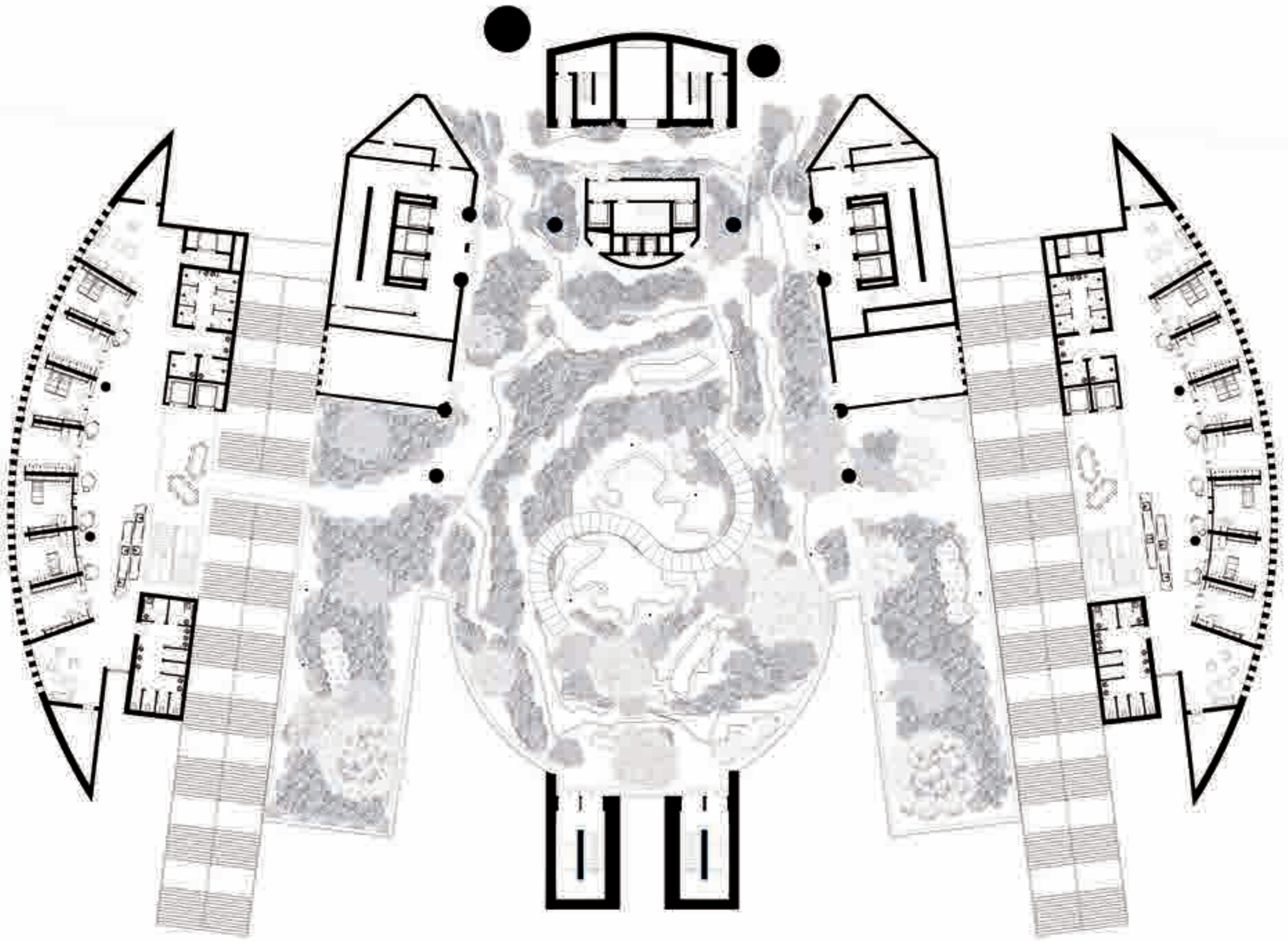
Fundamentally, these repurposed facilities are reimagined to break traditional sports codes and welcome all bodies. By reinventing dimensions and rules—using variable basket heights, irregular court markings, and non-identical running lanes—standardized competition is rendered impossible. This shifts the focus from performance to sharing, ensuring total inclusivity where everyone finds their place, transforming sport into a true common language of connection.















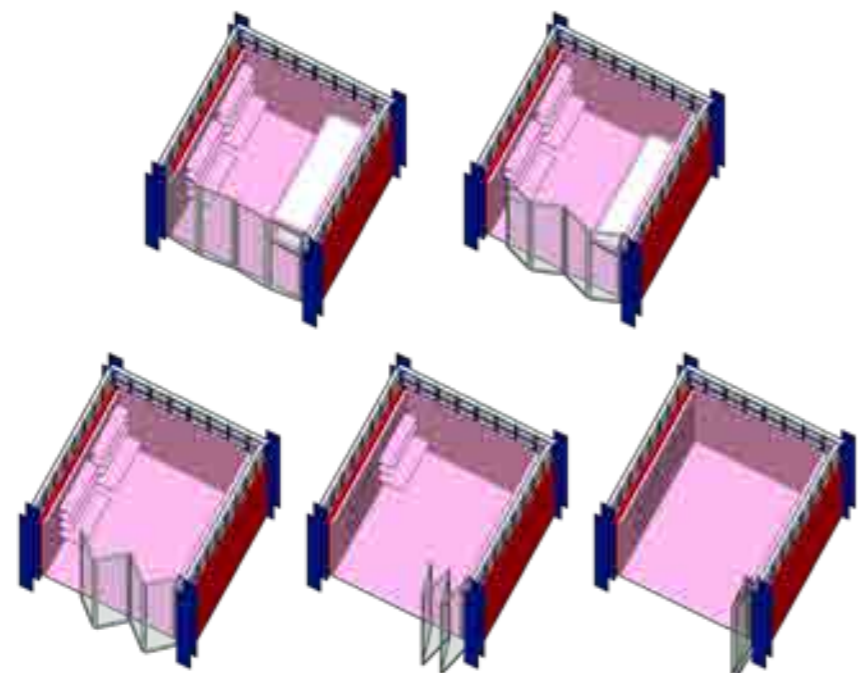
# Passagg

*Et vogue le navire...*

*Workshop led by: Léonid Slonimskiy (K.O.S.M.O.S.)*

*Assisant: Paul Perron*

*October 2022 - January 2023*



Passagg is a ship designed to take in refugees from the Mediterranean Sea.

People rescued from dilapidated and overcrowded boats are welcomed on board Passagg. Mostly from East Africa (Somalia, Eritrea, Ethiopia, Egypt, Yemen, Sudan and Libya), these refugees are often young, alone or with their children, and have only the bare necessities.

Docked in Valletta, Malta, Passagg is strategically located in the Mediterranean, with a mild climate of between 10° and 25° Celsius. The ship offers temporary emergency accommodation for 2 to 6 months, until a European country takes them in.

Each floor offers 12 individual or family spaces for 12 to 24 people.

