

Kevin Senant

Texts

Kevin Senant's work functions mostly on a fictional confrontation of a double source of information, images or texts. Questioning the links between different technologies, the concomitant effects of fiction and loss that inherently contaminate them. His production bases itself on the behavior of users of new social networks.

He creates devices that invite viewers (often also actors) to question the relationships they generate as users through the use of photography, video, performance, installation. He is particularly interested in the continual movement of shared images, their trajectories, their meeting point with the spectator. It is through the relation of the said spectator with the world (and it being filmed) that the ideological or physical position of the viewer becomes the central element of Kevin Senant's work.

Christian Gattinoni

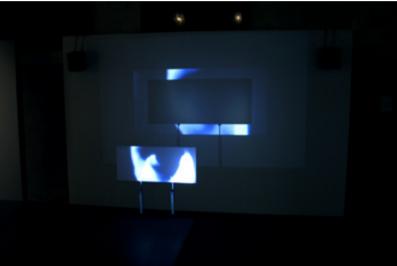
Kevin Senant offers a work that sublimates the general notion of "found footage". If he frequently takes sequences from the canvas / canvases, these known images whose sources are always scrupulously quoted, always appear astonishingly flexible and open in terms of their signification.

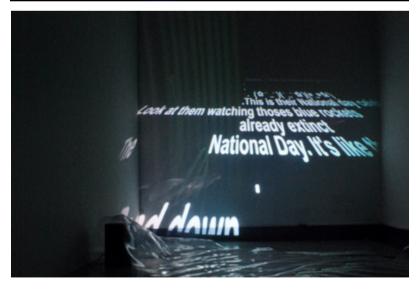
His constructions through superimposed layers constitute a depth by the layering of shots, yet not spatialy, as to better push the viewer to its relation to the flat surface of the screen. The screen that takes on a new dimension when it is restructured in space as an installation. These accumulated sequences are the support of a variety of questions specific to Senant's work. They allow the stratification of texts written by the artist or even quotes, stolen or manufactured images, intertwined or assembled together. Reflections with multiple entries: the relationship between the individual's particular experience and the group's memory facing a world exuberant with moving images is precisely scrutinised.

In other words, how everyone's story becomes the prism of all type of readings, and yet creates an area where communication is often possible, where ideas circulate. The spectators we are hence rethink these isolated images, experience this game of fascination and skepticism, through a passionate and strange relationship that they never fail to spark, in us as if in the eyes of another.

Dounia Beghdadi







Ongoing Projects

BYSTANDERS

Project in collaboration with Thomas Lasbouygues Video installation, 2020 - Project in progress. 6 Video projectors, 4 speakers. 15 min

This film tells the story of a character's drift, stuck in a video-monitored labyrinth.

All the images that constitute this story come from surveillance camera feeds «recovered» from the public space.

The fiction of this main character will be written from situations generated by the real contexts of the cameras' field. Other secondary characters will appear in a more punctual manner, creating doubt between the scenes, scripted or not.



Elissa Sursara's Case

Investigation / Performance / Video Installation, 2013 - 2019 Project in collaboration with Oriane Amghar

Link to our Travel Blog

Since 2013, Kevin Senant and Oriane Amghar have been conducting an online investigation into a mysterious female figure.

Elissa Sursara, who was discovered through a procrastinatory drift on the web, is considered one of the most faked identity person in the world on the internet in the last ten years. Like the butterfly effect, this «disruption» has led to many other misunderstandings, mistakes, and intoxications that go beyond her unique person.

Like two «Saint Thomas» and in a kind of desperate movement, Oriane and I decided to go all the way to Australia to seek the truth and restore her integrity.





Above: Conference - Performance at Côté court Festival, on our return from Australia, 2016 Below: Patchwork of information found on the Internet about Elissa Sursara.

modelknowledge

PIP GOD



Posted 2 Apr 2015 · Report post

do you remember Elissa Sursara? She is a English press romantically linked Sursara to Brazilian was dubbed Elissa Sursara on the misunderstanding with someone on a site li Elissa Sursara using mostly Katarina Vargas

It's very possible you are stumbling across lies as facts.

both these sites just list the model as Anna http://rubymodels.pl/project/anna/



Three's a crowd ... from left, Anara Atanes, Elissa Sursara and Louisa Lytton

THE ex-Gunner dated the stunning model in 2006. Anara, 25, told a pal: "Freddie's such a gentleman. He's sexy and really knows how to turn a girl on."

But their relationship didn't last after she was linked with the then Man Utd star Kieran Richardson.

ELISSA SURSARA

THE Brazilian-Australian model turned actress dated Freddie in 2007.

Sultry Elissa, 22, is a passionate animal rights activist and former child model.

Teenage singer Justin Beiber revealed he had a crush on her.

And the pair were reportedly seen together on a date in Sydney, Australia last year.



Modellen Elissa Sursara är född i Sydney i Australien och fick en katolsk uppfostran av sina brasilianska föräldrar. – Jag kommer inte ha sex förrän jag är gift, deklarerade den blåögda brunetten i våras i en intervju med sydafrikanska Polios.

eone made up and used all of Katarina Vargas images. It became so outrages that the nia Lebouf, Freddie Ljungberg, and many others.. Any unidentified female that looked vs papers. We never found out the truth behind it whether it was a giant nodel and it spun out of control but there were several profiles on FMD with variants of er Birthday, etc.

ou inaccurate information. Remember the internet is filled with idiots trying to pass off

TOP DEFINITION









Elissa Sursara

News - Showtimes - Community -

Brazilian actress born February 14th, 1988, best known in South America for her child modeling career, television career and television hosting career, Gained international credits on her resume after being featured in a number of US based television shows and films. Widely known for her animal rights advocacy and for her long dark hair, blue eyes and curvy figure. Has been linked to Fredrik Ljungberg, Didier Cohen, Jason Dundas.

IMDbPro - Apps -

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IMDb > Elissa Sursara > Biography



Biography for

Elissa Sursara More at IMDbPro»

14 February 1988, Avalon Beach, Sydney, New South Wales, Australia

Nickname

Leesey

View Resume

Height 5' 51/2" (1.66 m)

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- by year

- by genre
- As a keen animal and environmental activist, she supports a number of related charities including WWF, Wildlife Warriors Worldwide, PETA's
- Anti Fur Campaign, Greenpeace International's Save The Whales, The Great Ape Project and the WSPA

Her parents are Brazilian immigrants, who immigrated to Australia.

