

# machines à bulles

La bande dessinée  
innovante s'expose



# Introduction

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## **An interactive exhibition to explore innovative French digital comics.**

The Digital allows to blur the lines between all disciplines and to rethink the relationship between authors and readers. These new types of narratives and ways of reading open to new literary creation opportunities and change the relationship to the book, the paper format and the digital “machines”. France is the creative birthplace of comics and stands out on the international stage as a dynamic and imaginative figure and for the quality of its productions. Many French scriptwriters, artists, publishers and producers are now embracing new technologies and working towards producing novel creations. From paper to screen, the comic creators keep experimenting with new types of stories, while playing with the codes of sequential narrative. Through the “Machines à Bulles” exhibition, the Institut Français presents a selection of works that will illustrate what these typically French, new reading experiences are like.

Exhibition curator:  
Colombine Depaire

Graphic design:  
Nicolas Kerembellec

In the context of





# When Comics flirt with the Arts

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Comics have for long been closely linked to all the other arts. Thanks to the use of multimedia in webcomics, music or animation can be embedded into the board as part of the narrative. The arts may also become the main topic of a story. For instance, the comic *L'Arrivée d'un train en gare de La Ciotat* is an adaptation of a famous silent short film, *Instraviata* is a tribute to the opera piece and project *Lectura Plus* celebrates national heritage. Digital Technology does not, however, kill the role of the written format of a book in this mix of arts. It can, on the contrary, have a main role when it uses virtual reality contents, it can also allow a wider narrative from a different angle, especially in transmedia storytelling. Finally, comics can be the source of inspiration for other types of arts - we can think of the adaptation of *Blacksad* into a video game.





# Un pas fragile

**A slow-motion artistic adventure story created by the ENJMIN students about a young, agile dancing frog who moved children and adults alike.**


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Camille is getting ready for a classical dance performance. From her house to her rehearsal room, her everyday life is depicted in small panels where the reader is touched by all the challenges she must face and the intergenerational encounters with people. Repeated scenes show her progress and the diverse interactions with characters keep the reader's curiosity and surprise satisfied. However insignificant the gameplay choices might be for the player, they do lead to a subtle reflection on courage and respect. The creation has been awarded "Best Student Game" at the Independent Games Festival 2017.

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THEMES **DANCE / CHALLENGE**

LANGUAGE **WORDLESS**

MEDIA  Tablets / smartphones > iOS, Android  
Computers > Steam

© Opal games ■ Script: Géraud ZUCCHINI ■ Animations: Alisée PREUD'HOMME ■

Set: Grégory PARISI ■ Sound design: Carpard MOREL ■ Music: Antoine DRUAUX

Supported by Cnam—ENJMIN, Pôle image Magelis of Angoulême, University of La Rochelle and University of Poitiers.





# Instraviata

**This bold serial comic revisits the famous lyrical drama *La Traviata* in animated episodes and karaoke sessions inspired from manga codes.**

With an aim to attract a new audience to Verdi's classical opera, "Arte concert" followed soprano Elsa Dreisig, who was awarded "Lyrical Revelation" for the 2016 *Victoires de la musique classique* Awards Ceremony (Victories of Classical Music). She is the youngest singer to perform *La Traviata* since Maria Callas. She tells us about how she prepared for her role as Violetta at the Staatsoper of Berlin.

This is an atypical documentary made of comic stories and video interviews, where snippets of her stage and personal life reveal the passion, the doubts and the perseverance of a diva in the making.

THEMES **OPERA / SUCCESS STORY**

LANGUAGE 

MEDIA  Instagram #instraviataarte

© Bigger than Fiction, ARTE France ■ Illustrations: Léon MARET ■ Music: VERDI ■ Film directing: Claire ALBY and Timothée MACOT  
30 episodes published from 01 to 30 March 2019





***Flashbacks du patrimoine, saison 2***

# Lectura Plus

**Let yourself be guided to discover the unique documents and collections of the Auvergne-Rhône-Alpes region libraries through fictional digital stories.**

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Since 2017, the Heritage Flashbacks made the Auvergne-Rhône-Alpes region archives accessible to creators so they could bring back to life and show the written heritage to the general public. In Season 2, local comics writers look through the heritage collections of eight partner libraries. From a medieval Franciscan Breviary to 19<sup>th</sup> Century advertising images, each artist manages to bring out the best out of ancient documents and collections in a contemporary and entertaining 2.0 narrative — available in audio-description.

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THEMES **HISTORY / IMAGINATION**

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LANGUAGE  **AD)))**

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MEDIA  **Tablets / smartphones / computers > [www.lectura.plus/](http://www.lectura.plus/)**

© Ivan BRUN, David COMBET, Yann DÉGRUEL, HALFBOB, Arnaud QUÉRÉ, Tommy REDOLFI, Arnü WEST and The NEB studio ■ Production: Lectura Plus, with Stripop créative

*Lectura Plus* is a collective project by: Villes et Agglomérations d'Annecy, Bourg-en-Bresse, Chambéry, Clermont-Ferrand, Grenoble, Lyon, Roanne, Saint-Étienne et Valence.

Coordinated by Auvergne-Rhône-Alpes Livre et Lecture. Supported by Drac Auvergne-Rhône-Alpes and the French Ministry of Culture.





