LA COMPAGNIE TANGRAM

PARIS QUI DORT

René Clair - 1925

drum solo + electronics

For his first solo movie-concert, Stéphane Scharlé uses a unique device of augmented drums to create a new soundtrack to René Clair's first film. A fantastic and poetic universe brought up to date with musical landscapes echoing repetitive music, minimal electro and jazz improvisation.

Original title: Paris qui dort - The Crazy Ray
Genre: Fantasy
Original release year : 1924
4K restoration by the Jérôme Seydoux-Pathé Foundation in 2018
Running time: 59:35
English intertitles with optional French subtitles
All audiences from 8 years old

Teaser link: click here
Password : PQD

ABOUT THE MOVIE

When he wakes up, Albert, a night watchman on the third floor of the Eiffel Tower, finds a strangely quiet Paris. Even his colleague who was supposed to relieve him gave no sign of life. Surprised, Albert goes downstairs and discovers an inanimate city: no cars in the streets and the few people he meets are frozen in place.

Only a handful of people, having just landed in Paris, had, like him, escaped this mysterious phenomenon. They have in common to all have been up high overnight, while everything seems to have changed. Not knowing what caused this situation, they decide to settle on top of the Eiffel Tower. Another night passes, but nothing changes; the little group decides to take full advantage of this situation...

The story of a crazy scientist who uses a diabolical ray to freeze Paris marks the beginning of the fantasy genre. With magical, marvelous images of a forgotten Paris, René Clair presents a cinematic vision of the French capital, highlighting its most beautiful monuments (the Eiffel Tower, the Champs Élysées, the Opera, Place de la Concorde, Rue de Rivoli, Haussmann buildings...).

We enjoy the adventure of a group of people unaffected by the famous ray who, thanks to their sudden freedoms, play a game of mice while the cat's away. With numerous references to early cinema, the story revolves around the principles of fair play and responsibility, and depicts a rather complex and ambiguous humanity struggling with its baser instincts.

Paris qui dort is as poignant a science-fiction fable as ever, with its innovative visual compositions for the time, set in the vertiginous heights of the Iron Lady.

SCREENSHOTS

Opera Square

The Concorde

The Seine

From Eiffel Tower

Notre Dame

The Eiffel Tower

Stéphane Scharlé is the drummer and leader of the explosive jazz band OZMA, founded in Strasbourg in 2002. In 20 years, the french band has released eight albums and produced some fifteen multidisciplinary creations (encounters with international musicians and dancers, image shows: film-concerts, etc.), and given over 500 performances in more than 40 countries around the world.

For the first time, and with the experience of his numerous image creations, the drummer launched into a solo adventure and composed the music for "Paris qui dort", the first film directed by René Clair.

Scharlé explores the possibilities of a drum set augmented with a unique electronic control system composed of triggers and a new interface that allows him to generate loops and to double the drum set with a multitude of sounds and electronic effects.

The end result is a modern and surprising soundtrack that echoes repetitive music, minimal electro and improvisation.

THE AUGMENTED DRUM

The Augmented Drum is a new instrument developed by Stéphane Scharlé over the last few years. It's a unique electronic control system, with software tools and a revolutionary interface that enables loops to be created and a multitude of electronic sounds and effects to be superimposed in real time on acoustic drumming.

The Augmented Drum can be used to :

• Play a multitude of virtual instruments (bass, drums, percussion, melodies, electronic instruments, traditional instruments, natural sounds, samples...)
• Loop melodic or rhythmic lines in real time in a 5-channel multilooper.
• Process sounds played in real time or recorded loops with a myriad of effects: reverb, delay, distortion, filters, beat repeat, etc...
• Trigger melodic sequences by striking the drums (bass drum, snare drum, toms) using sensors (triggers) attached to the hoops. These same melodic sequences can be played back randomly or not, and recorded in the multilooper.
• Connect to another electronic instrument in midi (a keyboard, for example) and "capture" the notes played by the other musician in real time.
• To be in harmony when triggering notes on the pad or via the sensors attached to the drums.
• Never let go of the drumsticks, so you can play acoustic drums and control all these features.

TECHNICAL RIDER

Please contact us for further details.

BACKLINE

(to be provided)

- 20' bass drum, the bass drum **must** be drilled and have a tom support which is absolutely essential for attaching the SPD20 pad.
- 14' x 6' snare drum, coated skin
- 16 ' bass Tom, double clear skin
- 5 boom cymbal stands, 1 CC stand, HH and GC pedals, 1 seat, 1 drummat
- 1 cube/low table for computer and effects
- 1 music stand

Stéphane Scharlé requires (ideally) two stereo monitors and two power outlets on either side of the drum, which is placed facing the screen on the court towards the screen (see page 2).

PATCH

Input Instrument	Microphones
1 Kick	Audix D6/Shure B52
2 Snare	Shure SM 57
3 HiHat	KM 184/SM 81
4 LowTom	Audix D4
5 OverHead L	AKG C414
6 OverHead R	AKG C414
7 Laptop Soundcard L	XLR out
8 Laptop Soundcard R	XLR out
9 speech	SM 58

LA COMPAGNIE TANGRAM

Founded in 2010, the Tangram Company has produced and promoted more than twenty creations as well as cultural actions for all audiences around the world.

It defends an adventurous artistic line that is open to the world and that pushes back the boundaries between artistic expressions, an innovative jazz in dialogue with cinema, photography, visual arts and dance.

The Tangram Company works at the crossroads of audiences and disciplines through the abundant and varied creations of the OZMA ensemble and its artistic director Stéphane Scharlé.

Since 2015, the company benefits from a multi-year grant by the city of Strasbourg, the Region and the DRAC Grand Est.

CONTACT

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