Mini Biography

Elissa Sursara (born February 14, 1988) is an Australian biologist, broadcaster, filmmaker and celebrity conservationist who came into popularity after a number of television and film appearances relating to her environmental work. A former child actress appearing modestly on day time television, Sursara is the celebrity ambassador for a series of animal rights organizations, including the Sea Shepherd Conservation Society and the WWF's Earth Hour.

IMDb Mini Biography By: Jennifer West

Trade Mark

Long (32 inch, natural) dark hair

Blue eyes

Trivia

Completed projects

L' Apprenti sorcier

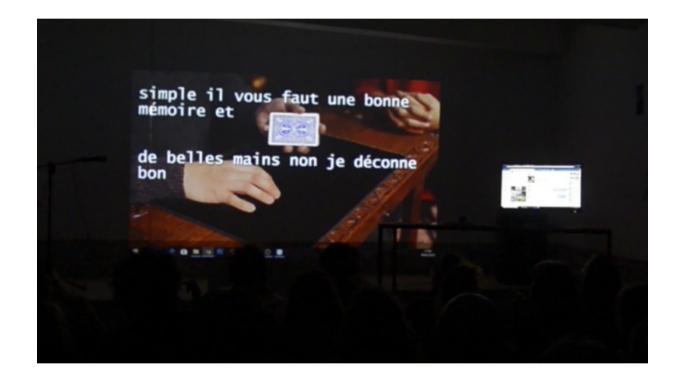
Video-performance, 2019. video projector, Lcd screen, 2 laptops, speakers, transparent table, internet connection. 27min

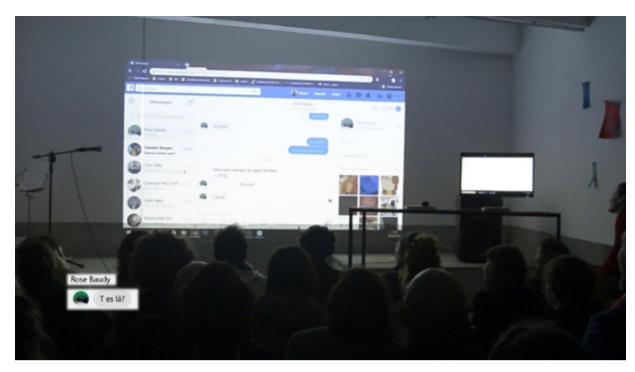
Vimeo link: video of the entire performance

L'apprenti sorcier is a video performance that is activated from distance. The performer does not need to be in the performative space. Only a screen connected to a video projector faces the audience.

During this performance, we follow, in a subjective manner, the travels of an amateur magician on his computer.

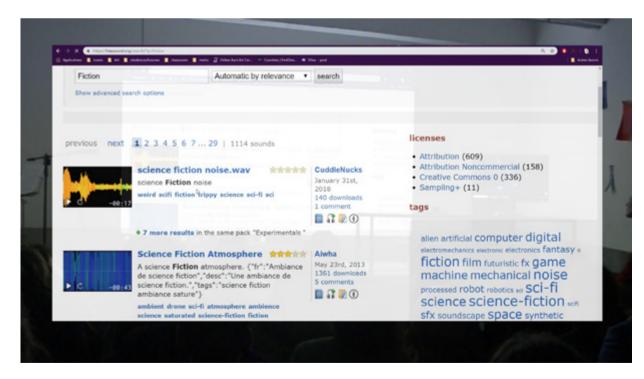
The action crystallizes around an attempt, explained, dreamed, and interpreted, of the "Vanishing Trick", a magic trick of making someone disappear from a physical space.



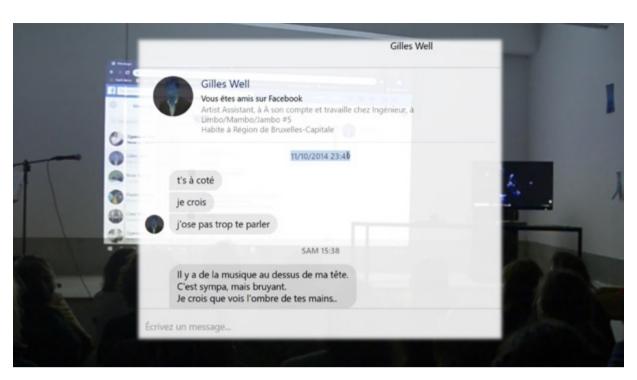


The audience takes its place in the projection space while I am already active on the screen.

My Facebook account is open and people from the public knowing me, some partners and others independent, post messages to me on messenger, probably to understand if the projection on my computer screen is live.



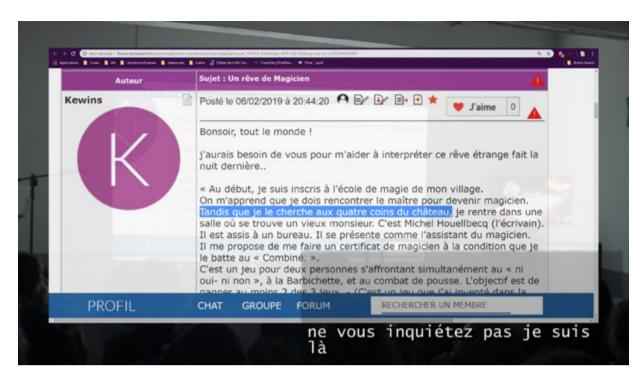
I'm starting to wander on a website that works like a bank of sounds shared for free by Internet users. I launch several sounds as the performance progresses, creating the soundtrack of the performance.



