



Illusion by Laia Cabrera and Isabelle Duverger at Flutter Experience



Flutter, a long-term, cross-disciplinary exhibition held within a repurposed 1920s art deco building in Los Angeles features an Immersive Interactive Cinematic Art Installation created by Laia Cabrera and Isabelle Duverger.

Flutter is an innovative, immersive art experience featuring virtual reality, projection mapping, climbable furniture as well as a giant sphinx, day-glow lighting, and architectural structures. Flutter's mission is to bring contemporary fine art into everyday life in a way that is interactive.

The inaugural installation features the work of several international artists, including *Illusion*, an immersive interactive experience about the art of seeing by award-winning filmmakers and visual artists Laia Cabrera and Isabelle Duverger in collaboration with interactivity designer Aniol Saurina Masó, as well as music and sound design by Nana Simopoulos with Mary Ann McSweeney. *Illusion* is based on the notion of "visual illusions," a powerful means by which to challenge our mind and the inner and subjective approach to time and space. Through projection mapping, augmented reality, interactivity, video art, sound design and animation, the artists invite the audience to experience a sensorial journey onto magical realms and thought-provoking realities.

ABOUT LAIA CABRERA

Laia Cabrera is a Spanish filmmaker and video artist and critically recognized multimedia creator based in New York, working in the fields of art installations, new cinema, immersive projection design, visual poetry, documentary, and

VISUAL ARTS
LOS ANGELES

Sat, June 01–
Mon, June 01, 2020

Venue

217 South La Brea Ave, Los Angeles, CA
90036

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Admission

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More information

[Flutter Experience](#)

Credits

Presented by Flutter Experience. Photo:
Render of Illusion by Laia Cabrera and
Isabelle Duverger.



performing arts, with many projects blending elements of different fields. Cabrera's innovative interdisciplinary work merges cinematic arts, dance, music, theater, digital arts, and interactivity.

She was awarded the 2016 Silver Telly Award for best Direction, AVA and Telly awards for best Animation, Documentary and Art Direction; NYIT awards 2015 for Best Art Production, 3-time nomination for Outstanding Innovative Video Design, and the Kodak & Color Lab Award for Best Cinematic film for *Under Influence*. Cabrera is also the recipient of several grants including KrTU Creators, Cultura i de les Arts (CONCA), NYC Council on the Arts, and DC Commission for the Arts and Humanities, among others.

Her work includes traditional and experimental filmmaking, virtual theater and immersive video mapped site-specific installations presented worldwide and commissioned by major institutions. Her last works were presented in Times Square, Armory Arts Week-Spring/Break Art Show New York, Brooklyn Academy of Music (BAM), St John the Divine Cathedral, Nuit Blanche DC, La Mama, Dixon Place, Time Center at the New York Times, Art all Night DC, Georgetown Glow, PBS's American Masters and Tempietto di Bramante, Rome. She is currently the artistic director of [Laia Cabrera & Co](#), co-founded with French animator Isabelle Duverger, a team of visual artists producing a wide range of multimedia projects.

ABOUT ISABELLE DUVERGER

[Isabelle Duverger](#) is an award-winning New York-based French illustrator, animator, and projection mapper, working in the U.S. and Europe. Her work has been featured in documentaries, theater plays, feature films, and public art. She has been working alongside Laia Cabrera for the past decade on the creation of site-specific immersive video and sound installations, multimedia shows, and interactive pieces. She is a three-time New York Innovative Theater Award nominee for Outstanding Innovative Design and NYIT award winner with New Stage Theatre Company for Outstanding Performance Art Production for *Night*. Her work has been presented in renowned venues such as Spring/Break Art Show 2018 (Armory Arts Week), Summer Stages un Central Park, Times Square Plaza and St John the Divine Cathedral, La Mama, Brooklyn Academy of Music (BAM) in New York, Nuit Blanche-Art All Night and Georgetown Glow in Washington DC, Teatros del Canal in Madrid, Tempietto Di Bramante in Rome among others

ABOUT ANIOL SAURINA MASÓ

Aniol Saurina Masó is an interactive designer passionate about art and technology. He has worked in multiple projects involving new technologies such as VR and AR and designs interactive experiences that help users learn and discover while playing. His background as a game designer, developer, and 3D artist helps him understand the different aspects of creating a digital product and adapt during the process. He has an MS in Games for Learning from NYU, a Master in Creation of Video Games from UPF Barcelona and a Bachelor in Multimedia Engineering from La Salle, Barcelona.