*L'Arrivée d'un train en gare de La Ciotat*

# Arrival of a Train at La Ciotat

**This interactive little story is a revisit of a classic in the silent film genre, that explores the specific effects of digital-only comics that cannot be conveyed onto the paper format.**

This unique digital experience is a reconstitution of an 1896 cinema which allows the viewer to be part of a famous event; the very first screening of the Lumière Brothers' short film *L'arrivée d'un train en gare de la Ciotat* (*Arrival of a Train at La Ciotat*). The film is renowned for causing a lot of turmoil amongst the viewers, who ran away from the screening, thinking a train was actually going to plough into them. You can scroll to control the train speed, but the animations have special surprise effects, using parallax and fade-out techniques. The comical side of this historical anecdote is amplified as the train actually does get out of the frame... And of the screen!

THEMES **SILENT FILM / HUMOUR**

LANGUAGE 

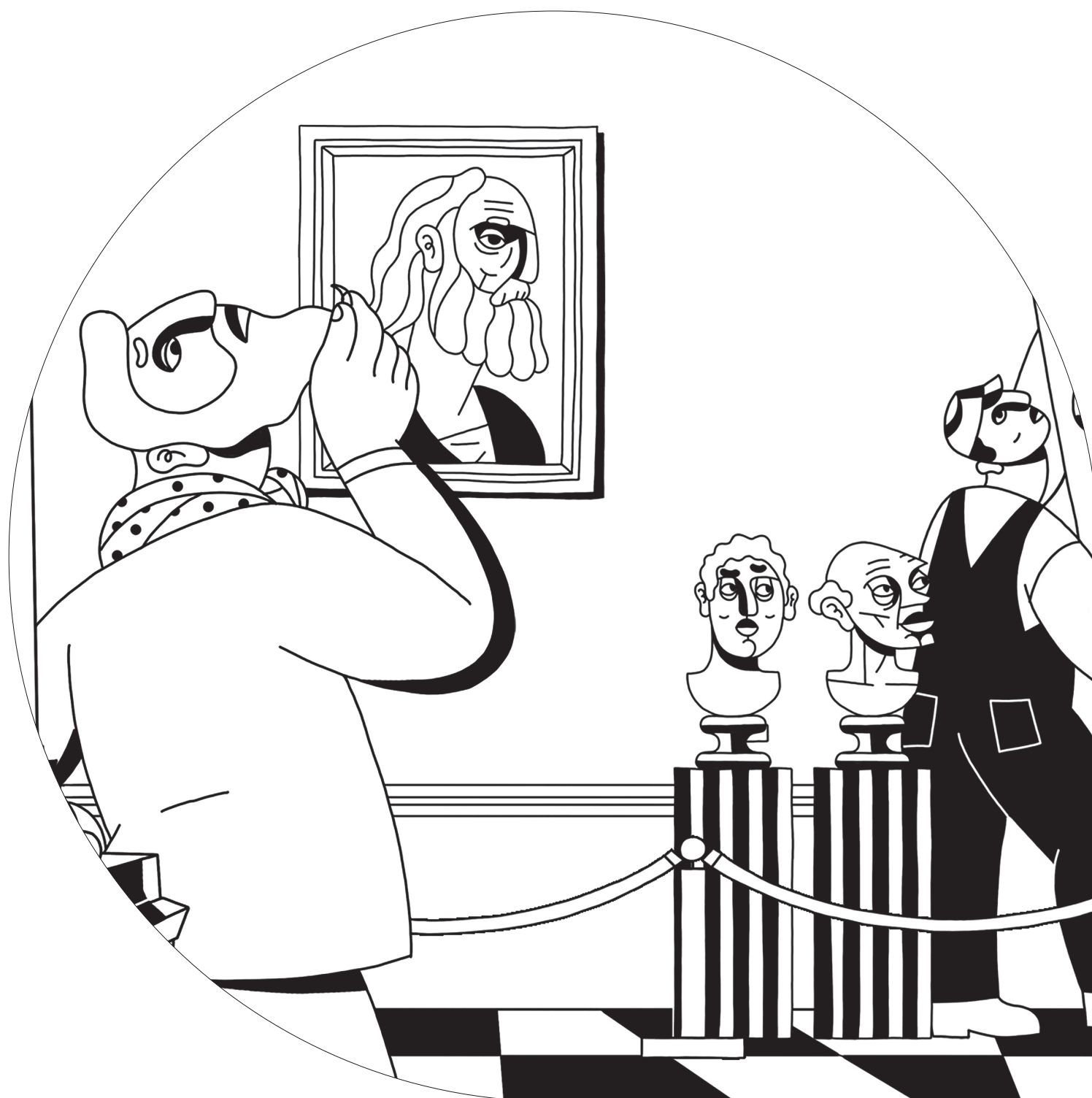
SUPPORTS



Tablets / smartphones / computers > [kwalia.fr/lumiere-train](http://kwalia.fr/lumiere-train)

© Kwalia, 2018 ■ Scenario: Florian DUPAS ■ Illustrations: VIDU





# Fabre & the city

**Sculptures and paintings from the Age of Enlightenment are brought to life so they can share their memories in a funny and philosophical webseries.**

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This quirky conversation between a Roman Antiquity, drawings and paintings is a true introduction to the tour of the works of art of the Fabre Museum in Montpellier Méditerranée Métropole. A newcomer questions them, allowing them to reveal the way they were made, how they were stored during the 18<sup>th</sup> Century - before the museum's opening - and to discuss how they are exhibited. Cépé's contemporary and synoptic style frames these stories of the past that will strike with philosophy today's visitors.