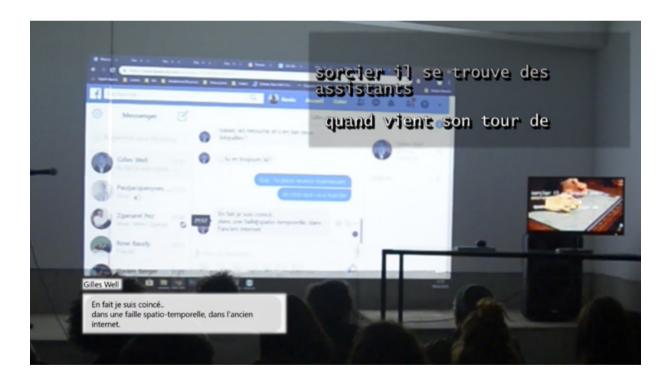
Gilles Well, my avatar, is texting me on Facebook. We read our exchange that preceded the beginning of the performance, and we learn that our discussion will begin in 2014.



On its facebook page, there is a link to a Youtube video "Turning a broom into a crutch". I launch this video in full screen and on the second screen, I click on my mailbox and then on a reply notification from the Doctissimo site on which I had written a magician's dream.

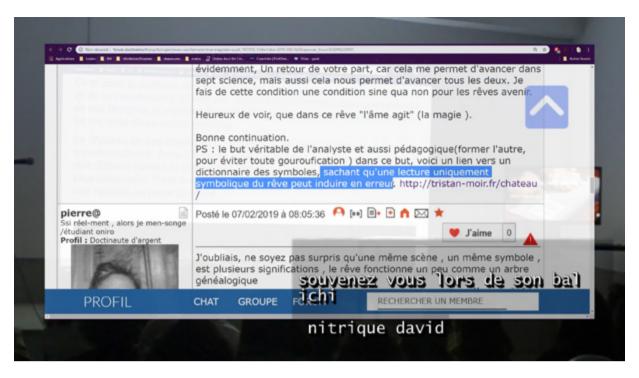


NouWe read the exchanges on the forum, while I make adjustments to the soundtrack that comes from the website that mixes with the voice of the Youtube video. We can see on it, in close-up, hands performing a magic trick on a carpet, gradually revealing a video mirroring what we see on the second screen.



At the end of the reading, I announce to Gilles Well that he can come back among us.

But it turns out that he's stuck in the internet. Thus, I go looking for him, going through the different websites I went through to perform my magic trick, in order to find the place where I made a mistake.



In one of the messages sent to me by a member of the Doctissimo community, I find a warning about the consequences of misinterpreting dreams, followed by a link. I decide to click on...



This link takes me to google street view, near the Montparnasse train station. Gilles Well gives me indications of his location. I end up finding him, in the middle of the road, alone, in 2009.



There is no way back, view of the exhibition Variations on Raw, La quinciaillerie des temps modernes, Brussels, January 2018

There is no way back

Video installation, 2017.

Video projector, laptop computer, metal service, sheet of flexible and transparent pvc, amplified speakers. 18m19s loop.

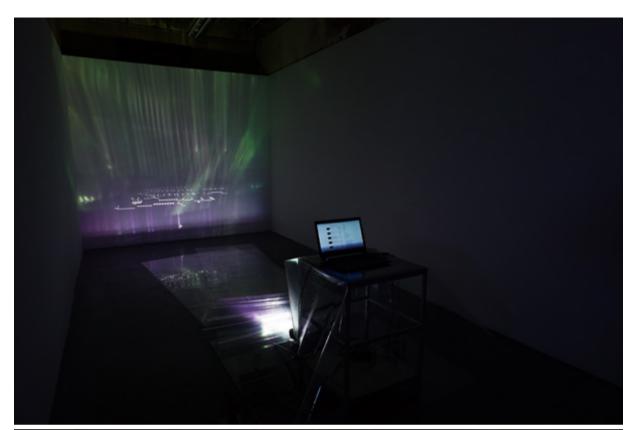
Vimeo link: Filmed in full, Brussels, January 2018

Vimeo link: Excerpt filmed at the Galerie Jeune création, Paris, January 2017

We are in 2016. We are in 2080. We are in 1418. We are in 3945. We are in 5645. A road rushes ahead of us with its words, its obscure symbols. A conversation about happiness, rugged and discursive holds this beautiful breakaway in a setting of aurora borealis together.

A scrolling text. Leave. Leave whatever the cost. Leave behind, words, ideas. And this voice that speaks to you, that speaks to me, that speaks to them. A ghostly presence searches for and tests sounds. The process creates a story where characters evoked by quotes appear and then fade away. A PVC sheet covers a sound sheet. Plunged into darkness, in the closed space of a hacker or a dark geek, we play with this invisible character, embarked on a space adventure, just behind the bluish screen of our computer, in virtual's own mass.

Text by Théo Mario Coppola





View of the exhibition Wrong Parraleles, at the Galerie Jeune Création, Paris January 2017.



2_BYSTANDERS_CHATTING_THROUGH_VENE-TIAN_BLINDS_BY_NIGHT_VOSTFR

Video installation, 2017. Video projector, laptop, bubble wrap, flexible and transparent pvc roll web 19m32s loop

Vimeo Link: Installation View

"-Where do you live? -New York. -I live in Brussels -I'm about to move... I don't know where, for now. -Honestly? This is what you want to talk about? -No, I'm sorry, I admit it's a bit boring. -You just have to invent something -Like what? -I don't know... you can lie... what's your name? -Valerie -haha you're lying? :D -Maybe :) -Are you a girl? -You know I might be lying again? -I don't care.. go for it. I've been lying since the beginning. -Seriously? That's not cool. -Life is not cool, you know. -Well. How old are you? -Okay, I don't believe you, but that's fine -That's the game..."