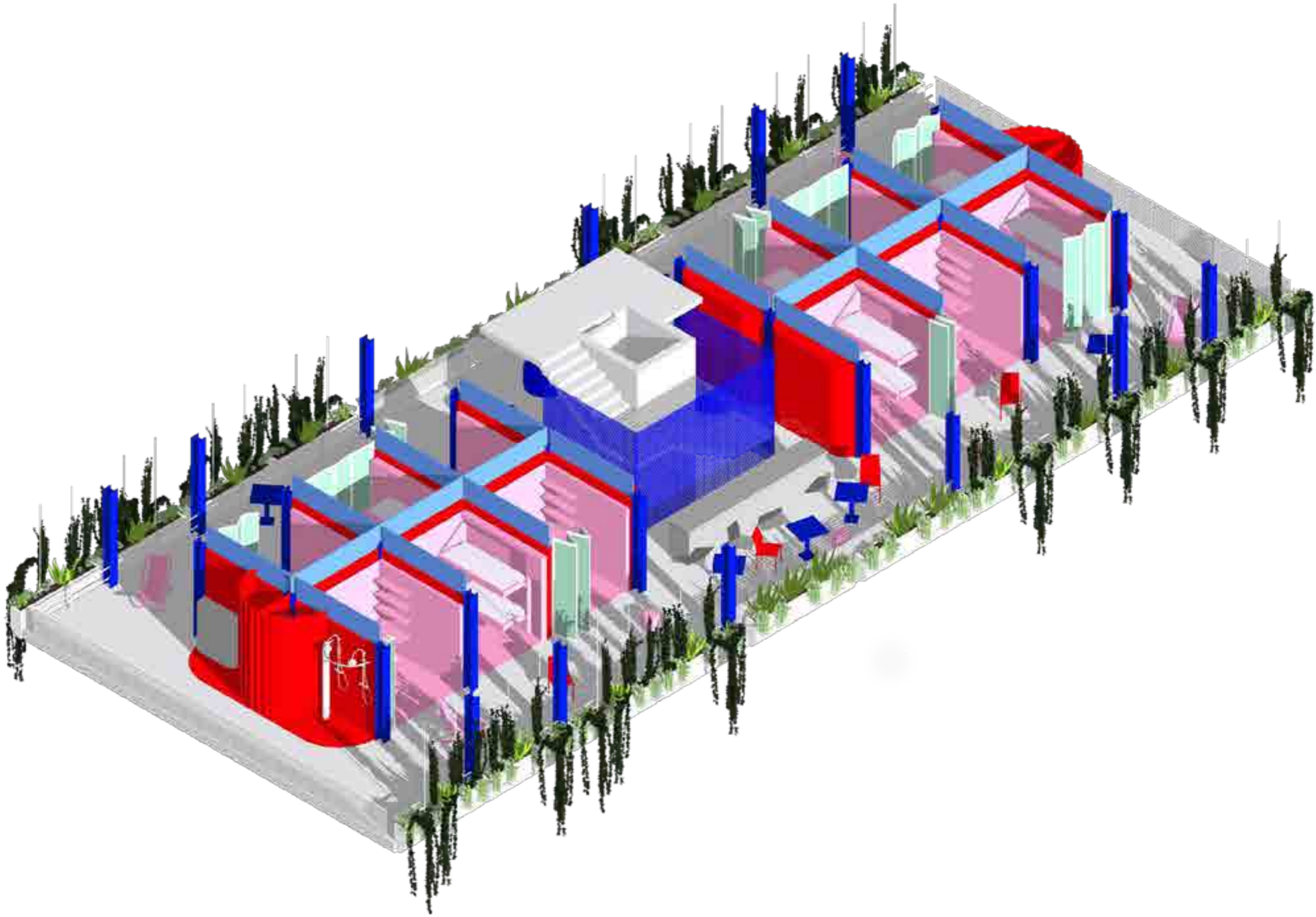
The 6 m<sup>2</sup> units are multi-purpose, with fold-away beds, tables and shelves to optimise the space according to need.

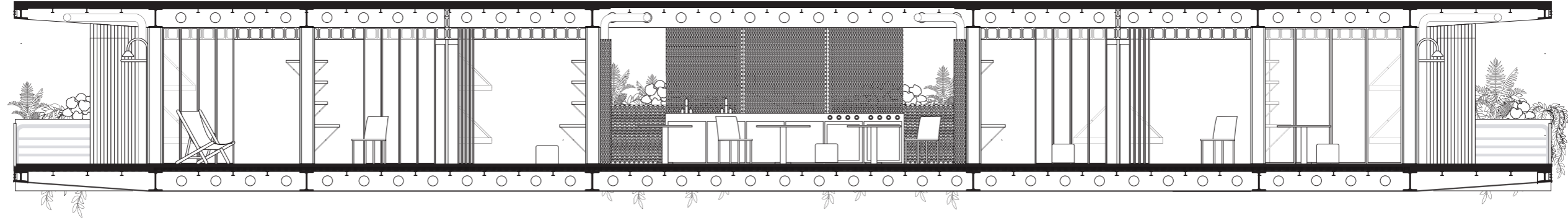
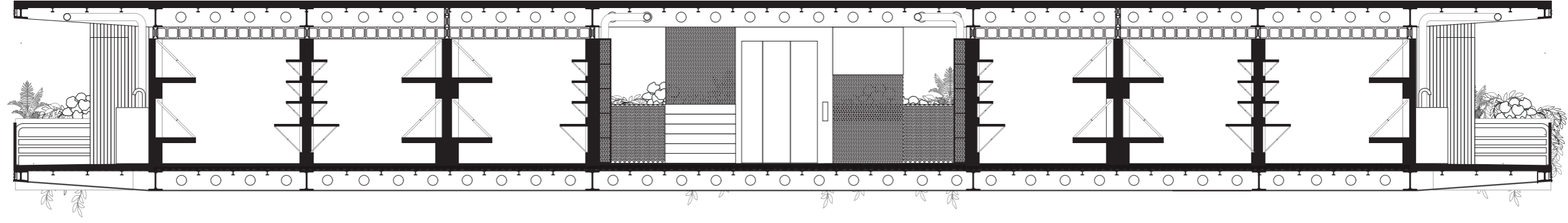
Glass patio doors open to the outside and curtains provide privacy.

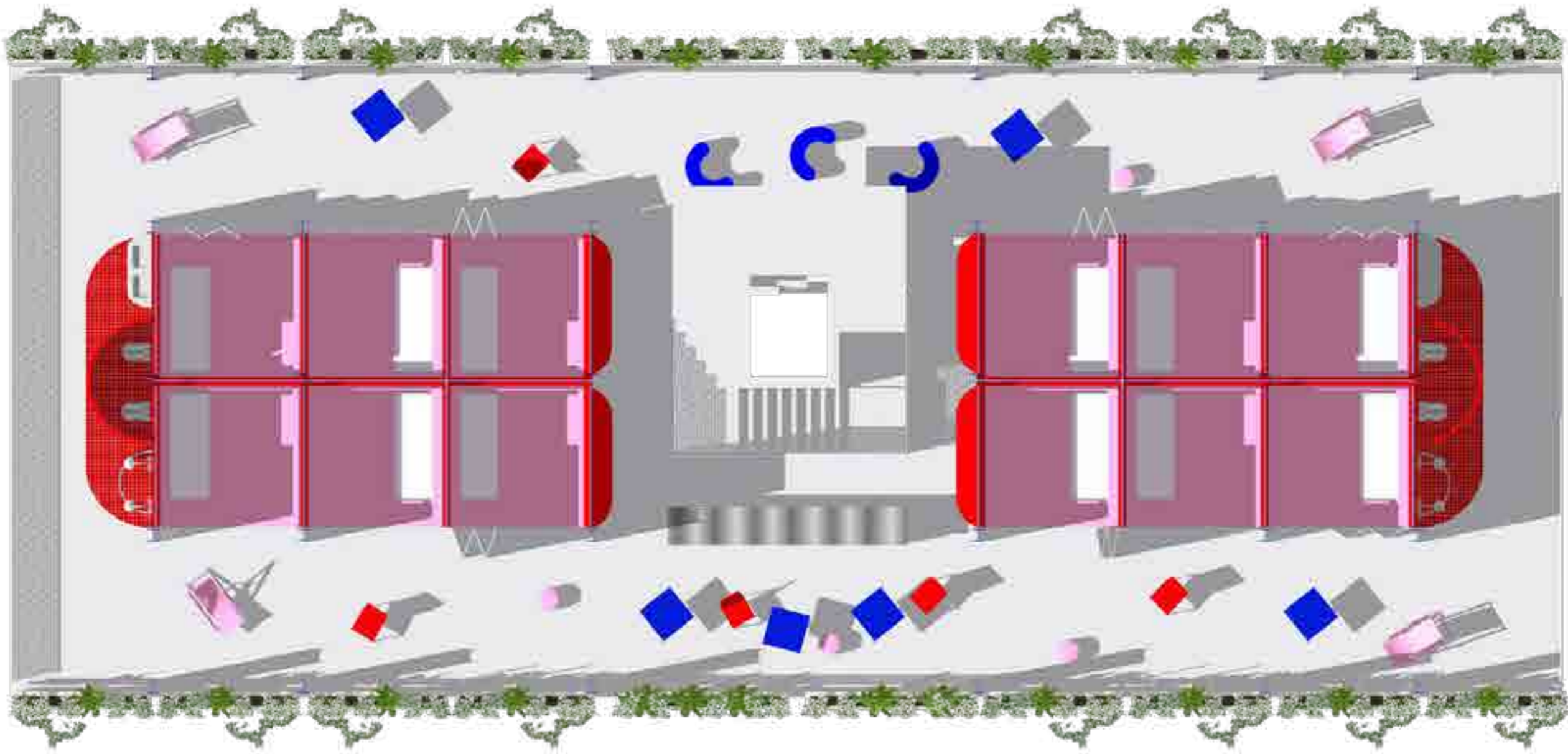
The communal areas include a kitchen, sanitary facilities and a central walkway for easy circulation.

