

Birth

元気

目覚め

風

Death

望み

気楽な

堅固さ

Rebirth

稲妻



*« Humanist and committed, Ctrl-Z from Orléans is one of those artists whose work sparks curiosity and admiration. This was the case with the project 42, whose development was supported by the Scène Nationale d'Orléans during the 2021/2022 season. An aesthetic shock and public success, this immersive and sensory experience was performed to sold-out audiences. An experience to live and relive. »*

*— The Scène Nationale d'Orléans Team*



# The intention

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42 is a work based on the study of geometry, particularly the circle, both as a tool for musical composition and in the architectural design of sound diffusion.

The title “42” references the main antagonist from the animated film Akira by director Katsuhiro Ōtomo. Ctrl-Z extends the narrative of this film to explore new artistic challenges.

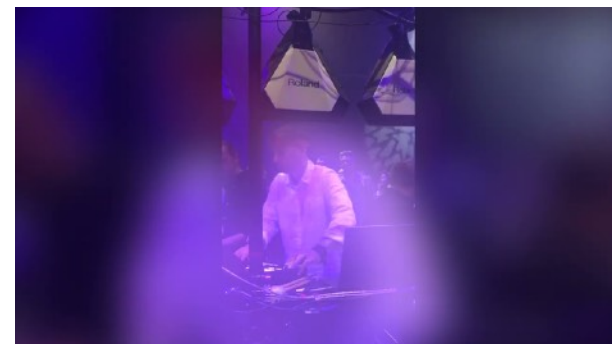
The work is composed for spatialized diffusion and is divided into seven phases, like chapters, each with its own unique sound universe. Sometimes abstract, sometimes minimalist, the choice of instruments creates sharp contrasts between each movement. Indonesian gamelans with their intricate clockwork meet organs, choirs, and Western instruments. Phases of electronic music propel the cities depicted, reshaping their material to create new soundscapes. The sea and rain blend with cycles of repetitive arpeggios, soothing listeners like a gentle summer night.

For the lighting design, lasers are used as the main element, creating dense, futuristic, and minimalist images. Their absence plunges the audience into darkness, refocusing their attention on auditory perception.

Beyond the concept, geometry becomes space, offering an experience crystallized by individual perception—intimate and bordering on the sacred.



Watch the teaser : <https://youtu.be/5-wq80YCo4M>



Phase 03: <https://youtu.be/qOwsXnZ2XGw>





Phase 01: <https://youtu.be/jFY2YCH407w>



Phase 03 : [https://youtu.be/3-\\_pGFnjLBE](https://youtu.be/3-_pGFnjLBE)



