



# The Labyrinth of Time

Stéphane de Gérando

*A multi-artistic and technological work*

## Plan your Labyrinth [1]

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*Presentation and commissioning guide  
For institutional use — 2026*

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## 1. THE LABYRINTH OF TIME

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Described as monumental by the press, *Le Labyrinthe du Temps* (LDT) is a multi-artistic and technological work of a new kind.

*Labyrinthe* conceived as a whole — from virtual worlds (VR) to multi-artistic practices (dance, theatre, music, digital arts) — le LDT is a journey to the depths of memory.

Research, creation, transmission are the three feedback actions at the heart of the invention process of the *Labyrinthe*.

Its development *work in progress* combines research and development (R&D) phases, including scientific world premieres and the creation of unique technological tools.

## 2. A WORK TAILORED TO YOUR RESOURCES

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From a simple video projection — small-scale form — to a large-scale installation of the Labyrinth, every LDT creation project is unique and tailor-made, depending on a specific event, a given site, and the available resources.

## 3. AESTHETIC CHALLENGES

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Polymorphic writing of memory, intersecting, unraveling and re-interweaving across different scales of time and space, the LDT is composed of satellites (autonomous works) and grand cycles (real-time algorithmic invention and interaction).

The interplay between chance and determinism lies at the heart of the Labyrinth's invention, leading to a simultaneous sense of presence and absence:

*« Imagine what I cannot imagine,  
by questioning the notion of connection, causal relationships and the role of chance,  
getting lost in polysensory spaces, hidden and entangled memory fibres ».*

## 4. YOUR LABYRINTH – LIST OF MODULES

### FROM THE SMALL-SCALE FORM TO THE TOTALITY OF A LARGE-SCALE FORM

Here is a summary of the different modules available in 2026 to create your *Labyrinth*.

#### SPECTACULAR MONUMENTAL PROJECTION OR LARGE SCREEN : « GRAND CYCLE OF THE LDT »

| LDT Modules        | Description  | Type of production                                     | Notes   |
|--------------------|--|--|---|
| <b>Grand Cycle</b> | Large-scale screen projection, both sonic and visual, with the possibility of a polyartistic installation. | Spectacular event, in the evening, outdoors or indoors | <ul style="list-style-type: none"> <li>— Real-time algorithmic creation of the LDT</li> <li>— Sound and visual projection</li> <li>— Large screen, computer(s), loudspeakers around the audience</li> <li>— Depending on the available resources, a polyartistic creation is possible, combining instruments, dance, theatre, and real-time electronics.</li> </ul> |

#### INSTALLATIONS – PERFORMANCES – CONCERTS : THE SATELLITES OF THE LDT

| LDT Modules  | Description                                       | Type of production  | Notes   |
|--|---|---|---|
| <b>The visual works</b>                                    | Digital on TV screen or printed                   | Museum installation, exhibition, institutional hall, etc. | <ul style="list-style-type: none"> <li>— Static image tableaux (slide show controlled by the LDT)</li> <li>— Video works (with or without sound)</li> <li>— Real-time algorithmic tableaux (with possible audience interaction)</li> <li>— Works of your choice on medium (silk, aluminium...)</li> </ul> |
| <b>Sound installation</b>                                  | Electroacoustic                                   | Outdoor or indoor installation                            | — Sound files or computer-driven algorithms in real time  |
| <b>Video installation</b>                                  | HD video and 5.1 sound                            | Auditorium-type installation with large screen            | — More than 1 hour and 30 minutes of immersion in the Labyrinth (HD video), with spatialized 5.1 sound.   |
| <b>Sound and visual projection</b>                         | Outdoor or indoor projection                      | Evening or installation                                   | <ul style="list-style-type: none"> <li>— Monumental mapping, indoors or outdoors</li> <li>— 2K, 4K image, etc.</li> <li>— 5.1 sound spatialised around the audience</li> </ul>  |
| <b>Concerts</b>  | Instruments with or without real-time electronics | Concert or installation                                   | <ul style="list-style-type: none"> <li>— Instruments and electronic devices in real time</li> <li>— Commissioned or existing works</li> </ul>   |
| <b>Sculptures</b>  | Digital or on medium                              | Outdoor or indoor installation                            | <ul style="list-style-type: none"> <li>— Holographic projection</li> <li>— Projection on 3D surface</li> <li>— On screen</li> <li>— With or without sound</li> </ul>  |
| <b>Virtual reality</b>                                     | Immersive installation                            | Installation  | <ul style="list-style-type: none"> <li>— VR headsets</li> <li>— Real-time interaction with the audience</li> <li>— Large screen projection possible</li> </ul>  |
| <b>Video installation: « LDT — Genesis and evolution »</b> | Video, TV screens                                 | Installation  | — Video installation presenting the genesis and evolution of LDT creations.   |

