THE COSMOS IN WHICH WE ARE
PASCAL DUFUAUX [QUEBEC]

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PUBLIC VIEWINGS • NOON-5 PM • TUESDAY-SATURDAY • FREE ADMISSION

A VISION MACHINE MOVES A HIJACKED SURVEILLANCE CAMERA ALONG THE PATH OF A SLOW ELLIPTICAL REVOLUTION. THE SPECTATORS AND THE LOCATION BECOME THE SUBJECT OF AN INFINITE FILM SHOT IN REAL TIME.
THE CYBORG EPIPHANY
OF PASCAL DUFAUX

zach pearl

There is the old adage, “better living through chemistry”. It was a marketing tactic to change the minds of post-war consumers, naturalizing them to the integration of science and big business. And indeed it succeeded. We live in quite the artificial landscape these days, made of polymers and pharmaceutical cocktails and digital projections. And while the wise are rightfully wary of what is motivating the embedded level of technological mediation in our culture, we have also arrived at an unprecedented matrix of organic and synthetic ecology. The virtue of rapid technological development has been the extension of the human condition.

When considering the installation work of Pascal Dufaux one could adapt this adage to “better sensing through cybernetics”. The comprehensive study of systems, cybernetics is a term and philosophy coined by Norbert Wiener in the 1940s. A cybernetic technology is one that deals in units of information and the now ubiquitous concept of feedback—where the thing affected is also involved in its own manipulation by way of a circuit or loop. Using information as a kind of material, cybernetics seeks to augment the individual with a collective sense of mind, body and even spirit.

In Dufaux’s _The Cosmos In Which We Are_, the viewer’s perceptions of space and time are altered and augmented through the ‘eyes’ of _Kinetic video sculpture #2_. A brand of what Dufaux deems his “vision machines”, _Kinetic video sculpture #2_ is a surprisingly pleasant amalgam of lenses, legs and fluorescent lights. Resembling a glowing space probe, it sits centred in the darkened gallery capturing various views of the space through its camera. This footage is then projected as a live feed onto the walls. Like the stilly nexus of a black hole, the artwork quietly fragments its surroundings into superimpositions of the immediate past.

This visual inversion also means that gallery-goers observe themselves as the subject matter of a real-time “extraterrestrial” vision—they are outside the looking glass. Not unlike the effect of _Swarf_ (2013) by James Coupe, a Cronenberg-inspired installation that uses CCTV and facial profiling to ‘classify’ its onlookers, _Kinetic video sculpture #2_ provokes important questions about the influence of surveillance technologies on the perception of our bodies. Although Dufaux’s piece does not harbour the dark undertones of Coupe’s Cronenberg homage, the recognition of our own image, disembodied by the projected image, disrupts our physicality. Space becomes metaphysical, if only for an instant. And, much like Donna Haraway’s legendary dream of the cyborg, such instants free us from materiality: We become less attached to our bodies, even ‘alien’ to ourselves.

It comes as no surprise then, that the artist cites NASA footage of the Mars landscape as a major inspiration for this project. Upon seeing the pictures, “the whole of the cosmos and its extraordinary phenomena suddenly entered [his] field of quotidian representation.” (Dufaux) The alien visions offered by his work are deeply rooted in its origins as both transcendental moment and technological achievement. The Mission Mars Explorer that transmitted these breathtaking images was a conduit for the dark undertones of Coupe’s Cronenberg homage, the recognition of our own image, disembodied by the projected image, disrupting our physicality. Space becomes metaphysical, if only for an instant. And, much like Donna Haraway’s legendary dream of the cyborg, such instants free us from materiality: We become less attached to our bodies, even ‘alien’ to ourselves.


Zach Pearl is a freelance designer and independent curator. He teaches in both art and design at OCAD University and co-produces KAPSLULA—a digital art criticism magazine focused on experimental writing and formats. Recently, Zach completed the 11th annual Curatorial Incubator at Vtape, a thematic residency for emerging curators of video art and new media.

artist biography

Pascal Dufaux

Pascal Dufaux studied set design and visual arts. He has carried out artistic residencies at the Christoph Merian Foundation in Switzerland as well as the Finnish Artists’ Association. His work has been presented at venues across Canada and Europe including in the exhibition _Paranola_ in Créteil, Maubeuge and Lille, and in festivals such as 23e Instants Vidéo in Marseille and the Mapping Festival in Geneva. In 2012 Dufaux exhibited his video kinetic installation _Fountain_ at the International Digital Arts Biennal in Montreal and Oracle at Lab30 in Augsburg, Germany. In September 2013 Dufaux was part of the exhibition _Drone / Automated image_ in Montreal. Pascal Dufaux is represented by Christian Lambert Gallery in Montreal.

For more information, www.pascaldufaux.com