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THEMES **ART / HISTORY**

LANGUAGE 

SUPPORTS



Tablets / smartphones > iOS, Android  
Computers > [fabreandthecity.montpellier3m.fr](http://fabreandthecity.montpellier3m.fr)

© Musée Fabre Montpellier Méditerranée Métropole ■ Design: Opixido ■ Editorial: Aude JOLY ■

Scenario: Karine CHAUNAC ■ Illustrations: CÉPÉ ■ Multimedia effects: Pascal PRAT



# From historical stories to social science fiction



Comics are popular and always tell a story, which makes them an amazing tool to recount the past and question the future. Some authors' approach is to document an event in order to analyse historical facts and show varied points of view on that same event. They recreate ancient décors and moods through their drawings, through original and personal graphic interpretations. Real or fictional characters can now speak thanks to speech bubbles and added soundtrack, which generates complex emotions and improves the immersive experience. These effects, along with the interactive side, make it easier for the readers to discover the past and encourage them to learn and reflect by themselves. Finally, History has always been a source of inspiration for social science fiction stories; these stories tackle social subjects and highlight the world's questions about the future.





***Le Dernier Gaulois - Mémoires d'un guerrier***

# The Last of the Gauls - Memoirs of a Warrior

**An immersion into the memory of a Gaul chieftain surrounded by the Roman Empire troops that lets you relive the destiny of an entire population.**

—

52 BC Apator, as Vercingetorix' right-hand man, recounts his memories before fighting his last battle against Julius Caesar's army. The six episodes relate his life within the society, his training as a warrior, his political start at age twenty and his loyalty to the Gallic civilisation. You need to scroll down the page to develop this docufiction; the viewer is captivated by the intense music, story and animation and he or she can experience the Celtic culture before the Advent of the Roman Gaul Period.

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© France Télévisions - Program 33 - Red Corner – 2015 ■ Writer: Kevin KEISS ■ Interactive scriptwriting: Simon KANSARA and Emilie TARASCOU ■ Illustration: Lucy MAZEL ■ Project director: Benjamin HOQUET ■ Music: Jean-Baptiste HANAK ■ Voice: Frederick VAN DEN DRIESSCHE ■ Distribution: France TV Nouvelles Écritures

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THEMES **MEDIEVAL HISTORY / WAR**

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LANGUAGE 

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SUPPORT  Computer > [lederniergaulois.nouvelles-ecritures.francetv.fr/](http://lederniergaulois.nouvelles-ecritures.francetv.fr/)





# Panama Al Brown: Mysterious Strength

**A documentary that mixes drawings, archived pictures and videos from the 30's to tell about the rise of the first Latin-American World Boxing Champion.**

As a featherweight world champion hating boxing, a black person in a white people's world and a jazz dandy, the wonderful boxer was widely talked about in Paris from 1926 to 1938. This is a dynamic photomontage to be used on smartphones. It condenses the 168-page comic book inked by Alex W. Inker into five sketched boxing rounds, with added archived documents as part of the story.

THEMES **SPORT / RACIAL DISCRIMINATION**

LANGUAGES 

SUPPORTS  Smartphones / tablets / computers >  
webapp available on  
[arte.tv/panamaalbrown](http://arte.tv/panamaalbrown)

TO GO FURTHER:

*Panama Al Brown – L'énigme de la force*, a comic book by Jacques Goldstein and Alex W. Inker (published by Sarbacane, 2017).

© Scenario: Jacques GOLDSTEIN ■ Art: Alex W. INKER ■ Interactive scriptwriting: Camille DUVELLEROY ■ Artistic direction: Benoît ETCHEVERRY ■ Music: Charlie ADAMOPOULOS ■ Document research: Caroline BLACHE ■ Development: Novelab ■ Coproduction: Bachibouzouk- Arte France  
Supported by CNC Nouveaux media, by the Midi-Pyrénées Region and Paris Fonds transmedia





# The Portrait of Esther

**A historical comic presented like an investigation where the reader travels from contemporary Paris to 1940's Paris.**

From the point of view of the fictional life of the Blum family, the light is shed on historical events thanks to enriched content. The aim of this digital graphic novel is to make the new generations realise the extent of the Nazi extermination of people and memories. Through this transmedia project, the Museums in Angers want to raise awareness to the general public about what happened to the works of art that were stolen by the Nazis during Second World War.

THEMES **WWII / ART**

LANGUAGES   

SUPPORTS    Smartphones / tablets / computers > [portrait-esther.fr/](http://portrait-esther.fr/)

© Authors: Romain BONNIN and Pierre JEANNEAU ■ Direction: Musées d'Angers ■

Production: Mosquito





# Accused #2 - Walter Sisulu

Through the illustrations made by the artist Oerd Van Cuijlenborg and a spatialised sound, this 360° work immerses the viewer in the hearings for the 1963 and 1964 Rivonia court case.

—

This VR film is an exceptional testimony about Walter Sisulu, a major figure in the fight against the apartheid with Nelson Mandela. Leading the fight for African rights in South Africa in the 60's, when they risked being sentenced to death, the accused turned their trial into a political forum. They took the opportunity, as international journalists and diplomats were attending, to denounce the immorality of the segregationist regime. Through a subjective experience and immersed in a court hearing room, the film shows the violence of the exchanges opposing Walter Sisulu to an aggressive, racist prosecutor who wants to keep things as they were.