To filter the sun and wind, planters will be installed on the outside of the first floor, on the north and south sides. Composed of climbing and falling plants, flowers and aromatic herbs, these plants will be adapted to the uses of each space. They will also contribute to the healing process for those who need them.











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# Janus

*The decorative house*

*Workshop led by : Ahmed Belkhodja (FALA atelier) & Camille Bagnoud (COCI studio)*

*Assistant : Robin Delerce*

*February 2024 - June 2024*

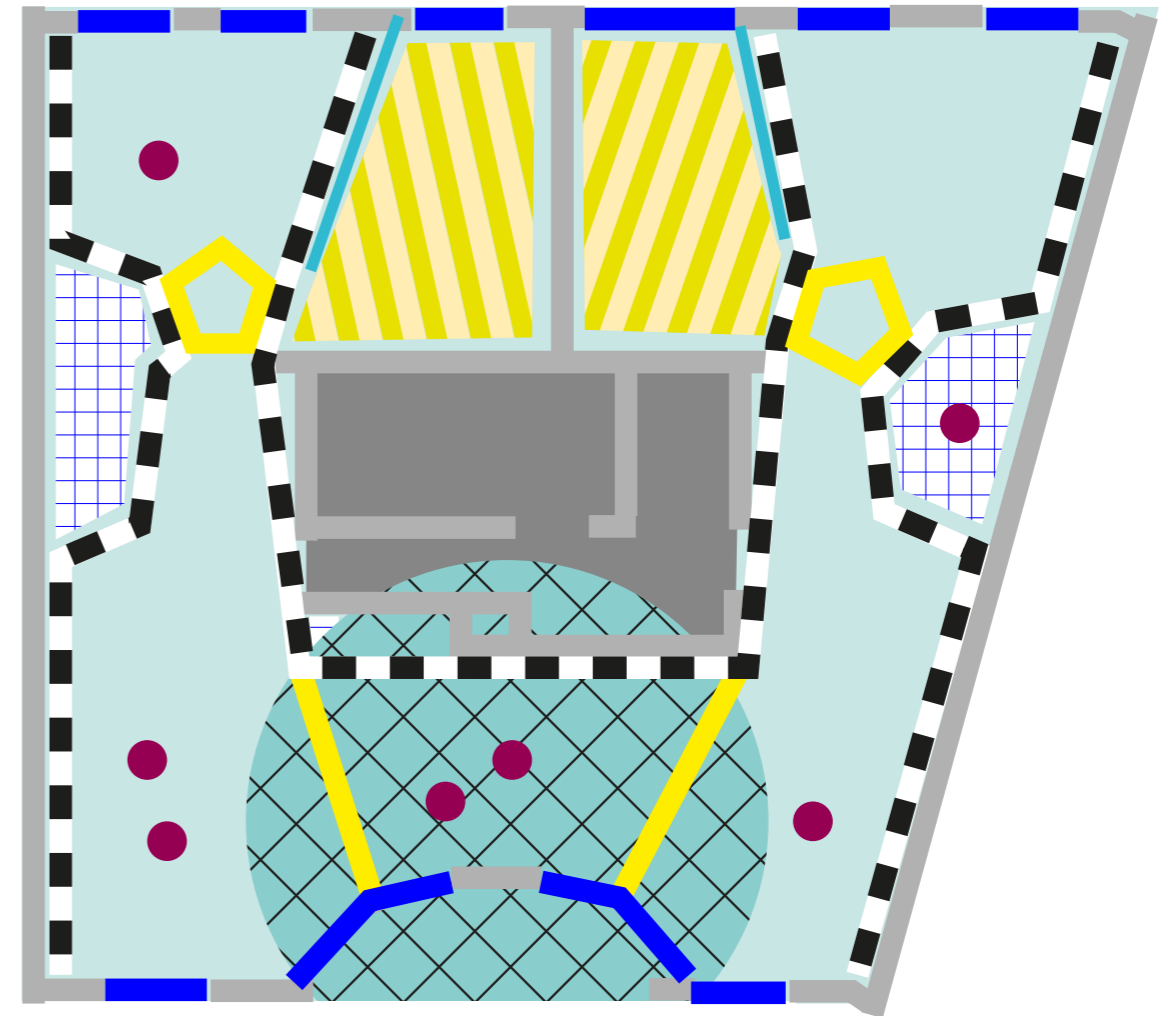
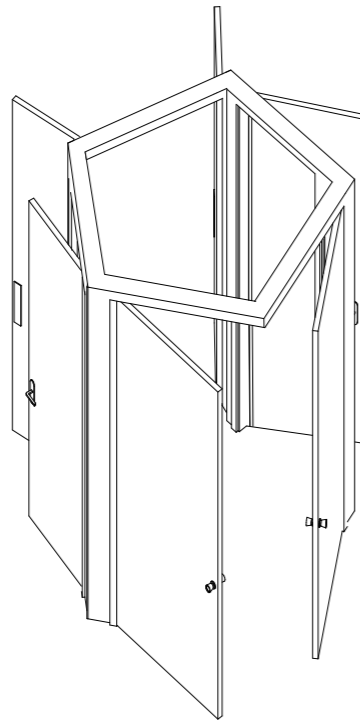
Janus is a project that invites us to rethink the nature of the boundaries between private and communal within the domestic space.

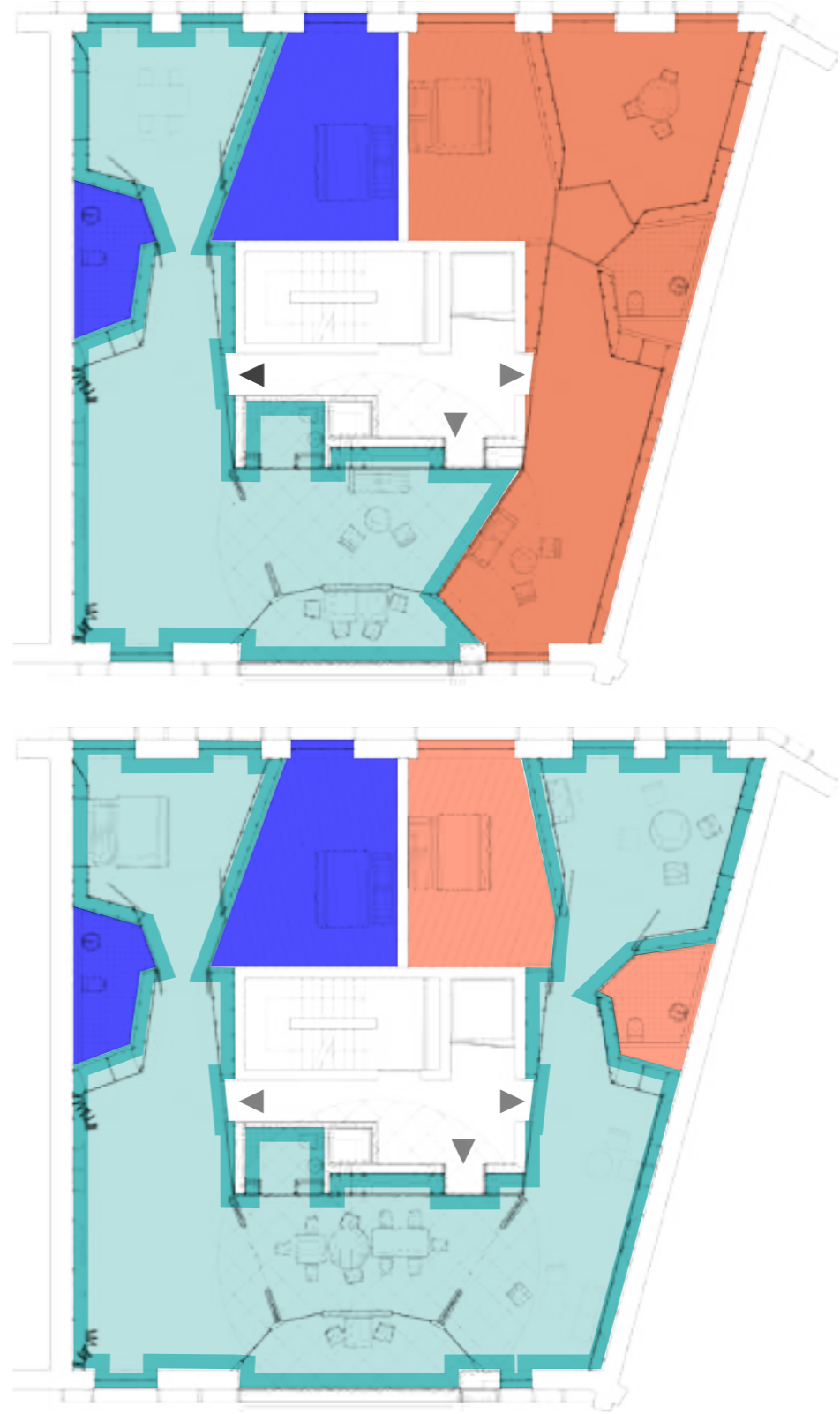
Two flats on the same landing have a unique configuration that challenges spatial boundaries with openings onto multifunctional spaces, redefining notions of private and communal life. These 'coliving' units are designed to accommodate the residents' guests, while creating a shared space for residents on the same floor. This can make life easier for single-parent families, allow elderly




parents to stay close, or simply encourage friends to live together. The aim of this form of shared living is to simplify the daily lives of residents.