## EDUCATIONAL INSTALLATIONS

| LDT Modules                                      | Description  | Type of production                  | Notes   |
|--|--|-------------------------------------|---|
| <b>Interactive digital educational workshops</b> | Playful and creative installations for ages 10 and up... | Participatory audience installation | — At least one computer with a large screen and four loudspeakers |

## CONFERENCES

| LDT Modules        | Description   | Type of production   | Notes   |
|--------------------|---|--|---|
| <b>Conferences</b> | Topics to be specified according to the event and audience. | During an LDT installation or occasional meetings over a season. | — General public, young audiences, pupils, students, researchers, etc.<br>— Possibility of inviting scientific collaborators who took part in the research, including world premieres and pioneering contributions. |

## PUBLICATIONS - SALES

| LDT Modules                 | Description   | Type of production  | Notes  |
|-----------------------------|---|---|--|
| <b>Publications - sales</b> | Publications aimed at either general audiences or specialized readerships (research, etc.). | During an LDT installation, sale of offprints and publications related to the LDT (discs, art books, articles). | — LDT art book<br>— Exhibition catalogue<br>— Research articles, books<br>— LDT recordings |

## RESEARCH COLLABORATIONS

| LDT Modules     | Description  | Type of production | Notes  |
|-----------------|--|--------------------|--|
| <b>Research</b> | Possible collaboration during the creation of a Labyrinth. |                    | — Art schools, universities, engineering schools, grandes écoles, research centers, conservatories, etc. |

## 5. BUDGETARY ASPECTS

### Artistic part - pricing schedule – commissioning a *Labyrinthe*

| Type of Service   | Details / Conditions   | Price (from) | Options / Notes  |
|---|--|--------------|--|
| <b>Custom installation</b>                                    | Example: a spectacular video projection with spatialized sound adapted to your venue (indoors or outdoors), for one evening, in the presence of Stéphane de Gérando. | 1 000 €      | Small-scale format using existing material.<br>The LDT software, computer, and sound card are included in the price.<br>To be provided on site: professional loudspeakers (minimum 4), a high-brightness laser video projector (minimum 15,000 lumens), and a large screen or wall projection surface. |
| <b>Specific commission of a work of the <i>Labyrinthe</i></b> | Installation or performance with dedicated creation  | 8 000 €      | According to specifications  |
| <b>Long-duration installation</b>                             | Duration exceeding 3 days  | On request   | Installation rental package of the work.   |
| <b>Educational installation</b>                               | Museums, art schools, conservatories, etc.   | On request   | Rental on a monthly or yearly basis.   |
| <b>Conference</b>   | General public or dedicated audience, scientists, artists, business schools etc. (2h)  | 500 € net    | Visual support included.<br>Subject to be defined in collaboration with the commissioning partners.  |
| <b>Educational workshop</b>                                   | Animation and transmission   | 250 € net    | Educational materials extra  |
| <b>Scientific collaborations</b>                              | Research partnerships with grandes écoles, universities, research centres  | On request   | According to profile and duration  |

*Travel and accommodation expenses are to be covered separately.*

### Technical part

The technical installation of *The Labyrinth of Time* can be handled in two ways:

1. Entirely “turnkey” (rental via 3icar),
2. Partiellement (ordinateurs, carte son, logiciel, par exemple), en complément d'une installation son et vidéo prévue par l'institution d'accueil.

### Indicative examples :

- Rental of simple audio equipment outdoors: from 1000 €
- Rental of a high-power video projector for large-scale outdoor projection mapping: from €3,000.

## 6. STEPS FOR COMMISSIONING *THE LABYRINTH OF TIME*

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**Initial contact and pre-project for commissioning the *Labyrinthe***, informations à communiquer à M. de Gérando ([sdegerando@gmail.com](mailto:sdegerando@gmail.com)) :

- *Name and address of the commissioner, with telephone and email*
- *Date and duration of the planned events*
- *Venues (precise descriptions with photos)*
- *Choice of modules or the entirety of a Labyrinth*
  1. *Monumental projections and mapping,*
  2. *Real-time algorithmic creations,*
  3. *Digital arts — different types of virtual works on fixed media or generated in real time (TV screen),*
  4. *Electroacoustic sound installations,*
  5. *Concerts,*
  6. *Virtual reality (casque VR),*
  7. *Video installations,*
  8. *Sculptures,*
  9. *Multi-artistic performances (dance, theatre, music and technology),*
  10. *Educational workshops,*
  11. *Publications and sales — exhibition catalogues, art books dedicated to the LDT and research articles.*
- *Research collaborations*
- *Material needs (equipment on site and rental)*
- *Budget*
- *Potential partners*

Following this, Mr. de Gérando drafts precisely, always in liaison with the partner(s), a “**Brief**” for the creation of your *Labyrinthe* then if requested a “**Estimate for a co-production**” (3icar – research and creation association).