Phase 04 - part 3 : <https://youtu.be/Zlu2LWCITqM>



Phase 05 : <https://youtu.be/bhLKMgzYnII>



Phase 06 : <https://youtu.be/-q7pBryXZk8>

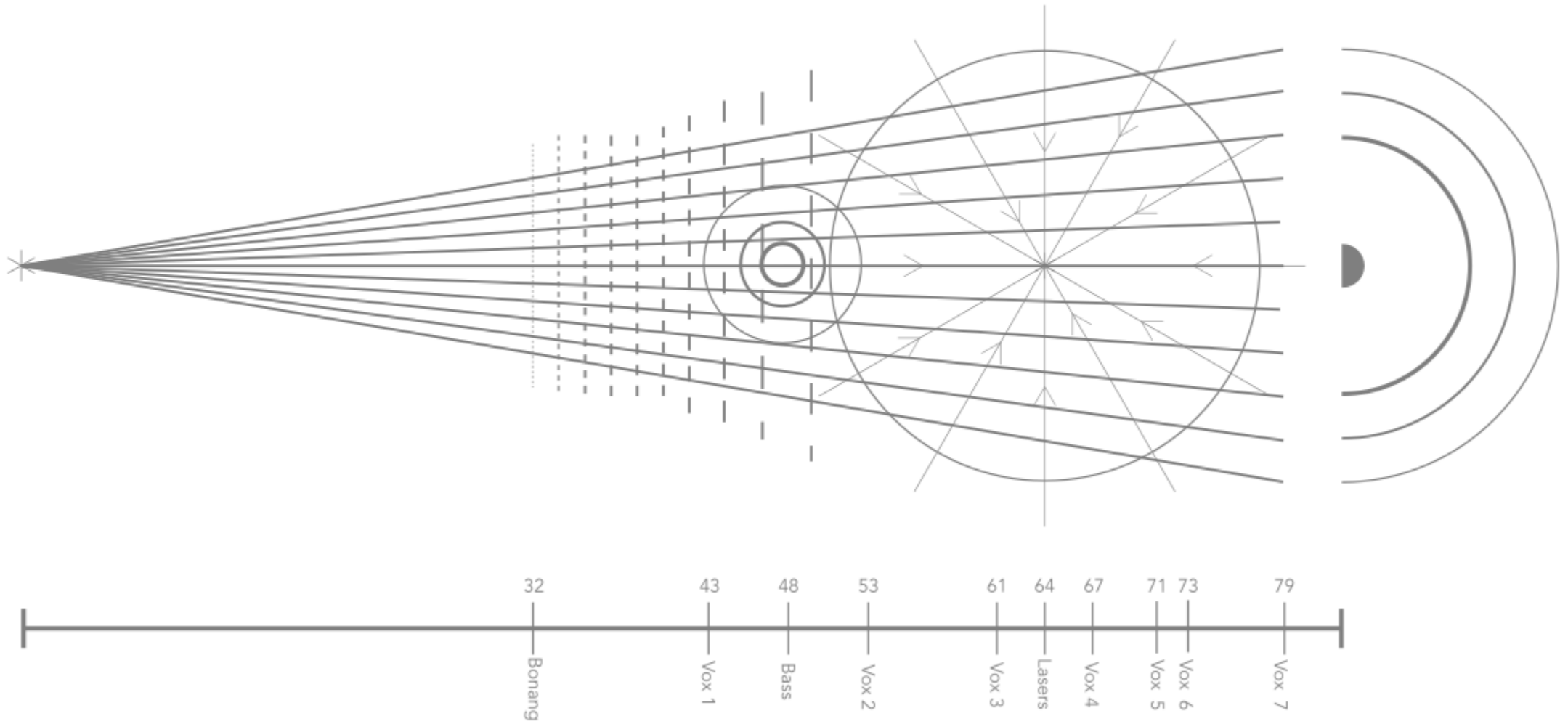


Phase 07 : <https://youtu.be/7MwYrI9LFX8>



*Phase 00:*

*The work begins with a point of energy that intensifies until it becomes a sonic tidal wave, resolving into the expansion of a creative wave. The composition is divided into seven phases, inviting the audience to follow the journey of this original vibration.*



# Collaborators

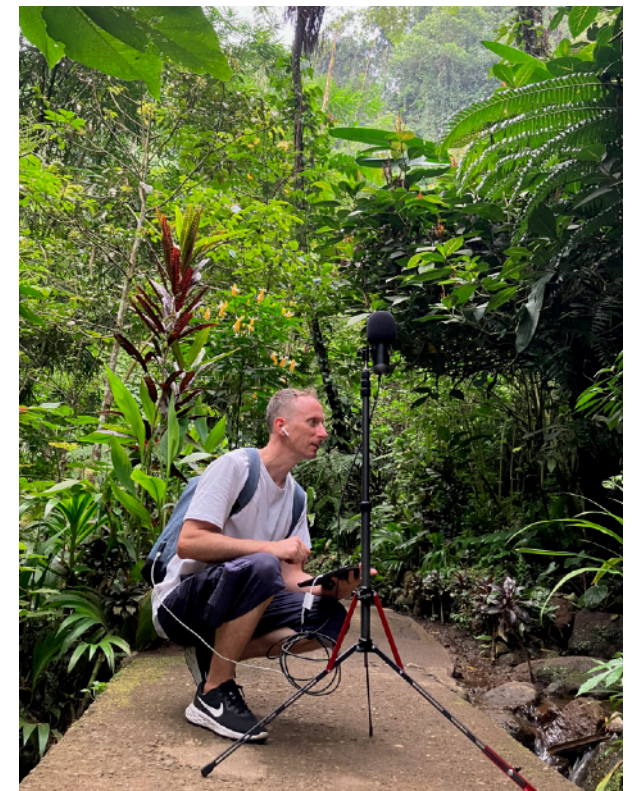
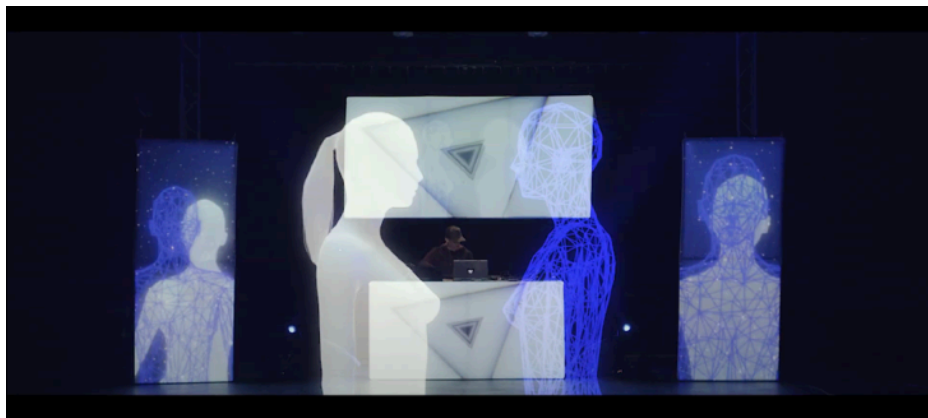
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Charles-Zoltan, artist and musician, explores all forms of digital art. He began his training in classical piano at the Conservatoire of Orléans. As a teenager, he discovered the creative possibilities offered by digital technology. Immersed in a period of technological and musical innovation, he absorbed emerging musical trends.