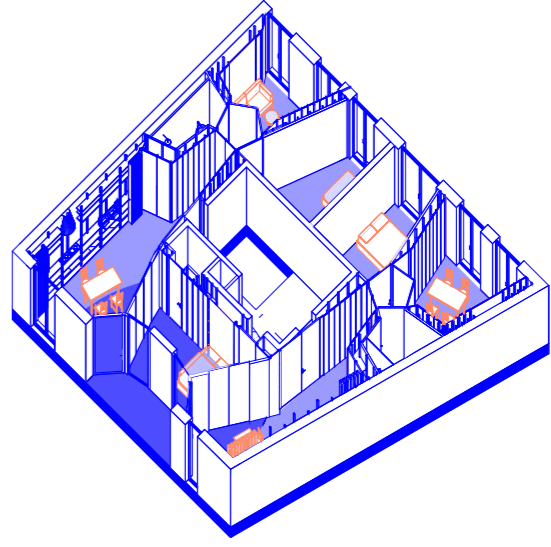
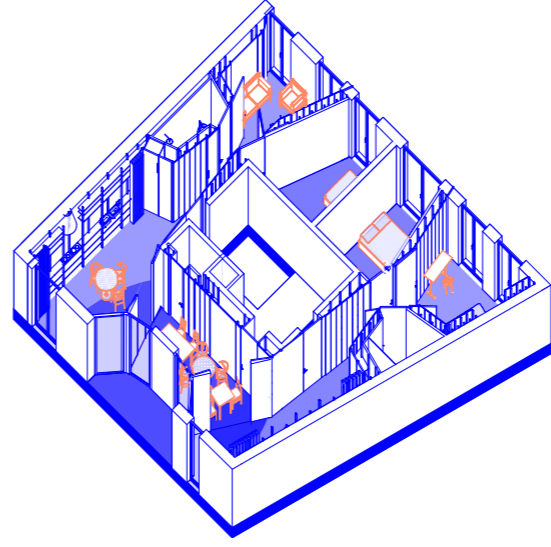
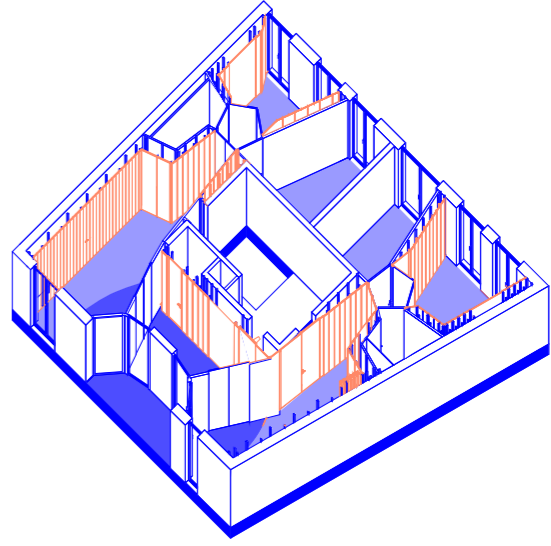
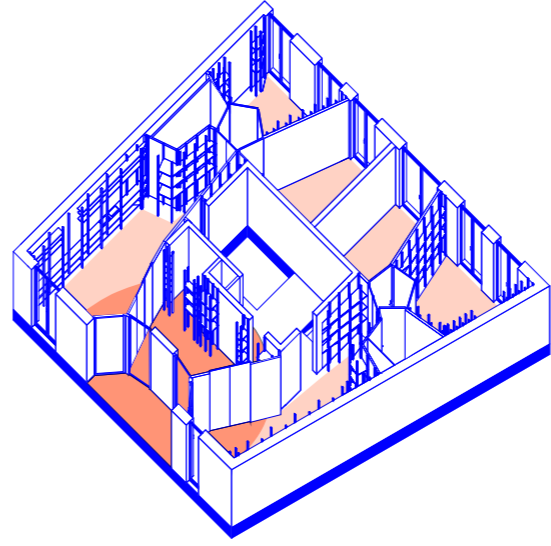
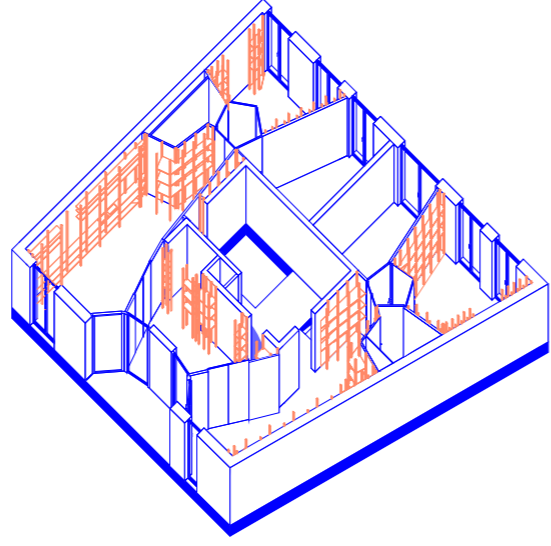
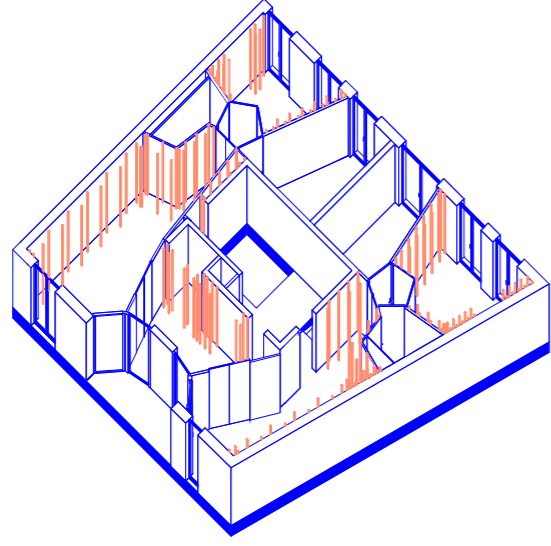
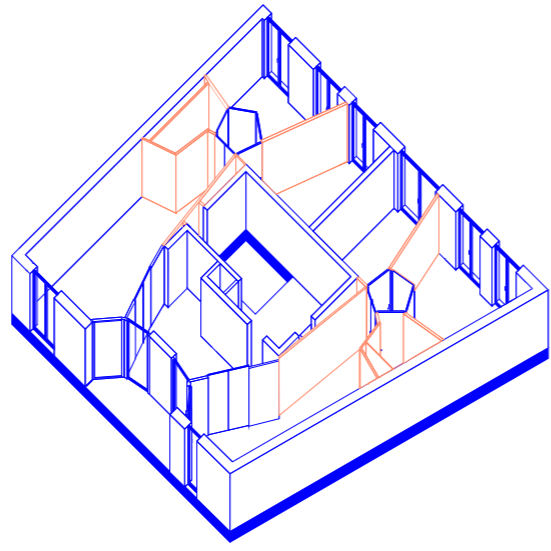
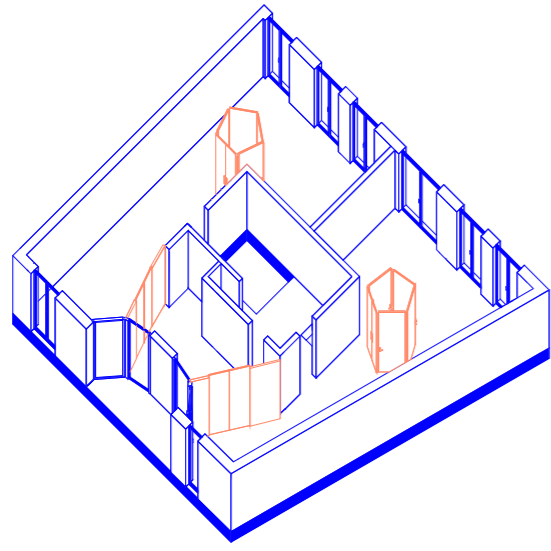
This approach offers residents the chance to share not only a living space, but also common values and objectives based on solidarity and cooperation.