Irritation

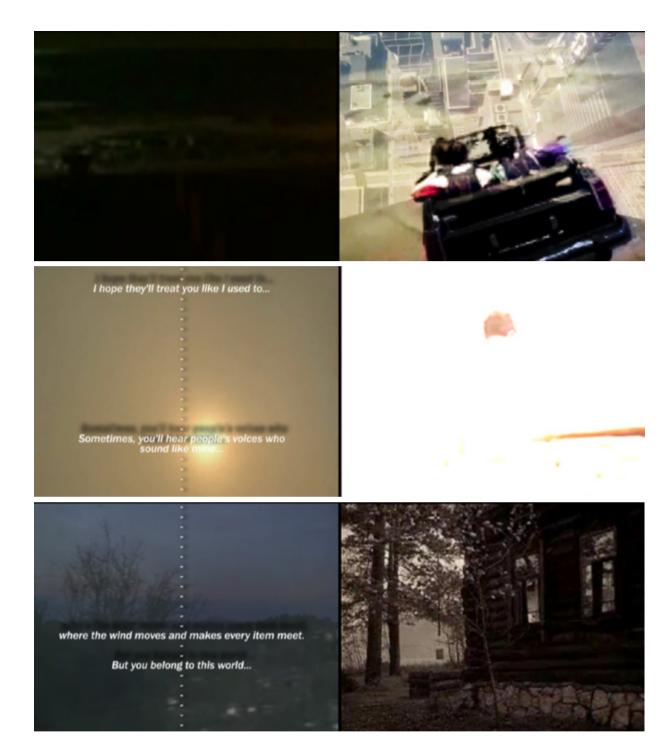
Diptych Video dv, 2015. Les Inrocks Lab Video Creation Prize, 2015 16min 37s

Vimeo: Integral video Irritation

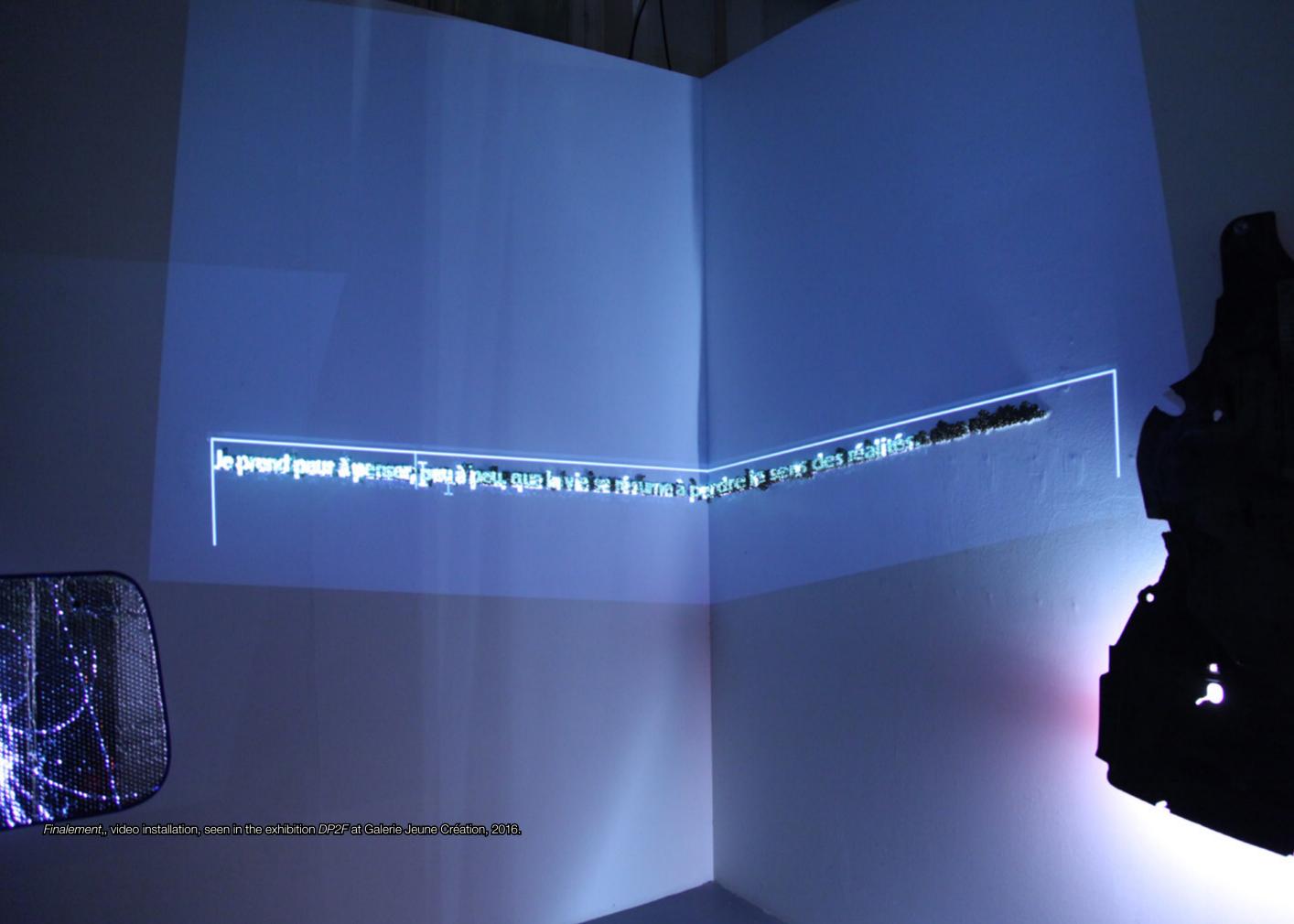
This video takes the form of a fictional narrative:

the story of a double separation felt as a vanishing. Between a mother and a son as much as between an image and its author, the memory of an image gradually fading from the memory of its author merging with a commentary on the life of the image by herself.

From its birth in the world of circulating images, to its awareness and its last attempt at emancipation, we follow through several avatars, the wanderings of this image in a limbic space of collectively shared images.







Finalement

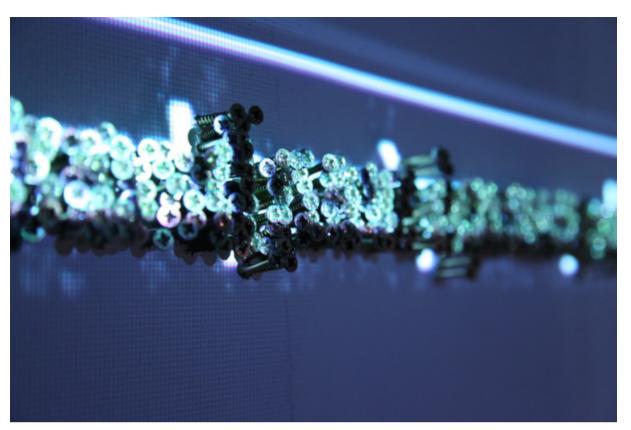
Installation, 2016. Video projection on screws. As part of the group exhibition DP2F, curated by Julien Saudubray and Steve Bauras.

