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Vice City

Text : Amelie Adamo

The Vice City series, demonstrates how Thibault Brunet's photography is connected to digital creation. The artist explores the world of video games as a meta-wanderer².

Freeing himself from the fun and hyperactive gamer stance, he lets his avatar wander freely to appropriate the virtual world and capture, as a modern vagabond, moments of beauty³. His poetical urban beauty in deserted regions invites contemplation. Questioning the in-between and ambiguity, Thibault Brunet creates hybrid images, between artifice and reality, photographic character and pictorial tradition. The artist thus inverts the nature and function of video games by giving this popular medium artistic and historic depth. A pertinent way of questioning an unusual path, as yet little explored in contemporary creation: the aesthetic elements of video games, diverted and transformed into a work of art. [...]

Exploring the possibilities of the open world in the 'Grand Theft Auto' game, the artist conducts his avatar freely, with no level of intervention. Choosing to 'arm' himself with a camera, he interprets the virtual world through his lens. Claiming photographer status, Thibault Brunet chooses a motif in the backdrops: streets, buildings, industrial zones, landscapes and construction sites. He determines the framing, perspective but also light and atmosphere of these many images through a real process of meta-morphosis. Misappropriating the staged and programmed character from the virtual world, the artist is a living embodiment, adopting the stance of an observer: as a witness free to choose according to his own point of view.



Rendez-vous 13- I-AC | photo : © Blaise Adilon Lille may 2013





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