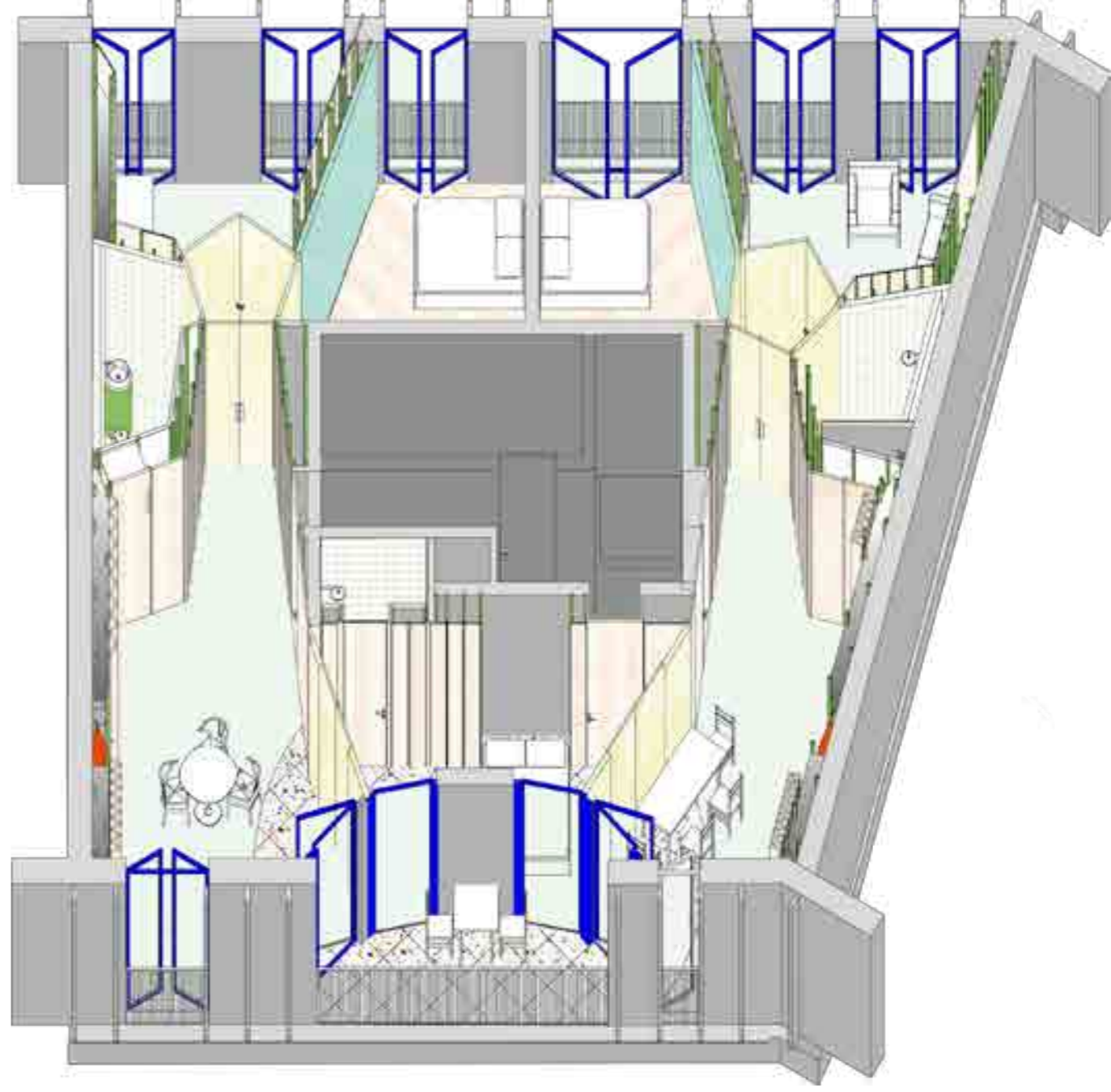
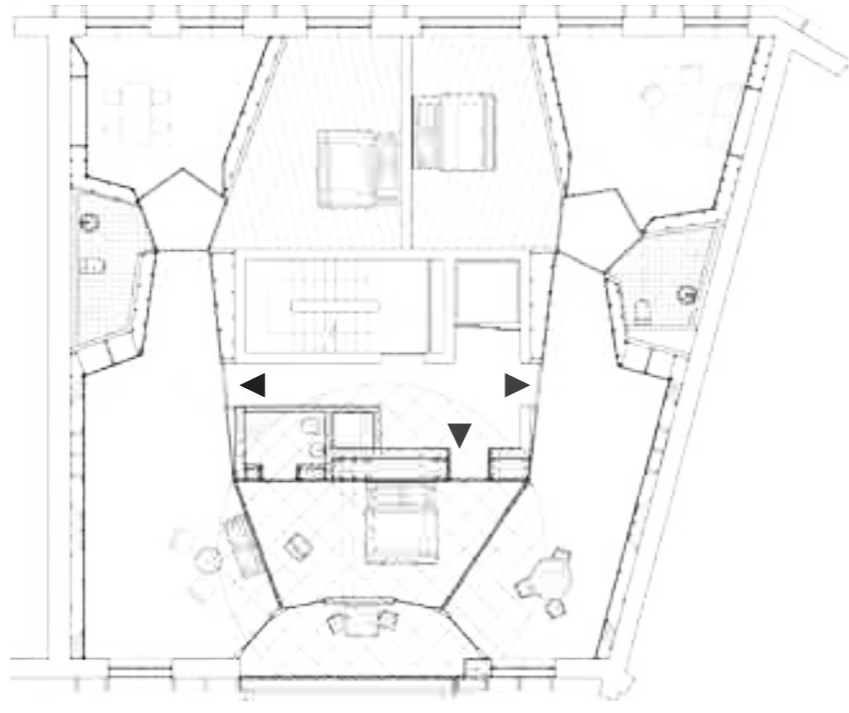
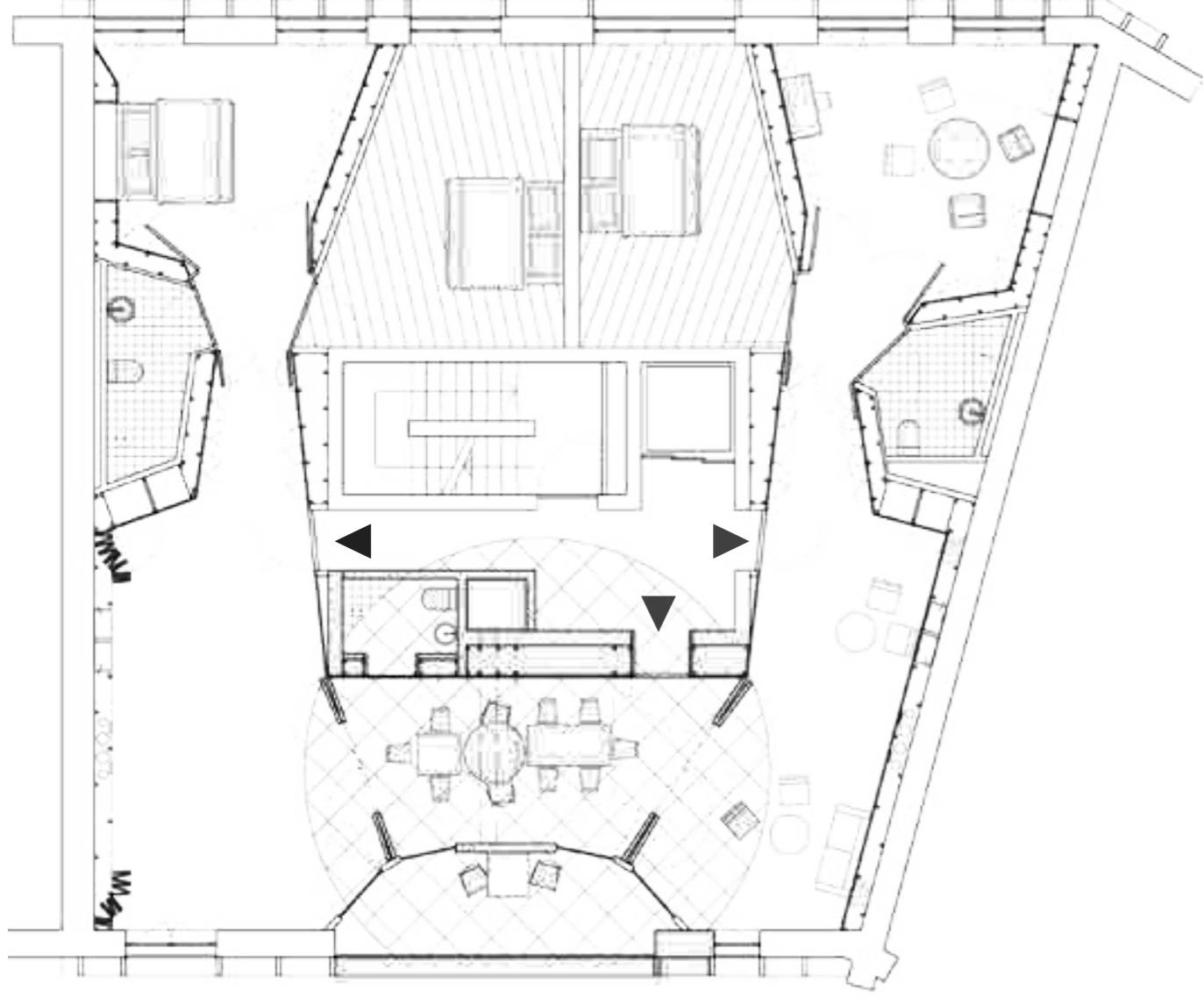
In this way, Janus paves the way for a sharing of social values starting from the domestic space.