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THEMES **HISTORY / JUSTICE**

LANGUAGE 

MEDIA  Stand up VR

© Authors: Nicolas CHAMPEAUX and Gilles PORTE ■ Music: Aurélien GODDERIS-CHOUZENOUX ■

Graphics: Oerd VAN CUIJLENBORG ■ Artistic direction : MICHAËL BOLUFER ■ Coproduction: ARTE France, Radio France, INA, UFO Production, Rouge International ■ Production: La Générale de Production

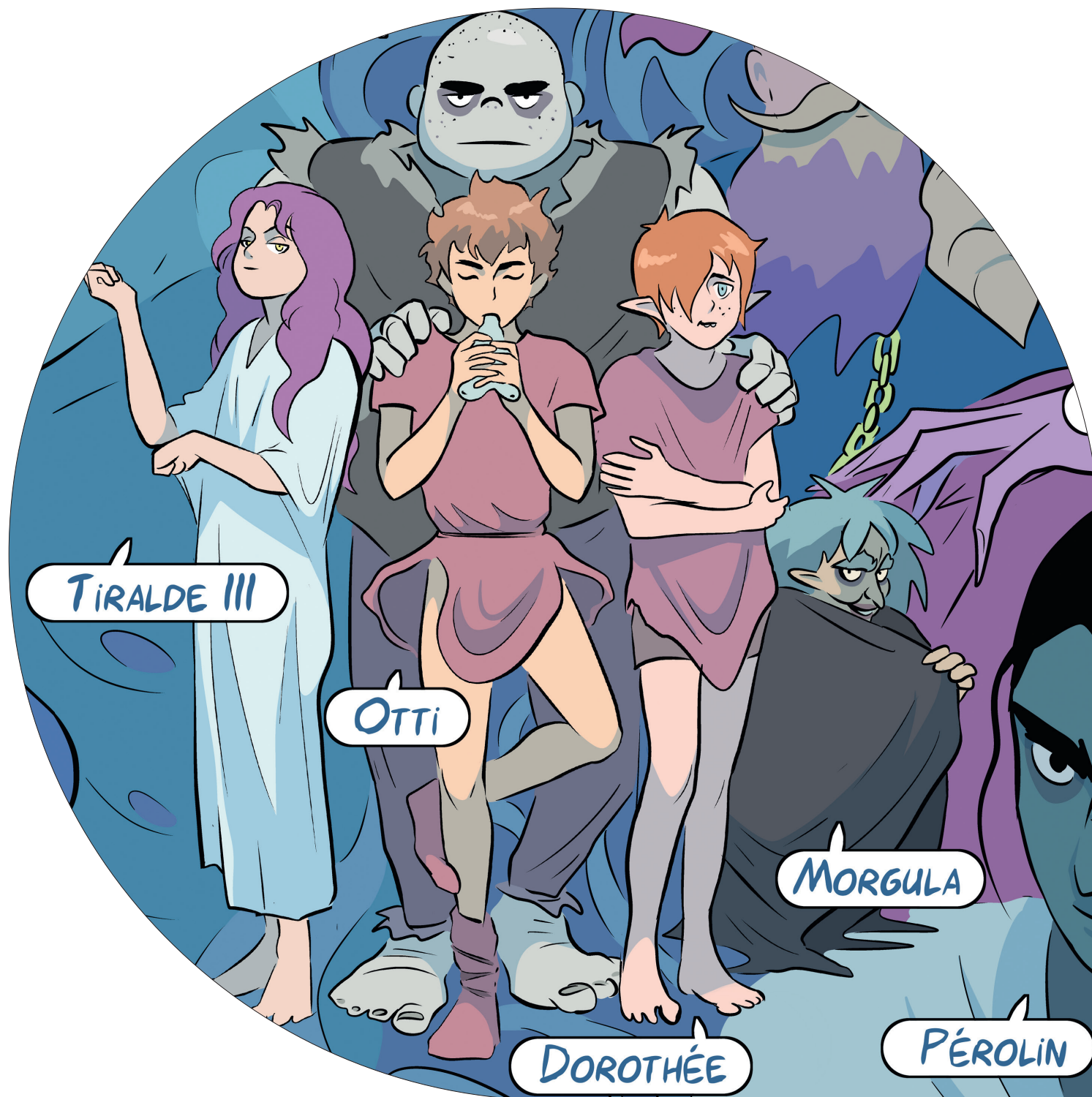


# When the authors take charge



In France, the comics creators first started using the digital format as they found it was an easier way to talk about themselves. Like autobiographical fiction, there was a development of personal comics blogs displaying the authors' daily lives or their view of the world. Pénélope Bagieu and Margaux Mottin, for example, won the public that way - some were even successful abroad, like Boulet, thanks to comics made accessible to the whole world. The authors form a close community with their readers and gather on webzines or platforms such as *Bayday*, [turbomedia.com](http://turbomedia.com) and *Collection Attaque Surprise* in order to be more visible and to encourage their fans to help fund their creations. The *Webtoon Factory*, started in 2019 by Editions Dupuis or the *Delcourt/Soleil +* app, also shows the involvement of publishers in searching for a tangible economical model for online comics. These autobiographical or fictional serials are often designed to be read on smartphones and there is an increasing number of them posted on social media platforms.





