

3600 SECONDES DE LUMIÈRE

2022

With «3600 secondes de lumière» Thibault Brunet captures the ephemeral beauty of clouds by utilizing a virtual space created in a video game. He observes the effect of the passage of time on the colors of the skies by creating a cycle of virtual sunrise and sunset. He creates a series of 3D-modeled cloud portraits, illuminated by this virtual sun, taking on different hues depending on the time of day. Thibault Brunet thus compiles a catalog of clouds, a typology of their shapes and changing colors.

The images created by this project blur the distinction between painting and photography. The clouds appear to us as paintings. As we approach, we realize that these images are simulacra created by a video game engine.

Art Paris Mars 2023

photo : © Sarkis Torossian



3600 Secondes de lumière

N15 C25

Impression Jet D'encre / Cadre verre anti-reflet / 100 x 100 cm / Pièce Unique



3600 secondes de lumière
N07 C53

Impression Jet D'encre / Cadre verre anti-reflet / 100 x 100 cm / Pièce Unique



3600 secondes de lumière
N07 C53

Impression Jet D'encre / Cadre verre anti-reflet / 50 x 50 cm / Pièce Unique