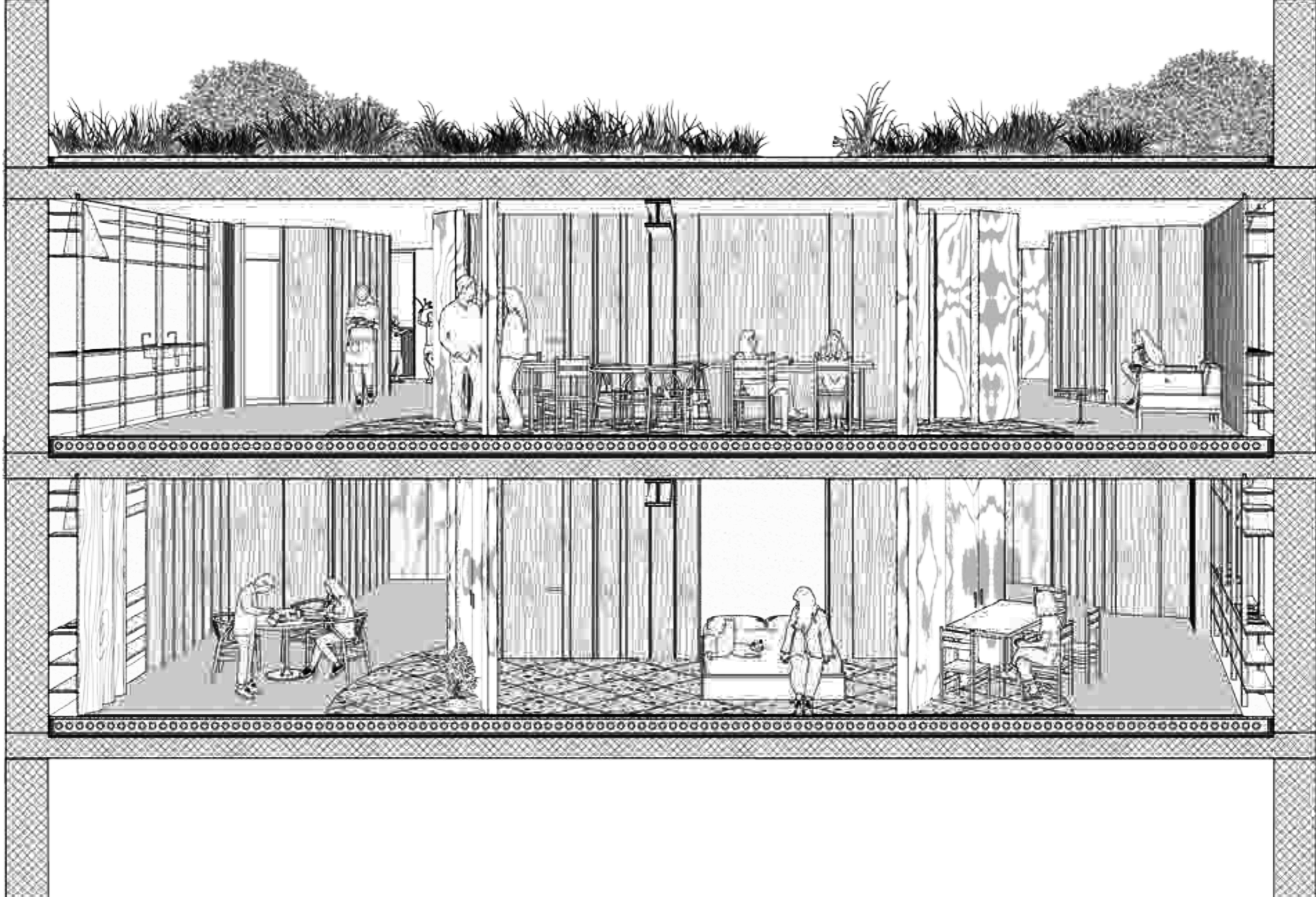




-  APPARTEMENT N°1
-  APPARTEMENT N°2
-  ESPACE ACCUEIL













## Creatures

Workshop led by: *Youri Kravtchenko*

By: *Kim Schönauer, Jérémy Triolo, Stéphanie Hemidi*

Project: *PETS - Milano Design Week 2026 - Alcova*

*september 2025 - janury 2026*

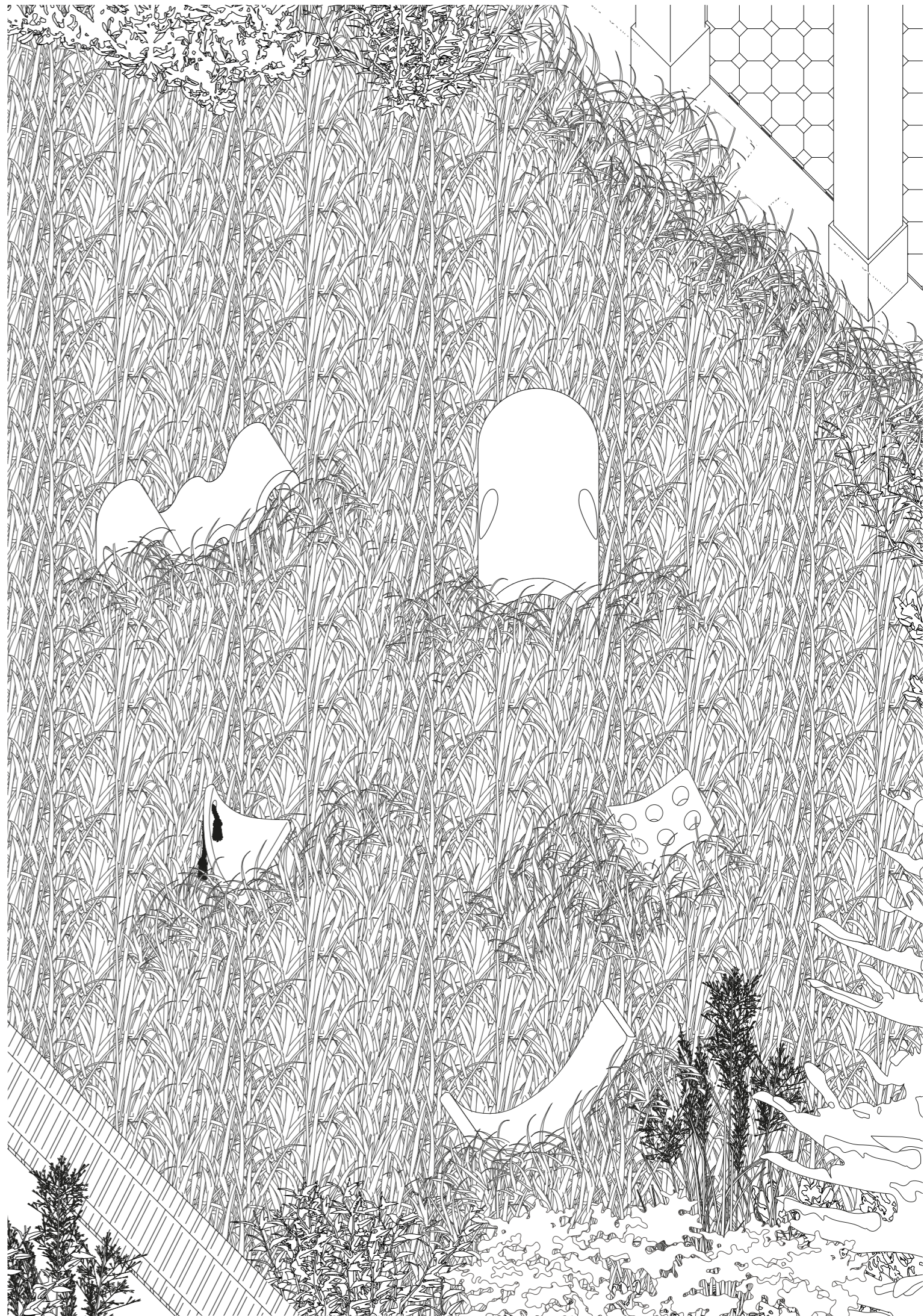
This research project explores the complex relationship between humans and dogs by contrasting two distinct models: that of the «pet» based on an anthropocentric and hierarchical vision inherited from the Enlightenment, and that of «companionship» which posits co-evolution and mutual co-construction.