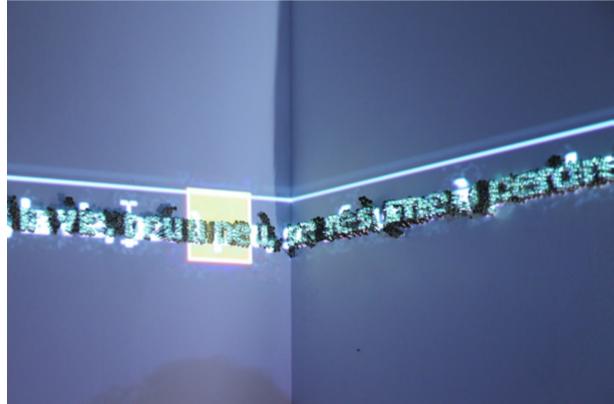
Vimeo Link: Installation View

A sentence written on the wall with screws:

"I take fright in thinking that life resumes itself to losing, little by little, the sense of realities".

The video captures a moment of doubt for the author of this written sentence. This one moves the adverb "little by little" and the verb "resumes" to several places in the sentence, reflecting the hesitation of its author to formulate this intimate thought in a definitive way.





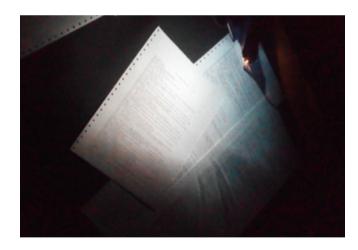
D'après une idée originale

Matrix printing on paper listing, Since 2015. Transcript of online discussions

> A same start to a discussion is offered to strangers on an anonymous and random meeting website:

> "YOU explains being stuck on the writing of a film scene and asks explicitly help to the STRANGERS."

> The ambiguity of the proposal made to them - as much due to the anonymity as the incongruity of the request, transforms each new discussion into a potential scenario, written through two keyboards.



Above, Exhibition view, inspiration - transpiration, Maison des Arts de Créteil Opposite, Excerpt from the scenario: The strange Alex.

The Strange Alex.txt You : Salut ! Stranger : Salut You : tu fais quoi à cette heure ci ici ? Stranger: pas grand chose et toi ? You : C'est compliqué You : Tu vas trouver ca un peu fou peut être You : Mais je fais un film. Stranger : sur quoi ? You : C'est une fiction You : c'est limite science fiction dans le sens où on rentre dans plusieurs mondes parallèles You : là je bosse sur une scène ne particulier You : tu veux que je te raconte ? Stranger : vas y ahah You : Cool You : Ok, donc on est à bruxelles. Et il y a un mec dans la rue, disons que c'est le héros You : il s'arrête devant une maison pleine de monde. Des gens qui font la fête. You: On peut voir par la fenêtre assez distinctement les visages des gens You : On ne connaît rien de ce personnage au début You : Et tout le film va se jouer sur les multiples interpétations que va faire ce personnage de la scène. Stranger : ca a l'air plutôt cool:) You : Ouais je pense ca va le faire. You : Mais j'ai besoin de trouver d'autres scénarios là You : Toi tu ferais quoi si t'étais le mec qui s'arrête devant une maison en début de soirée You : que c'est la fête à l'intérieur... mais tu sais pas vraiment si les gens se connaissent tous. You : Il n'y a pas de musique non plus. Comme un vernissage d'expo un peu tu Stranger : disons qu'il reconnais des gens plus ou moins tu t'approche pour ce Stranger : tu voudrais qu'il s'y passe quoi ? You : oui j'ai oublié de dire un truc important, en fait il s'arrête car il croit reconnaître une fille qui parle à un mec You : il se demande où il l'a déjà rencontré. You : Moi j'aimerai qu'il rentre. Mais je cherche potentiellement des acteurs pour ces scènes, et j'ai envie de voir ce que les gens proposent You : instantanement You : Toi tu ferais quoi ? You ::) You : il peut rentrer comme attendre devant la porte à ce moment précis Stranger : je suis au Québec mec alors je te dirais va la voir directement ou demande a quelqu'un a l'intérieur qui elle peut être You : Ok tu rentres dedans parcequ'au Québec il fait trop froid pour rester dehors c'est ça ? Stranger : c'est pas toujours vrai (seulement 6 mois par année) mais ouais ca pourrais être son dileme You : Bruxelles est assez procranger :he au niveau de ces questions de température donc on est ok la dessus You : A l'intérieur, tu arrives en fait dans une réception pour une exposition. You : Tu es artiste ? Stranger : Il pourrais s'approcher de la fenêtre puis puisque c'est une fiction

son esprit pourrais faire le tour de la maison question de montrer au public ce

qu'il y a a l'intérieur et non je suis historien

I can't Talk... On the Top!

Performance, 2015

Computer, internet connection, audience phone numbers, 20 min.