***Le secret des cailloux qui brillent***

# The secret of the Shining Stones

**A gender-neutral fantasy adventure that was written and drawn by a young generation of talented engaged artists.**

When Grüt found a magical stone that allows her to change her size whenever she wants, she embarked on an extraordinary quest. She only has one aim: to transform her girlfriend Jeanne back into a human, as she was changed into a slug. For each episode, a different artist drew this webcomic's nonconformist characters, but the plot was decided as a team. Each author's personal style brings something special to this travel across this magical and politically unstable world, adding an exotic and extravagant side from Marquiserie Myrtille to the Land of Giants.

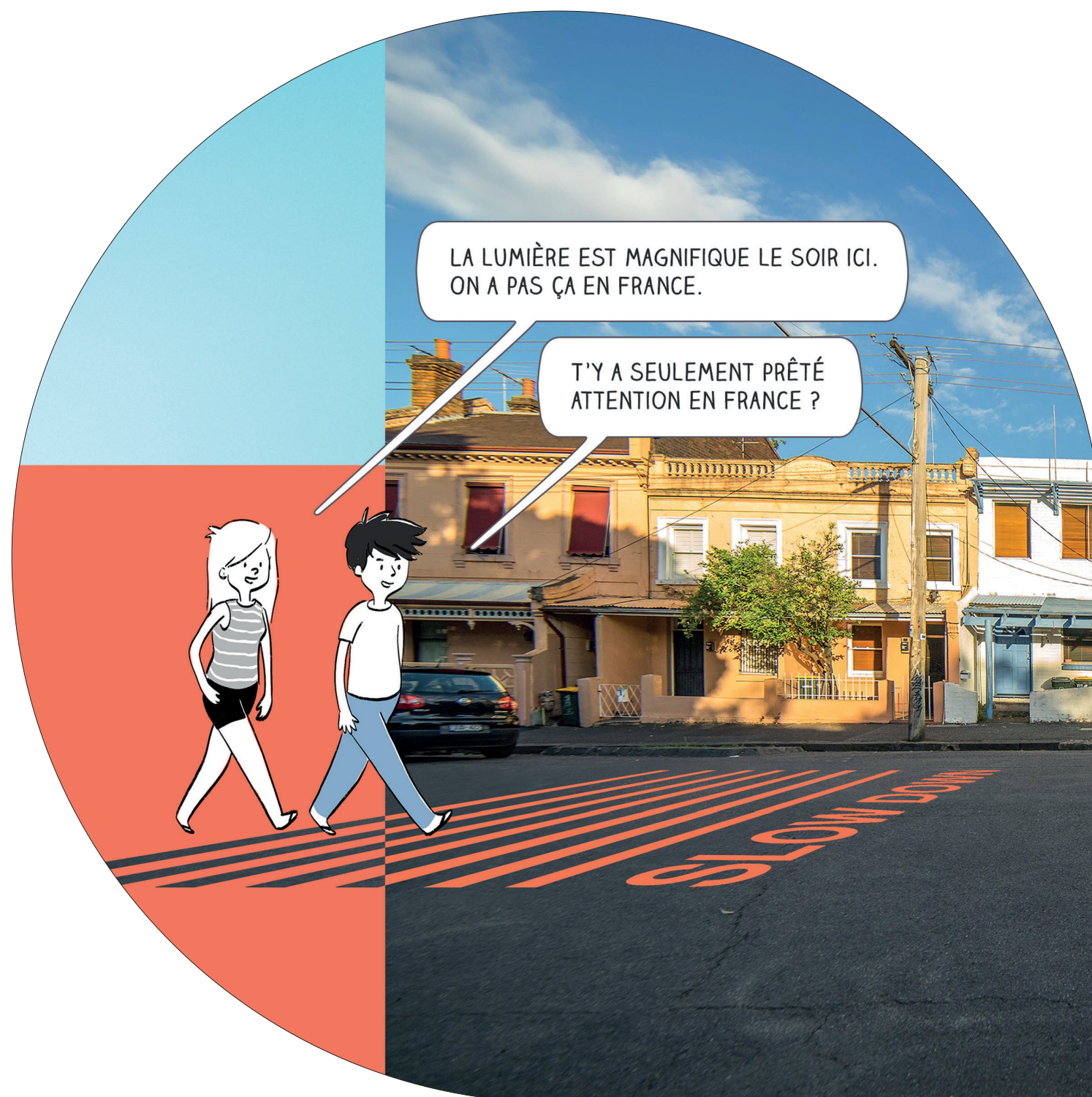
THEMES **POP CULTURE / MAGIC**

LANGUAGE 

SUPPORTS  Tablets / smartphones > iOS, Android / computer > [lesecretDESCaillouxquiBrillent.com/](https://lesecretDESCaillouxquiBrillent.com/)

© Jeanne BALAS, Tamia BAUDOUIN, Xavier BOUYSSOU, Lucie BRYON, Emmanuel ESPINASSE, EXAHEVA, Nina LECHARTIER, Timothé LE BOUCHER, Mirion MALLE, Thomas MATHIEU, MEGABOY, MORTIS GHOST, Fanny GROSSHANS, IMA, STC019, TARMASZ, Aurore VEGAS





LA LUMIÈRE EST MAGNIFIQUE LE SOIR ICI.  
ON A PAS ÇA EN FRANCE.