The objective is thus to demonstrate that the dog-human relationship is not a simple unilateral attachment, but a dynamic process of entanglement where both species define each other, calling for a redesign of our frameworks of thought to fully integrate the non-human dimension of our existence.

This project aims to create hybrid objects, straddling the line between sculpture and tool, which are not imposed on the dog but open up a strange and exploratory landscape. Designed to be interpreted and felt by bodies and surrounding materials, these elements become «alive» only through interaction with other beings and things, while retaining a response specific to their form. The approach balances proximity and distance, fostering a relationship where the dog can climb, crawl, or dig, naturally integrating elements such as earth, plants, or weather conditions.

Located in a «wild garden» extending from the domestic context to nature (inspired by Milan), these objects are designed to function with outdoor conditions—sun, shade, snow, wind—and to escape their immediate utilitarian function. They resemble everyday objects while subverting them, inviting an open and sensory exploration that goes beyond simple use to become a space of co-existence and shared experimentation between the human, the dog, and their environment.





# On top of the heap

*Plants within interior space - Master 2025-2026*

*Workshop led by : Studio ossidiana*

*Project created by : Jérémy Troilo - Stéphanie (Fany) Hemidi*

*Photo : HEAD - Stéphanie (Fany) Hemidi*

The mandrake, an enigmatic plant with humanoid roots, has fascinated since the Middle Ages. Associated with witches and alchemists, it embodies the ambiguity between healing and poison, attraction and fear. Its powerful alkaloids, hallucinogenic, anesthetic, toxic, have fueled legends and real fears: some believed that uprooting it would unleash a deadly scream. Its actual toxicity, dizziness, coma, death, primarily affects mucous membranes (eyes, mouth, nails). Even simple contact can be dangerous. To convey this duality, we designed an installation: a pile of bricks, concrete blocks, and steel, difficult to climb, symbolizing the necessary distance between humans and the plant, while granting it a sacred monumentality. The

summit, covered in earth and sand, shelters a single mandrake, bathed in light through a hole in the roof, evoking its connection to earth and life. The vase, designed as a "survival kit," allows handling the plant from a distance, like a dangerous creature. This highlights the subtle boundary between care and risk, power and fragility, between botanical object and mythological entity. This project does not merely represent the mandrake, but questions what it symbolizes: fear of the unknown, the power of belief, and how collective imagination shapes our relationship with nature. It becomes a metaphor for our contradictions: fascination with the unattainable, the need to tame what escapes us.



# Workshop ex — tension

Care for your HEAD - Semaine Inaugurale 2025-2026

Workshop led by: Leonid Slonimskiy - KOSMOS Architects

Assistanat : Artus Monat, Valentin Dubois - Studio V. Dubois, Manuel Rossi

Project created by : Jérémy Troilo - Marie Trouvin - Paola Lopez -  
Amandine Durand - Stéphanie (Fany) Hemidi

Photo : HEAD - Sylvain Leurent

For this “Care for your HEAD” workshop, we chose to set up near the Georges Addor building. Built in 1955, it is now classified as a historic monument. At the foot of this building lies a pool directly inspired by tropical architecture, made famous by Brazilian architects such as Oscar Niemeyer. This pool has not been used for years due to safety and regulatory reasons. Hidden behind hedges, this space is now quiet but unused. Our project aims to reactivate it by leveraging the pool’s sunken shape—not as a void, but as a

support: a generator of comfort. We installed a taut plastic cover over the pool, using a system of ropes and pegs. To better anchor ourselves in the chosen location, we then envisioned extending the adjacent library. This is a place where one can read, relax, gather—or, conversely, momentarily escape the school’s rhythm. It can be used on pleasant days like today. Our installation thus transforms an unused space into a place of comfort, highlighting the existing site while creating a direct link with the library and school life.