He became involved in various projects as a musician, composer, and technician. With his latest musical entity, Ctrl-Z, he focuses on electronic music and digital visual arts. His work reflects on the human-machine dialogue and the relationship between technology and spirituality. It is during live performances, with specially designed scenography, that his cyber-universe takes full shape.

With the “42” project, his drive for experimentation led him to explore new musical horizons and compositional methods, resulting in a performance that combines sound immersion and laser projection. He frequently shares his discoveries with enthusiasm through workshops and conferences for all audiences.

In 2024, following the “42” project, Ctrl-Z returns to his control tower for a new immersive and performative project, featuring progressive techno with massive bass and a rich sonic universe. Lasers precisely shape and redefine surfaces and spaces. The goal is to immerse spectators in a 360-degree environment, structured live.



Captation sonore ambisonic - Bali - Juin 2023


**Terence Briand :** A studio sound engineer since 1990, Terence works with artists across a variety of musical styles, ranging from song to experimental acoustic and electronic music. In 2015, he founded Whiti Audio Formation to promote and democratize 3D sound in France.



**Baptiste Gonzalez:** A sound engineer with over ten years of experience at the cultural center of the University of Orléans. He is also a multi-instrumentalist and passionate about creating unique musical experiences. He collaborated with Charles-Zoltan on the “42” project.





The background features a large, light gray gear with a checkered pattern. Inside the gear, the Japanese characters 元気 (Genki), 風 (Kaze), 望み (Nozomi), 堅固さ (Kankosa), 稲妻 (Inazuma), and 気楽な (Keraka) are arranged in a circle. In the center of the gear is a large white number 42.

You enter a circle of sound immersion, where world music meets  
electronic music and geometry. Where lasers outline the contours of new  
visual spaces.