T'Y A SEULEMENT PRÊTÉ  
ATTENTION EN FRANCE ?

***Ici tout va bien***

# Here, all is well

**A travel diary through Oceania mixing drawings and photographs to talk about discovering a foreign culture in an original and comedic style.**

—  
*Ici tout va bien* retraces the adventures of Nicolas and Sophie during their trip to New Zealand and Australia. With their camera and pencils, they framed their adventures on the Oceanian roads and along the coral reef, trying to understand the local traditions. Thanks to the realism of their pictures and the expressiveness of their drawings, they made a travel diary that is both personal and informative. Their travel story was awarded the 2018 Digital Challenge prize by the Angoulême International Comics Festival.

THEMES **TRAVEL / OCEANIA**

LANGUAGES  

SUPPORTS  Tablets / smartphones > iOS, Android  
Computer > [www.icitoutvabien.net](http://www.icitoutvabien.net)

© Sophie TABONI and Nicolas CATHERIN

Publisher : Panda Suite





# The Big Bad Fox

**An application where you are the main character and have to guide a forgetful fox through the obstacles made by the henhouse animals.**

—  
Just as usual, the Big Bad Fox wants to eat a chicken... But this is not an easy task! Should he dig a tunnel or climb the fence? Your choice! We are delighted to see Benjamin Renner's hilarious fox again, as we remember him from a graphic novel, a scribble book and an animated film that was awarded a César Award.

THEMES **HUMOUR / FOOD CHAIN**

LANGUAGE 

SUPPORTS  Tablets / smartphones > iOS, Android  
Computer > web

TO GO FURTHER:

*Le Grand Méchant Renard*,  
a comic book by Benjamin Renner  
(Delcourt, 2015)

© Benjamin RENNER ■ Application development: Bau!

# The reader, an active participant in the story



The experiments with various forms of online comics redefine the user's position, who can sometimes be more playful than the reader. The innovative narrative paths transform the user into an explorer of a piece of work, where the story logic defines which way to read it and where some pictures may hide a story within a story. He or she becomes an investigator in "comics where you are the hero" where the choice of an action and the personalised dialogues can change the story.

He or she can click to hop onto the next page as with turbomedia, digitised comics, frame by frame... Or they can sometimes scroll down a single page as with webtoons and scroll-down comics. With virtual reality, the user needs to use the screen on top of manipulating a book. Also, VR offers new sensations and webcomics will soon take advantage of it.





# Phallaina

**Phallaina is a "scrolling strip": it is a graphic novel enriched with parallax and sound design effects, designed for touch screens.**

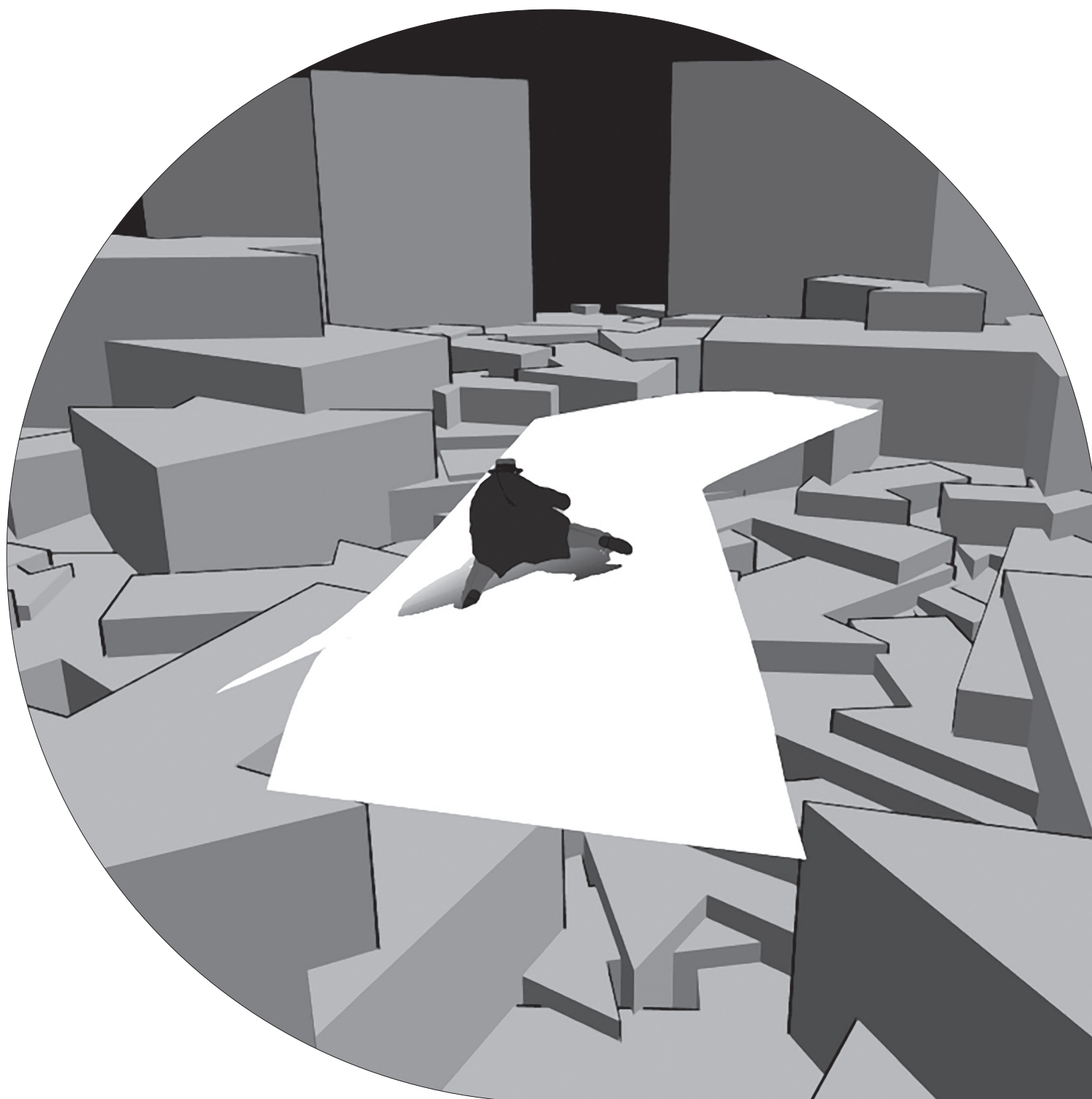
At the crossroads between the graphic novel and animated film, Phallaina is the first “scrolling strip” for tablets and smartphones. With scaling and transition tricks, this digital graphic novel does not have panels and offers seamless transitions thanks to horizontal scrolling. In addition, it is enriched with parallax effects and an original, exhilarating sound design. In a world similar to ours, Audrey follows clinical trials in an attempt to understand the origin of her hallucinatory fits in which she sees giant white whales.