## Workshop Paper color tools

*Week of all possible 2025*

*Workshop organised by : directed by Christoph Brach of Raw Colors*

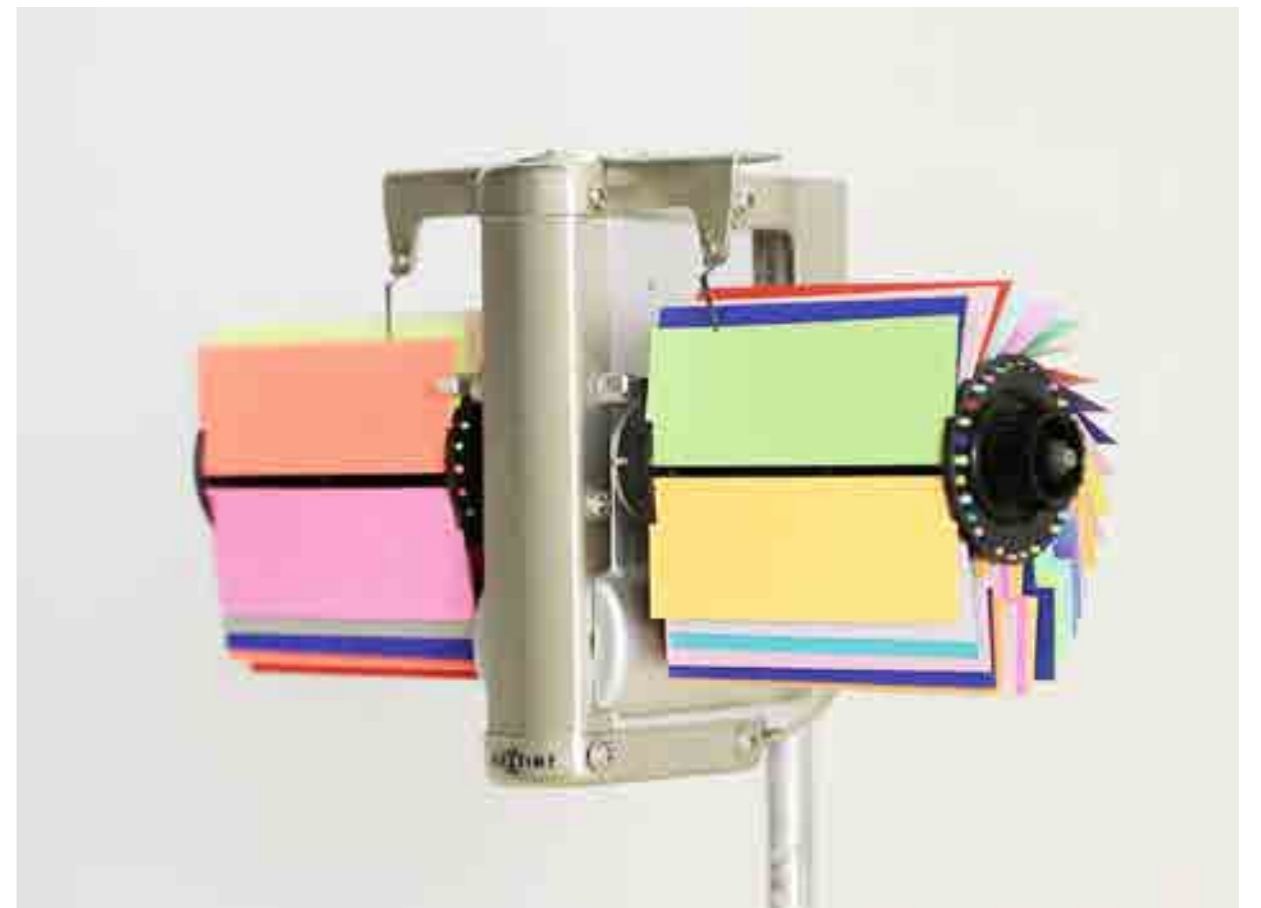
*Assistants: Rob Van Leijsen*

*Photos: By Christoph Brach - HEAD Genève*

Led by Christoph Brach of Raw Color, this workshop explores the relationship between paper and color through the creation of objects, installations and graphic tools. The aim is to experiment with how colors, shapes and movements interact to generate dynamic or static compositions. The two projects proposed in this workshop explore paper in movement, as a tool for experimentation, exploiting its interaction with light and its environment.

**Color Clock** is a clock that offers a catalog of over 720 color compositions, thanks to a rotating timer system that changes every two minutes.

**Shade Machine** is a tool that offers a dynamic composition of colored papers, rotating on itself with an electric screwdriver to influence the color shades on external elements.





# Workshop Back to the source

*Pipe dream - Inaugural Week 2024-25*

*Workshop organised by : Lola Jutzeler, Robin Delerce and Valentin Calame*

*Assistants: Chiara Kocis, Manuel Rossi, Marie Schild*

*La source, joint work with: HEAD interior architecture students*

*Photo: HEAD - Noé Vercaemst - Fany Hemidi*

This installation, which explores the history of the banks of the Arve - once an essential source of running water for the bourgeois inhabitants of Geneva - is distinguished by the staging of domestic items on rocks, evoking a bathroom. By confronting these everyday objects with a natural environment, the work reflects on the historical role of water and its evolution over time, while reinterpreting the relationship between man and his aquatic environment.

This artistic gesture is in direct dialogue with Marcel Duchamp's approach, particularly his famous **Fountain** (1917). In the same way, this installation diverts the original function of domestic objects to reveal a wider meaning, linked to the source and urban development. This play on displacement and reinterpretation invites us to revisit the symbolic value of water and its implications for our collective history.



# Réanime

Workshop led by: Valentin Dubois and Bertrand Van Dorp

Photos: Dylan Perrenoud

Projet: HEAD BAAI students

september 2023 - january 2024

The Réanime workshop aims to revitalise Geneva's heritage spaces by exploring their spatial and programmatic potential. In Geneva, the former Darshana restaurant, located on the ground floor of the Clarté building designed by Le Corbusier and Pierre Jeanneret (listed as a UNESCO World Heritage Site in 2016), serves as the setting for this project. Unoccupied for several years, this space, for-

merly dedicated to shops and garages, is now becoming a testing ground for interior design students at HEAD - Geneva. Through reversible and targeted interventions, they are enhancing the modern heritage while initiating the transformation of the space into a future cultural venue. This four-step approach - façade, surface, volume, support - restores the essential functions of the space and enriches its perception as a cultural object.



# Upslie down

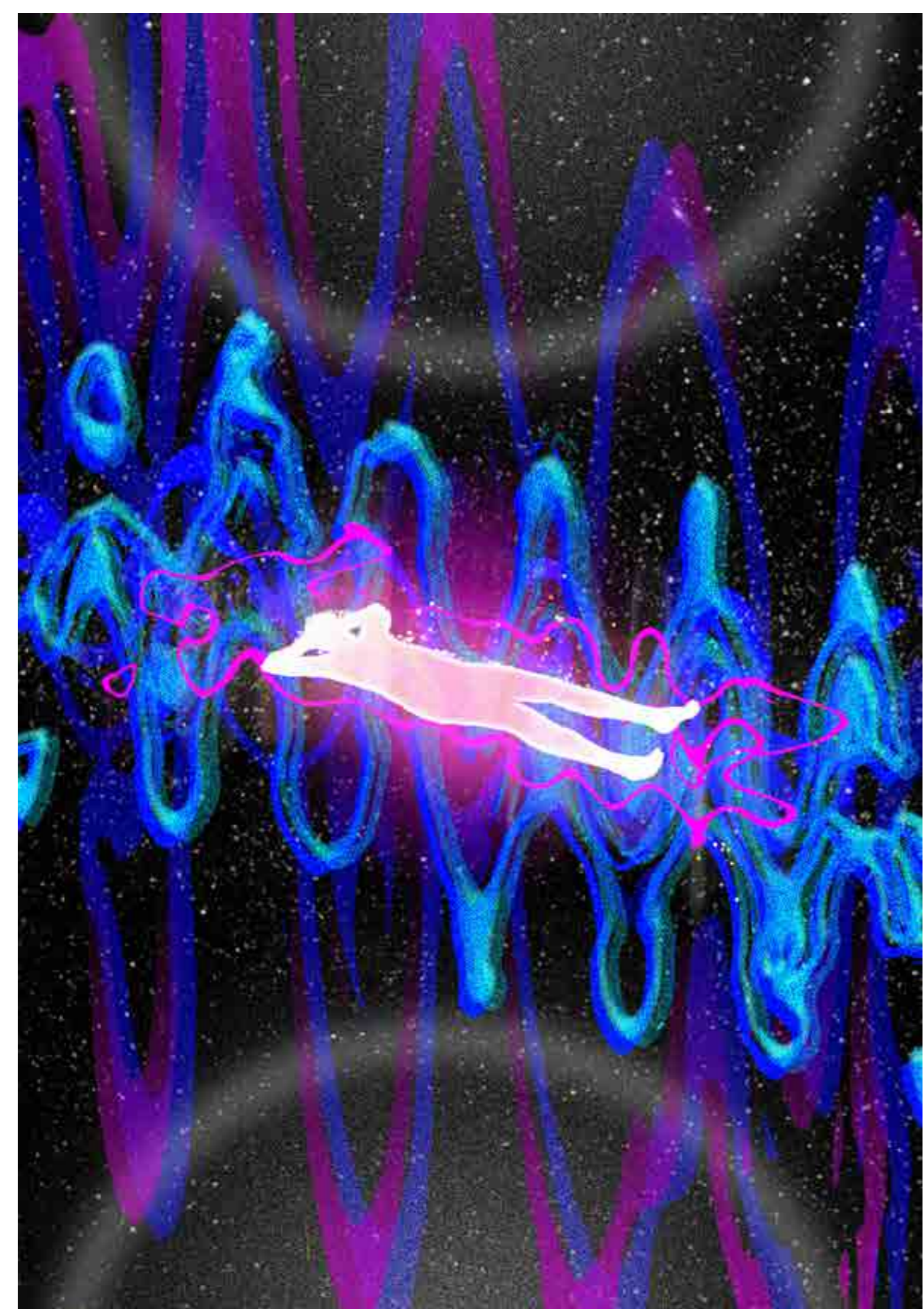
*The alchemy of atmospheres - Inside virtual architecture*  
*Workshop led by: Simon Husslein (atelier Simon Husslein)*  
*september 2023 - janury 2024*  
*Working in trio with: Tiziano Gargano and Paul Rigal*

This virtual reality (VR) world offers an immersive journey that would be impossible in the physical world. The narrative of this universe is based on a parallel construction between visual composition and experimental sound creation.

This immersive visual and sound universe, designed to be experienced while lying down to promote total relaxation, focuses on emotions. The different atmospheres follow one another to the

rhythm of meditative and spatial sounds, conveying new sensations and feelings of fulfilment. Avatars will lie side by side on this platform to share the experience and feel a sense of togetherness. Once they have passed through the different atmospheres, participants will be able to discuss and share their feelings. The aim is to create a unique moment that brings new sensations that cannot be experienced outside of virtual reality.







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