42

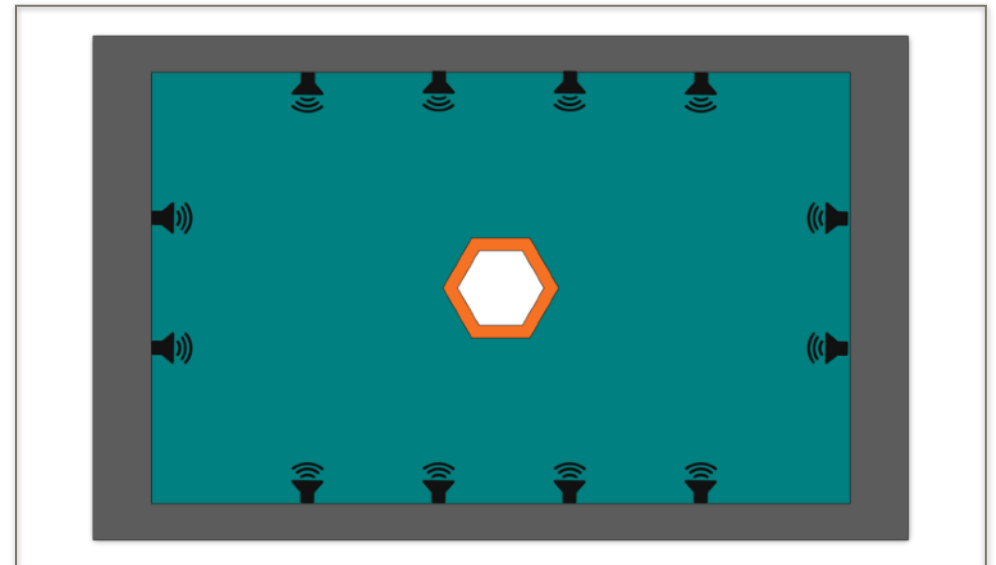
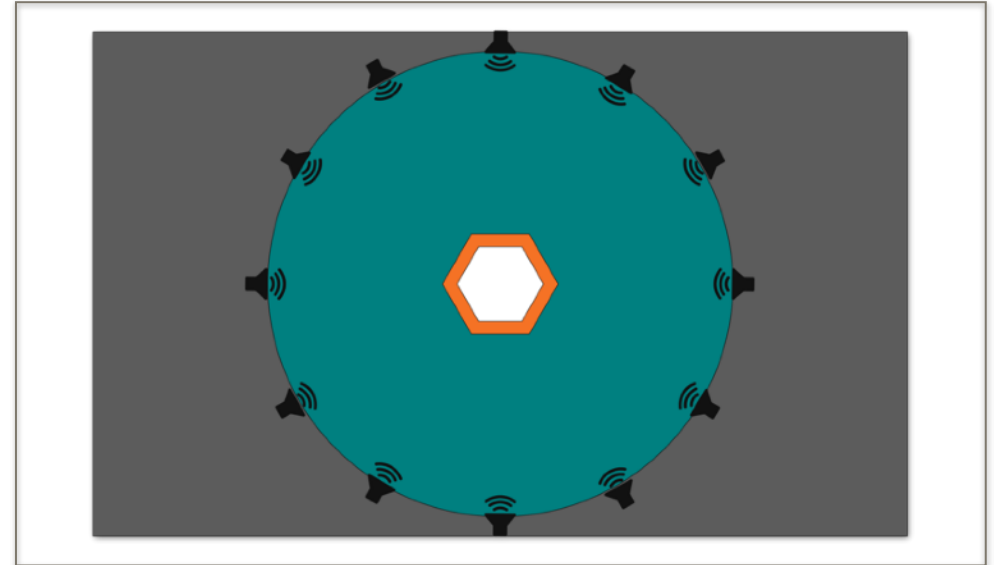
# Sound Immersion Experience

The sound architecture was designed with a circle of 12 speakers placed around the audience, reminiscent of a clock face. Using technology developed by Flux::Audio, the work adapts to technical constraints and venue dimensions while maintaining its staging and scale.

The audience is invited into this immersive universe to explore dynamic, mobile spaces where sound objects orbit around them. These sound objects are animated by interfaces and programs based on geometric principles, creating a synthesis between technology and composition.

A specially designed control structure integrates instruments and control tools, enabling real-time mixing and spatialization. This control tower makes the installation self-sufficient through network protocols for communication.

Duration: 55 minutes



# Calendrier

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September 2025: Inauguration of the immersive sound system.

Spring 2025: Creation residency at the cultural center of the University of Orléans.

June 2023: Ambisonic sound recording in Indonesia.

May 2022: Presentation at the Scène Nationale d'Orléans.

April 2022: Residency at the cultural center Le Bouillon.

January 2022: Residency at the Astrolabe of Orléans.

November 2021: Residency at the Abbey of Noirlac.

September 2021: Residency at the Scène Nationale of Orléans.

October 2021: Development of specific digital tools.

Summer 2021: Creation of the Digital Gamelan and development of interfaces.

2020 / 2021: Search for residencies, partnerships, and funding.

July 2019: Residency and first sound immersion experiment with Terence Briand in Saint-Jean-de-la-Ruelle.