THEMES **ILLNESS / MYTHOLOGY**

LANGUAGES  

SUPPORTS  **Tablettes / smartphones > iOS, Android**

© Production and drawing: Marietta REN ■ Scriptwriting: Marietta REN and Laurent BRAMARDI  
Sound creation: Côme JALIBERT ■ Executive producer: Pierre CATTAN ■ Executive production:  
Alexandrine STEHELIN ■ Co-produced by Small Bang and France Télévisions  
Supported by CNC



# S.E.N.S.<sup>VR</sup>

**S.E.N.S.<sup>VR</sup> is the first virtual reality video game adapted from a graphic novel.**

—  
You are a man who got lost in a maze with strange laws. What is he looking for? Where are you going? Buried into a graphic maze, you can only count on the arrows that will cross your path under a variety of shapes. Where are they leading to? Well beyond the limits, starting with your limits...  
A VR adventure made of three 10-minute episodes.

—

THEMES **MAZE / VIDEO GAME**

LANGUAGES



SUPPORTS



Tablets / smartphones > iOS, Android  
VR Headset > Samsung Gear VR and Oculus Rift

TO GO FURTHER:

*Sens*, a graphic novel by Marc-Antoine  
Mathieu (éditions Delcourt, 2014)

© Adapted from the work of Marc-Antoine MATHIEU ■ Co-produced by ARTE France & Red Corner ■

In partnership with the publishing house Delcourt & Institut français

Supported by CNC (Fonds d'aide au jeu vidéo & DICREAM)





**+16:** SUITABLE ONLY FOR 16 YEARS AND OVER

THEMES **AVENTURE / MUSIC / SCIENCE-FICTION**

LANGUAGES  

SUPPORTS  **PC, Mac, Linux > Steam, itch.io**

FROM THE SAME STUDIO:  
*Along the Edge*, Nova-Box, 2016

# Across the Grooves

**An interactive graphic novel, set in a magical-realism universe, where your decisions affect the destiny of Alice, allowing her to explore alternative destinies by modifying her past.**

