Rémi Brun
rem.brun@mocaplab.com
www.motion-in-blues.com

The Galloping Horse
The Galloping Horse is created using 18 bright diodes that trace their trajectories through a system of steel bars, LEDs, and cables that coincide to create the illusion of a moving image of a life-size galloping horse. The work pays homage to the work of Etienne-Jules Marey and Eadweard Muybridge, both pioneers at the frontier of art, science, cinema, and biomechanics, who were interested in the movement created by galloping horses. Beyond the gallop of the horse, Brun’s animated sculpture asks viewers to question their own movements, sparking a sense of curiosity and wonderment.

Rémi Brun holds a PhD in biomechanics and has been working for over 18 years in the field of motion capture (mocap) for video games, cinema, dance, and scientific research. He was the mocap specialist behind the virtual actress Eve Solal (SIGGRAPH 2000/2001) and the feature film “Renaissance” (the first mocap movie in Europe), as well as many other projects. Through his own company, MocapLab, he continues to push the boundaries of motion capture. As an artist, he has come to see movement as a material of its own, independent from the matter that comes with it. In his recent projects involving dance, sports, and everyday movements, he searches for ways to extract movement from the body matter and to confront it with new appearances.