The commissioner signs a “**Commission contract**” with the composer (standard form provided by SdG). Once the contract is signed, S. de Gérando begins composing and programming the work (allow sufficient time between the signing date and the production date of the work).

Une fois l'œuvre communiquée au commanditaire, M. de Gérando transmet une « **Copyright notice** » for the remuneration of the commission.

## ANNEXES

### 1. BIOGRAPHICAL NOTE — STÉPHANE DE GÉRANDO

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Stéphane de Gérando (L'Hay-les-Roses, France, 23 June 1965) is a contemporary French creator and researcher. He has a dual background as both composer and scholar, trained at the Conservatoire National Supérieur de Musique et de Danse de Paris (First Prize and third-cycle composition studies), at university level (PhD and accreditation to supervise research), and at IRCAM (course in musical computer science).

He received the Stipendienspreis International Prize in 1994 at the Darmstadt Contemporary Music Festival, the Prize of the Association of Alumni and Students of the Paris Conservatoires (1991), and the SACEM Academic Prize (1995), and was a recipient of the Sasakawa Foundation grants in 1993 and 1994.

His catalogue comprises more than 130 works, ranging from solo instruments to orchestra, with or without electronics, digital installations, monumental projections, virtual tableaux, and polyartistic creations — including theatre, dance, music, and digital technologies. Since 2007, he has focused primarily on *The Labyrinth of Time*.

His publications (books, articles, dictionary entries) address historical, aesthetic, pedagogical, and institutional issues related to artistic creation, as well as algorithmic research (including pioneering work at international level) and digital technologies. He collaborates with researchers such as Athanase Papadopoulos, Franck Jedrzejewski, Christophe Mourougane (mathematicians), Jérôme Pétri (astrophysicist), Louis Bigo (computer scientist), and Gilles Baroin (engineer-PhD), notably on the latest version of a Labyrinth satellite in virtual reality (VR headset).

### 2. DOCUMENTS AVAILABLE ON *THE LABYRINTH OF TIME*

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1. Flyer (2 pages)
2. Presentation and budgetary aspects (5 pages)
3. Details of modules
4. Examples of creations (100 pages, photos)
5. Example of monumental mapping (100 pages, photos)
6. ZERO POINT (virtual reality), user guide
7. ZERO POINT, press release
8. Example of educational installation (Radio France)
9. Example of catalogue publication
10. To learn more...
11. Catalogue of works by Stéphane de Gérando

### 3. ONLINE LINKS — TO LEARN MORE

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1. Teaser (video): [https://youtu.be/6L6JAPqM4Xo?si=iivlYKt8st3H\\_IAQ](https://youtu.be/6L6JAPqM4Xo?si=iivlYKt8st3H_IAQ)
2. Presentation files (100 pages), including photos of LDT creations: <https://www.calameo.com/books/00566730425e61d1f5778>
3. Virtual reality, ZERO POINT (360° video, compatible with Google Chrome for example): [https://youtu.be/R6XVwkDYe-A?si=48fRCGUKZDP81t\\_K](https://youtu.be/R6XVwkDYe-A?si=48fRCGUKZDP81t_K)
4. Virtual reality installation (360° video, compatible with Google Chrome for example): [https://youtu.be/QMy6Uq7\\_x40?si=j-v9EFMpxC5V3LQq](https://youtu.be/QMy6Uq7_x40?si=j-v9EFMpxC5V3LQq)

5. International monumental mapping – Azadi  
Tower: <https://www.youtube.com/watch?v=3bYdXzkeH1I>
6. France Musique announcement, 10-hour algorithmic installation, “Fine-terre 2023”: <https://youtu.be/sOhE5vmftnc?si=w9hrRa6sovlknrye>
7. Gérande website — extensive information on *The Labyrinth of Time*: <http://www.degerando.com/fr/>
8. Research aspects — HAL archive: <https://cv.hal.science/stephane-de-gerando>
9. Example of an interactive digital educational installation — Festival Présences 2023, Radio France, Paris: <https://www.maisondelaradioetdelamusique.fr/evenement/atelier/voyage-au-coeur-du-labyrinthe/festival-presences>

## 4. CONTACT

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