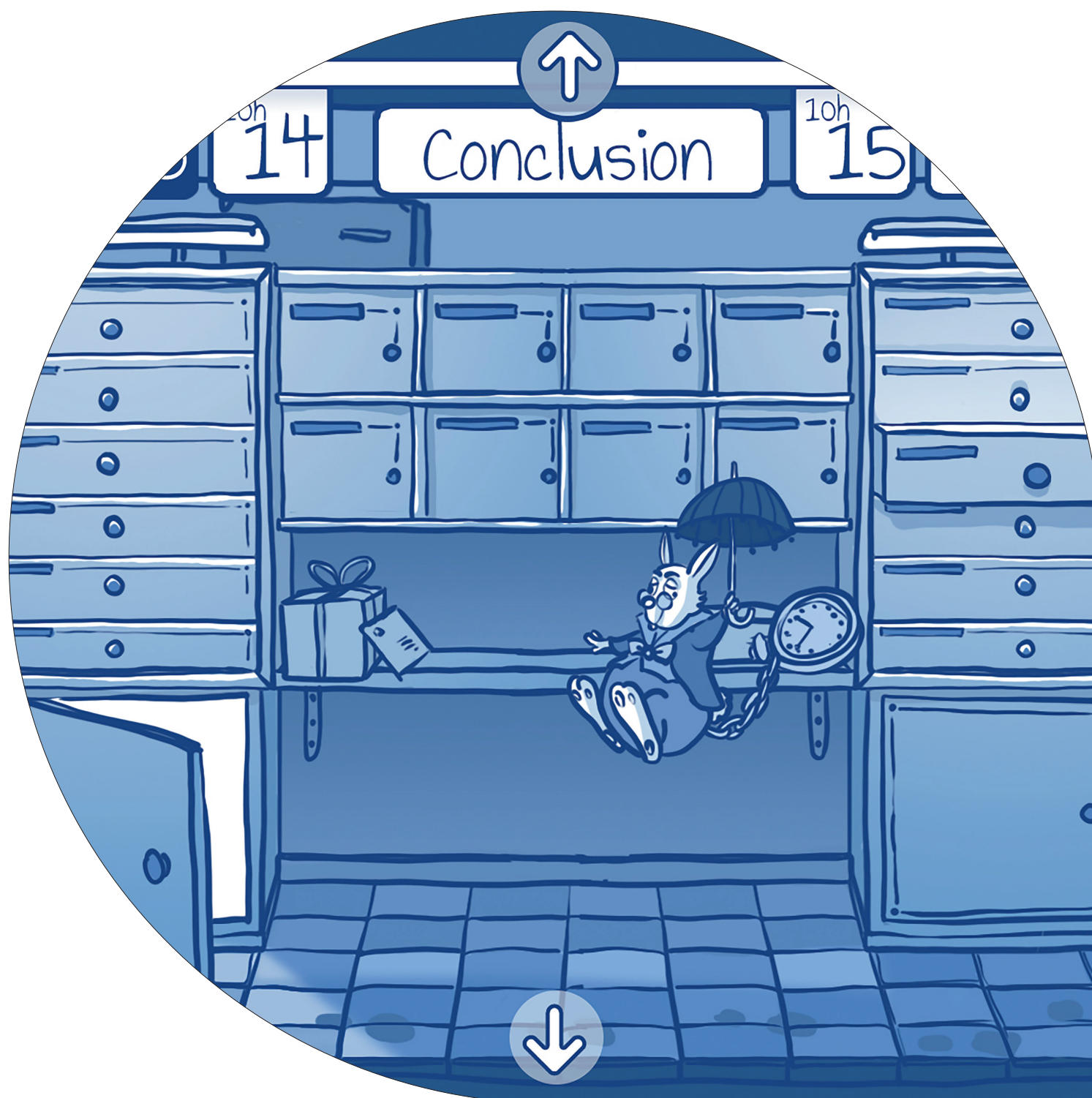
—

When she listens to a vinyl record sent by her ex-lover, Alice is thrown back into her own past and forced to relive old events. When she comes back to the present, her reality has changed and her fiancé no longer knows her, as if they never met. Determined to get her life back on track, Alice packs up and embarks on a hunt across Europe, trying to uncover the origins of the record. However, her journey gradually turns into a quest of self-discovery as she explores new parallel realities each time she puts the needle on the record. This original story led to several endings, in an elegant artistic style inspired by comics.

—

© Nova-Box ■ Scenario: Geoffroy VINCENS ■ Illustrations: Nicolas FOUQUÉ ■ Development: Raphaël LE BOBINNEC and Daniel BORGES (Manufacture 43) ■ Sound design: Camille MARCOS and Julien PONSODA (collectif Illustrason)





***L'immeuble***

# The building

**One night, 15 stories, 23 rooms to explore... In order to solve a mystery whilst travelling through time and space.**

In this troubling residence filled with aliens and zombies, Mireille the caretaker does not know which way to turn! Walking through the corridors, various characters cross each other's paths, such as the dreaming artist, Pascal the film-lover, the teddy bear, the ghost, the fairy tale rabbit... Browsing minute after minute, room after room and in all directions, solve the mystery of this surreal night while observing their incongruous dialogues. The duotone images and the time unravelling, which lead to captivating flashbacks, contribute to the ingenious, crazy narrative of this piece of work, which was awarded the 2017 Digital Challenge prize at the Angoulême International Comics Festival.

THEMES **HORROR / HUMOUR**

LANGUAGES  

SUPPORTS  **Tablets / smartphones / Computer >**  
[turbointeractive.fr/limmeuble/](http://turbointeractive.fr/limmeuble/)

BY THE SAME AUTHOR:

*Elya Police Investigation*, a participative and interactive science fiction detective series available on Facebook

© Webcomics: VIDU ■ Coding: BATRAF ■ Production: Blue Canvas Média





# Delcourt / Soleil +

**Scan the pages of these comics with your smartphone or tablet to access exclusive content.**

—

In order to enrich the reading experience for the selected albums and experiment with a new relationship between books and the digital format, the publisher has developed bonus content tailored to each story in collaboration with the creators. With *Ultralazer*, cardboard lava lakes and paper waterfalls pop out of the frames in 3D, to give texture and volume to the scenery imagined by Maxence Henry and by Pauline Giraud. Their brightly coloured sculptures made with cut paper are fully integrated in the fantasy universe of *Ultralazer* and its ecological message. The application animates the pictures of a dozen books, revealing sketches, gifs and surprise videos.

—

THÈME **AUGMENTED REALITY**

LANGUAGES 

SUPPORTS  **Tablets / smartphones > iOS, Android**

TO GO FURTHER:

*Rat et les Animaux moches*,  
by Sibylline and Jérôme d'Aviau  
(Delcourt, 2018).

*Bolchoi arena 01. Caelum incognito*,  
by Boulet and Aseyn  
(Delcourt, 2018).

© Application: 2020, Groupe Delcourt ■ Distribution: Guy Delcourt production © Comic book:  
*Ultralazer 01. Horb et Bouko*, Maxence HENRY, Pauline GIRAUD and Yavn DUQUE (Delcourt, 2019)