Link to Doctissimo: Fragment of the performance on the Doctissimo site

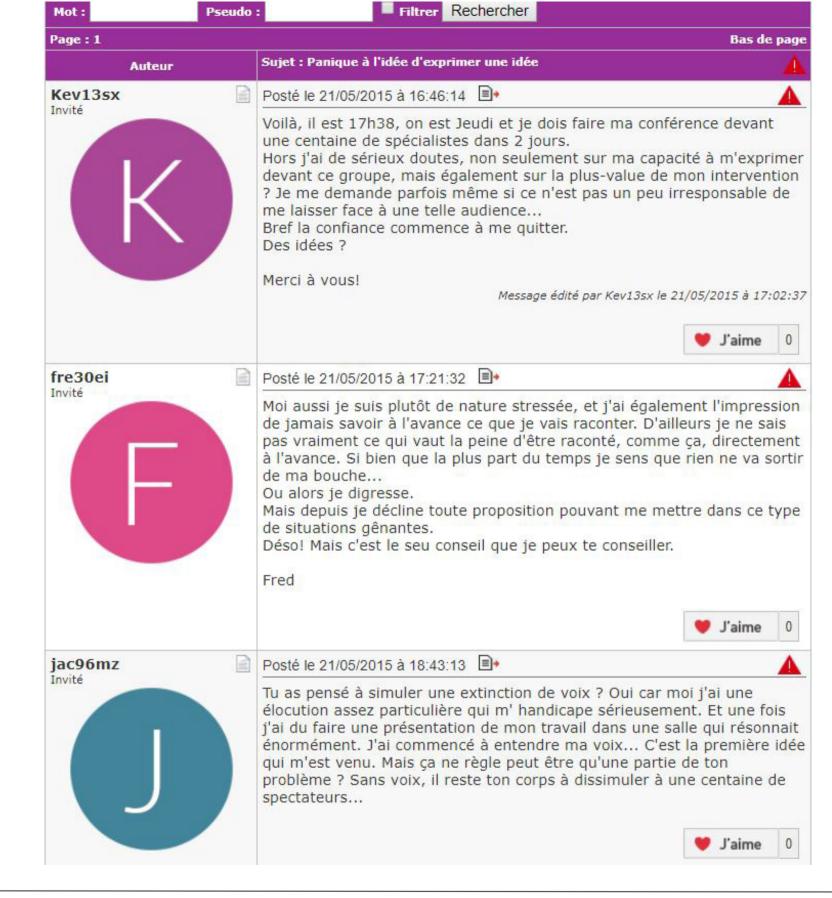
Vimeo Link: Trace of the performance at Mains D'œuvre

I start the performance a few days before its showing date. The problem I have at this moment, and which I consider insurmountable, is the following:

I don't feel myself able to speak in public while I am invited to give a lecture.

I decide therefore to prepare my arguments, to self-propose solutions to my "handicap" on the doctissimo forum.

In the meantime, I decide to divide my lecture in three parts. To give the illusion of an organised plan, in fact. This division will be sent to the public's mobile phones, of which I have taken the numbers in advance. The reception of grouped messages will be the echo necessary to develop my self-belief...





Stuttering at night

Exposition Collective, Greylight Project, 2018. Video projector, laptop computer, children's play mat, projection screens, sheet in flexible and transparent PVC roller boucle de 19m32s.

Vimeo link: View of the Ssscreening installation

Vimeo link: View of the Rrrailing installation

Forgetting, little by little, that there was a 1 followed by a two. The idea was to erase its origin, this other bank, from a long time ago.

I did not want to be the next one. Nor the last to dive.

We simply did not know what was coming: The same image repeating itself, progressing in a long slow motion tracking shot.

"I had simply never thought about it," we seemed to accept.

The cloudy funnel crashed on flat water. A silent announcement.

The group's reaction allowed me to understand its echo. A mechanical sound, whose beats were too regular for me to keep ignoring their origin.

Eyes open, lying on my back, I repeated as if to be sure:

"Initially, a slight rubbing of the toe under the sheet. Initially, a two, followed by a 1 ".

At last night took me over.





Fiction#01

Installation, 2016. 35x200x15cm

Darts, LED String, lenticular images.

As part of the group exhibition DP2F, curated by Julien Saudubray and Steve Bauras.

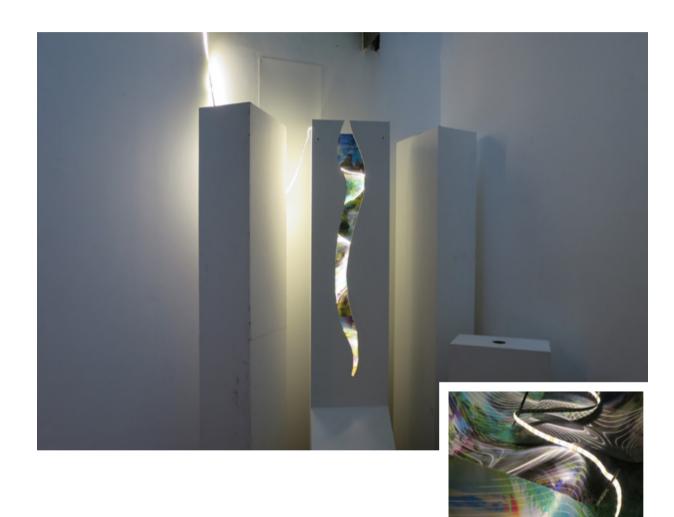






Fiction#02

Installation, 2017. 210x40x80cm Darts, LED lights, lenticular images.



Blackboard

Video installation, 2013.

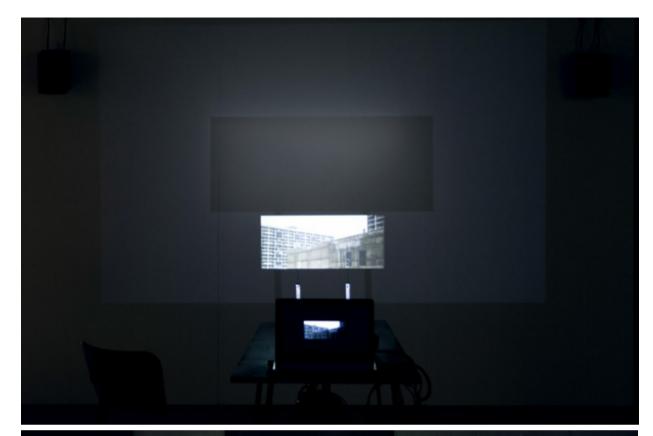
Table, video projector, computer, glass plate, Plexiglas.

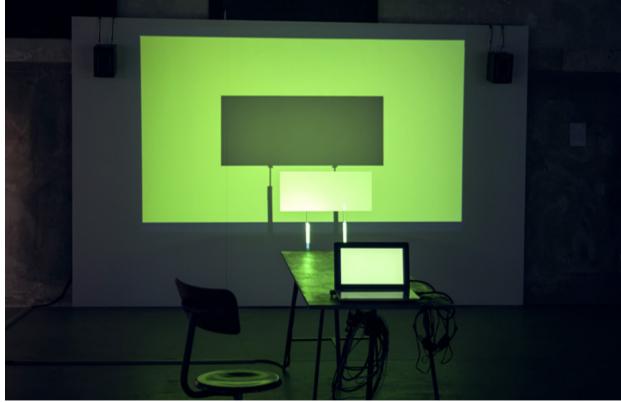
4min 14s

Vimeo Link: video Blackboard

Vimeo Link: Installation View

A feminine voice enumerates the colors and objects of a landscape and synchronizes in turn with the viewer's point of view (in a 360-degree tracking shot), and that of the character / actress of the film «2 or 3 things I know of her» by Jean-luc Godard. Gradually, the voice seems to take its autonomy, at least a slight estrangement with the filmic space and ends up introducing itself in a second space, where previously mentioned elements are filmed by a zooming and dezooming camera so as to give the impression it is itself directing this voice.





