

# WE:MANTRA EXPERIENCE

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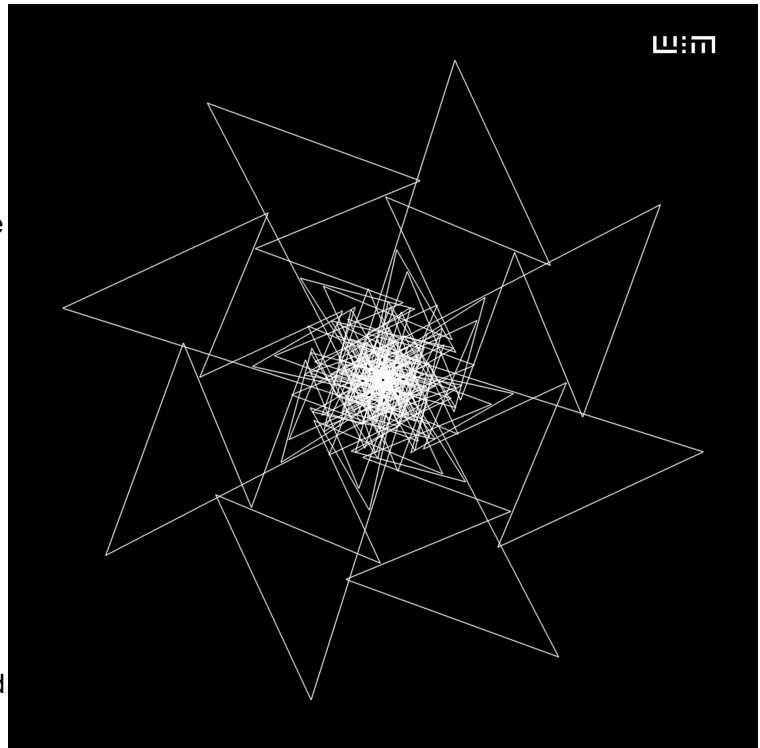
OUT JUNE 16<sup>th</sup>

In August 2012, InFiné suggested a collaboration between French musician **Don Niño** and Mexican electronic musician and producer **Cubenx**. At the InFiné Workshop (La Carrière du Normandoux) the two musicians revealed a hypnotising first creation, wrapping ancestral sitar riffs into layers of keyboards and minimalist electronics. This first experience encouraged Don Niño and Cubenx to create the project WE:MANTRA in 2013, further enhanced by the addition of installation artist **Antoine Schmitt**.

**WE:MANTRA** combines music and video art. Musically it is centered around the Indian sitar and vintage analog keyboards laid out over electronic minimalist rhythms. The nine "*Moods*" of traditional Indian music are explored by the musicians during the concert (cosmic, heroic, erotic, fightening, wonderful...) within retro-futuristic mantras. Live visuals by Antoine Schmitt accompany the performances, creating a generative world based on ancestral forms.

InFiné will release on 16th June 2014 a mini album entitled "**First Moods**", which compiles 5 studio-enhanced pieces taken from their singular live performance.

**WE:MANTRA EXPERIENCE** is an audio-visual generative and interactive app developed by **Antoine Schmitt** that proposes an immersive experience in the world of WE:MANTRA. A literal translation of the word "mantra" would be "instrument of thought". The music of mantra is particularly well adapted to the concepts of generative music, where music is created on the fly, according to composition rules. WE:MANTRA EXPERIENCE is inspired by the mantras, and aimed to replace the phonemes traditionally pronounced by complementary and repeated sounds. A small programmed AI follows the rules and creates music indefinitely, always different, always similar.



Visual symmetry is a very ancestral shape, related to abstraction, cosmogony and magic. In WE:MANTRA EXPERIENCE, an eight-symmetry shape slowly develops autonomously, creating endlessly changing forms, ranging from large stars to infinitely small laces. With various gestures on the touchscreen, you can alter and control the creation of these shapes by changing the speed and dynamics of the autonomous movement. Or you can just watch it evolve by itself. WE:MANTRA EXPERIENCE provides an infinite, cosmogonic, universal and inner experience.

Available in the Apple store from 16<sup>th</sup> June 2014

## About the Artist

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**Antoine Schmitt** is a French contemporary artist, programming engineer and designer. He worked as a programming engineer specialising in artificial intelligence and human-machine interactions for Steve Jobs' Next Company. He has also collaborated with Film-maker Chris Marker (director of "La Jetée"), Paris web agency hyptique, Dassault's real-time 3D software Virtools, as well as the BBC (Xtra plugins). Since 1994, as a visual artist, he has been recognised by numerous awards and exhibitions. Schmitt develops his work around the notion of shapes "programmed to be free". He places programming, an artistic medium, at the heart of the majority of his creations. Using techniques coming from artificial life and intelligence, influenced by philosophical and psychoanalytical approaches, Schmitt crafts objects or situations, generative or interactive physical, visual or audio systems, which question the modalities of the free human being in a complex world. Alone or through collaboration, Schmitt confronts his approach with more established artistic fields like dance, music, cinema, architecture or literature. [Website](#)

#### **WE:MANTRA**

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