June 2019: Performance and projection at the Toulouse Hacker Space Factory in quadraphonic sound.

February 2019: Residency at Labomedia and performance during the exhibition "À lier" at the Saint-Pierre-le-Puellier Collegiate Church.

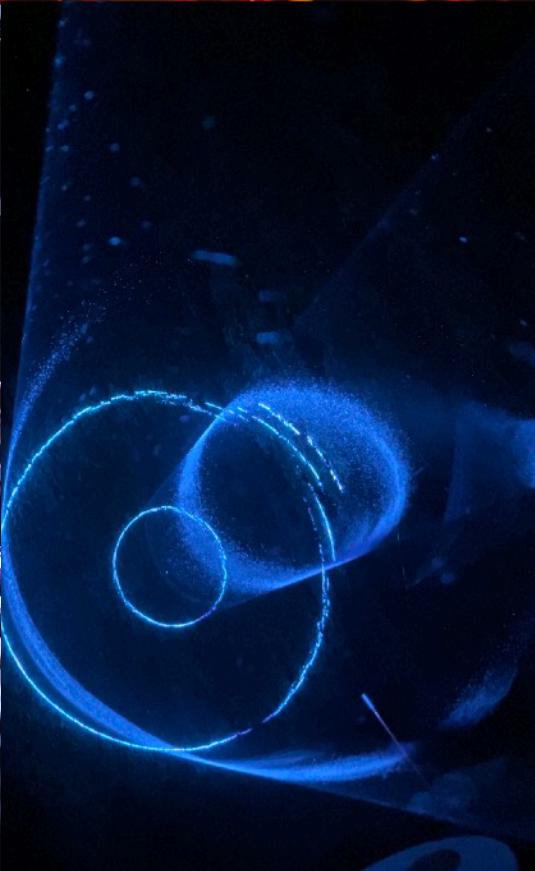
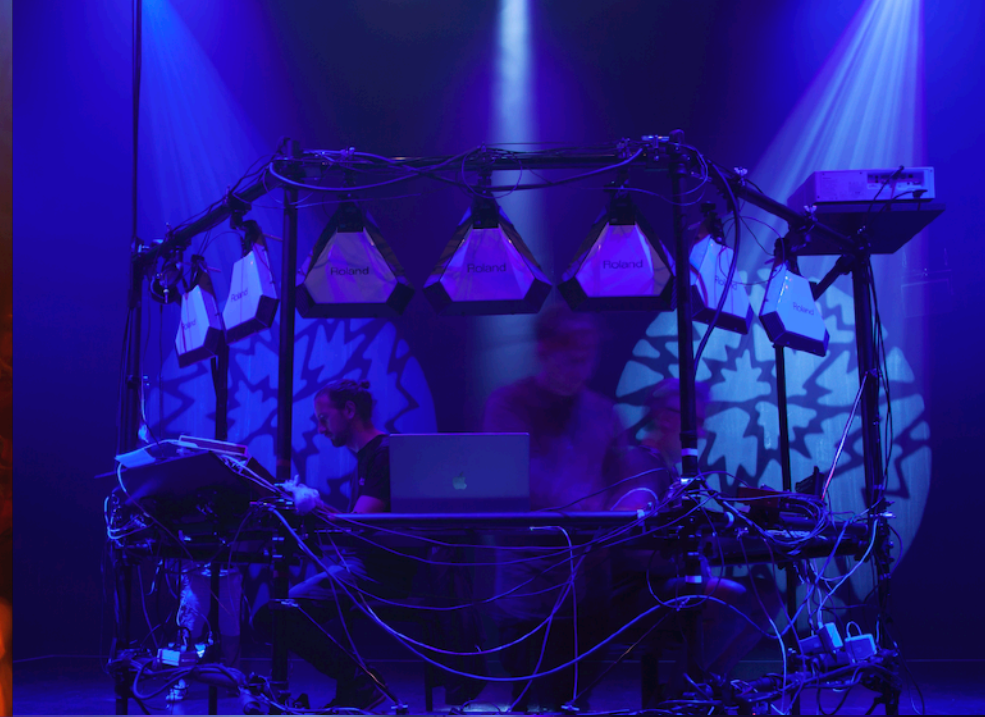
January 2019: Initial writing phase.

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**la Scène  
nationale  
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