Spectral Reanimation

Video-sound installation, 2013. Table, chair, video projector, computer, stepladder, neon. 17min 34s in a loop.

Vimeo link: Installation View

An obsolete computer becomes the support of projection of a video. A sequence shot featuring the computer desk of an individual who, with the help of youtube tutorials, learns to model in 3D the physical space hosting the "Spectral Reanimation" installation as well as these elements (chair, desk, stepladder, bin, light).

The sound of the keyboard from the video activates the abandoned of the space a second time, while the sound coming from the ceiling reminds the virtual and spectral presence of the apprentice.







The user is missing

Performance, 2014.

Desk on wheels, two computers, USB speakers, internet connection.

Throughout the festival, I remote control a laptop placed on a mobile structure that is movable by the audience, allowing them to influence the story I write before their eyes. Live.

The viewer does not have access to the keyboard but can move my mobile office as he sees fit.

I use the computer's webcam as a camera whilst the microphone of the computer allows the viewer to speak directly to me.

I answer them through writing, inserting our discussions as dialogues of a semifictional narrative, based on journalistic observations I accumulate, via this device, through my presence all along the lnact performance festival.

I wobble between the status of a reporter, a spectator re-incarnated as a computer, a temperamental child in front of a public / babysitter, allowing the intro-









Le Commissaire

Installation/film in space 2017.

As part of the exhibition Le Dispensaire, proposition of the collective PEZCORP, Iselp, Brussels.

Vimeo Link: Excerpt #1 from Le Commissaire

Vimeo Link: Interview JEU --> ENJEU

Vimeo Link: Interview ENJEU --> JEU

The video installation "Le Commissaire" - created in the framework of the project "Le Dispensaire", an exhibition of the Pezcorp collective at ISELP - is built from a role play game, filmed and then rebroadcasted on the ruins of its location.

Before the game, the players, also actors and accomplices of the filming, were invited to choose a character, avatar, reincarnation, etc. or simply a version of themselves.

During the game chance determined roles for each player. These roles defined hidden relationships between players, provoking situations of manipulation, lies, intimidation, acting, misappropriations...

On the outside walls of the film set, two videos of interviews of the invited players are presented as a diptych.

The two videos relay the complex situation in which the guests are put in, stuck between the objectives set by their hidden role in the game, and the objectives they themselves have set through their choice of character participating in a film that also involves them as artists.







Above, video capture of interviews Above, View of the installation

asphalt

The pitch drop experiment is a long-term experiment which measures the flow of a piece of pitch over many years. 'Pitch' is the name for any of a number of highly viscous liquids which appear solid; most commonly bitumen. At room temperature, tar pitch flows at a very low rate, taking several years to form a single drop.

https://en.wikipedia.org/wiki/Pitch_drop_experiment

When confronted to Kevin Senant's work, one is put in relation to a spatio temporal absurdity of various stories that bump against each other. One navigates between different sources (films, forum talks, pre-recorded sounds, youtube videos etc...) that pass as realities and that through this artist's gaze are questioned so as to tell us an intimate tale of the networks developed by the internet.

How can one make images speak and succeed in making what's in the heart of them sensible and not only what they show factually? This question is continuously crossed by what shows us KS.

In Hollywood Musicals, the "Gesmtkunstwerk" ambitions manifests itself in its own form and allows, through musical episodes, to develop visually the film characters' unconscious. The filming tools and setups are present, and quite clearly put on the forefront all along the films. It is moreover quite common that a lot of musicals develop themselves by "mises en abîme" or at least through contexts set up in Hollywood with actors playing characters that are themselves actors.

Whilst working with multiple visual sources, K Senant's work is rooted in his sound manipulations. He uses texts of films, sounds found on the internet to compose a significant source of sound that dramatically tints his artistic performance. The passage from written text to sound and vice versa, participates in a non linear narrative repeating codes of a daily internet stroll while materializing the rhizome that is internet as well as its societal ramifications.

At the core of Jacques Demy's filmography are 3 interconnected films: Lola, Les Parapluies de Cherbourg and Model Shop. Lola, his first film tells the short encounter of Lola and Roland Cassard, then we find Roland in les Parapluies de Cherbourg, without Lola, who reappears later in Los Angeles in Model Shop. Places answer each other with the use flashbacks, transitions from black and white to color and encounters at key moments of their lives.

In Model Shop, we see Lola again but more importantly we meet George who is at a crossroads in his life. He learns that he has to leave to fight in Vietnam and that he has no solution to avoid this call-up. So we spend a last day with him and witness his loss and his quiet but desperate attempt to cling at what life has that's beautiful, tenderness, and unexpectedly love.

There is with Demy and Senant the setting up of elements that answer each other without knowing that they are dialoguing. The collage of these various elements allows different ideas to associate and transcend their original nature to transform our unconscious in images.

It can be said that this work exists between two parallels made tangent by the torsion caused by it.

"Yeah, she made me very happy.
No I, I just wanted to tell her that i loved her.
I just wanted her to know that I was going to try and begin again.
You know what I mean?
That I was... I just wanted her to know that I was going to try.
Yeah it sounds stupid, doesn't it?
But I can you know.
I personally can. Always try, you know?
Yeah, always try... Yeah, always try."

George Matthews in Model Shop, Jacques Demy.

These suspended moments pass through the work of Kevin Senant in a glaring manner. Through reused elements, or half-free elements, he finds a textual way, but not only, to tell us stories.

To clarify, "telling stories" is neither lying nor reporting factual events. It is recontextualising and decontextualising facts to create an empathic tension in one's audience. He therefore mutes into a storyteller.

