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# 3600 secondes de lumière

Text : Sonia Voss

The impermanence, or rather its fantasized disappearance by our contemporary world, which is sinking into materialism and the utopia of immortality, is at the heart of a new series by Brunet. It takes the form of a collection of clouds, or more precisely, virtual clouds designed for use by video game creators. Brunet has acquired around sixty of these fixed forms - a contradiction in terms, as cumulus clouds are inherently fleeting - which he has imported into a virtual space created for this purpose. Unlike our own ever-expanding world, «augmented» by the tools at our disposal, Brunet's fictitious space is reduced to the extreme. It consists only of two elements, clouds and light, with the addition of one dimension, that of time. This opens up an immense field of possibilities from which Brunet makes selections. The title «3600 seconds of light» refers to as many potential outcomes chosen from the infinite latency, comprising 60 states of light playing on 60 cloud models, within a span of 12 hours (12 minutes in the accelerated time of the game). The contemporary obsession with total(itarian) recording of the world, with omniscience, is transformed into a poetic gesture as trivial as it is magnificent.

Brunet's clouds are both simulacra and artifacts. They are pure signs, with no other function than their own appearance - and perhaps their imminent disappearance. Because in the grip, emphasized by Brunet, of technology over these gentle billows of our childhood, one senses an unease, reinforced by the exhibition's title: «Just a bit more») - of dream and mystery before they vanish, and us with them?







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