In geometry, parallel lines are lines in a plane which do not meet; that is, two lines in a plane that do not intersect or touch each other at any point are said to be parallel. https://en.wikipedia.org/wiki/Parallel_(geometry)

https://en.wikipedia.org/wiki/Parallel_(geometry)

KS manages to put all his sources on hold since they can not really meet. And yet, the setting up of meaning / questioning, either by capillarity or by a magnetic sense, intersect and allow us to sublimate instants. This is not magic but a sensitive demonstration of a resistance to "the rea"l. A reality permanently crossed by things that refute it (fake news, trolling, avatars ...).

Through his manipulation of found footage / youtube videos / internet wanderings, he tries to twist these url forms into irl forms and pulls off the trick.

The various devices put in place work on quite recent material, maximum twenty years old, ie prisms opened by the public use of the Internet. In these experiments K. S. lets us perceive the tools that he uses exactly like a sculptor who does not try to hide in the way he attacks matter the traces of his chisel or a painter who lets his stroke visible. And these attempts help sublimate his subject. Sublimation in physics is the passage from the solid state to the gas phase without going through the liquid phase.

We are not in the transmission of a story but in the demonstration that an a-narrative human emotional story is possible. That while working different established languages (oral, written, visual ...) one can transcend them and re-establish a field not necessarily fixed but reassuring in its unstable quality.

text by neither translated by neither

Formation

2011 DNSEP, félicitations du jury, Haute Ecole des Arts du Rhin (HEAR), France 2009/2010 School of The Museum Of Fine Arts, Boston, Massachusetts, U.S. 2009 DNAP, félicitations du jury, Haute Ecole des Arts du Rhin (HEAR), France

Expositions

2018

2020	- Narration.s, Commissariat Valentine Siboni - Bystanders, collaboration avec Thomas
	Lasbouygues, La Vallée, Bruxelles.

- Sabir La Nuit #2, Commissariat Sabir, SB34 the pool, Bruxelles
- The Others, Commissariat Super Deals et Clovis XV, Turin - "REALACESONCE", Commissariat Dominic Woods, Chez Madeleine, Bruxelles
 - Hors Piste, Commissariat Lamontagne, Off Art Brussels, La Vallée, Bruxelles
 - Stuttering at night, Coordination général du projet, Greylight Projects, Bruxelles
 - inspiration transpiration, Commissariat du Syndicat Magnifique, Maison des arts de Créteil, Créteil
 - Variations on raw, Exposition collective, La Quincaillerie des temps modernes, Bruxelles

2017 - 2 BYSTANDER CHATTING THROUGH VENETIAN BLINDS BY NIGHT VOSTFR. à XL51. Bruxelles

- Le Dispensaire, avec Pezcorp, SYNC!!, Commissariat de Anne Henquinet, ISELP, Bruxelles
- Wrong Parallels, commissariat de Julien Saudubray / Clovis XV, Galerie Jeune Création, Paris
- Encore Heureux, Commissariat de Théo-Mario Coppola, Villa Belleville, Paris
 - Dust as a new value, Invité par Clovis XV lors de l'exposition Run Run, Villa-Arson, Nice
 - DP2F, Galerie Jeune création, Paris.
 - Le Cas Elissa Sursara, avec Oriane Amahar, Festival Côté-court, Cinéma 104, Pantin,
- VEBO, Fugitif's Atelier, Westwerk, Leipzig 2015
 - Un jour sans fin, Jeune Création, dans le cadre de La nuit Blanche 2015, Mairie du XXIème, Paris
 - Desynchronized stories, avec Pierre-Yves Boisramé, Clovis XV, Bruxelles
 - Le Sommet. Cabaret Hors-Champ, à Mains-d'oeuvre, Saint-Ouen
- Limbo Mambo Jambo #5, Abilene Gallery, De la Charge, H.E.K.L.A, Rosa Brux, coordination général du projet avec Félix Ramon et Baptiste Mano, nuit performative, Bruxelles
 - Inact 2014, Hall des Chars, Strasbourg
- 2013 - 1er Symposium des Sculpteurs du Dimanche, sur une invitation de Paul Souviron, Espace Lumière. Hénin-Beaumont
 - Jeune Création 2013, le Centquatre, Paris
- 2012 - "Againandagain", avec Pezcorp., Mulhouse12, Parc des expositions, Mulhouse
 - -Xintrigue, avec Pezcorp, Syndicat potentiel, Strasbourg
- 2011 - Actes Infidèles/Green Key et Programma de investigacion #3, à l'occasion du symposium Practical Approaches Artists, programmers, theorists, HEAR, Strasbourg

Résidence / Prix

- Prix création vidéo du concours Sosh aime les inrocks lab 2015 pour la vidéo Irritation.

- Résidence OFAJ/DFJW. Fugitif. Leipzig.

Screenings

2016 - Hiver chaud, Le Wonder, Saint-Ouen, 2016.

- Pléorama, Progress Gallery, Paris, 2016.

- Côté-court, Diffusiuon de la vidéo Irritation, lauréate du concours Les inrocks-lab, Pantin, 2016.

2015 - Full screen à la mine, Westwerk, Leipzig.

- Lauréat du concours "Les Inrocks-Lab/Sosh Vidéo", Gaîté Lyrique, Paris.

- Festival Oodaag, Musée des Beaux-art de Rennes, Rennes, 2015.

- Traverse Vidéo, Toulouse, 2014.

- Special screening, curateur Anahita Hekmat, Festival Limited Access IV, Téhéran, Iran.

- VPJ2011, organisé par Ecrasement Facial et la HONF, Institut Français de Yogjakarta, Indonésie,

- Saine Diversité, Mention spécial du jury pour la vidéo Blackboard, Séléction des vidéos des écoles d'art du Grand Est 2010. ESAL, Metz.

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Editions

- Fiction Pop, Hannah Hoffman project edition, 2016.
- Edition DVD, Sélection Oodaaq 2015.
- Catalogue Traverse vidéo 2014.
- Catalogue Jeune Création 2013.
- Digital Art Conservation, Editions H.E.A.R, 2012.
- Pontoon Effect, Edition H.E.A.R avec Paul Guilbert, Thomas Lasbouygues et Valentine Siboni, 2011.
- -Wro 09 Biennale, Edition Wro Art Center, 2009.



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