

## PRICES ET DISTINCTIONS

- 2022 **Serge-Lemoyne Fund**  
Visual Arts Artists Association of Quebec  
670 \$
- 2022 **Jean-Duceppe Fund**  
Quebec Artists Foundation  
3000 \$
- 2021 **Research and Creation Grant  
Explore and Create**  
Canada Council for the Arts  
24 500 \$
- 2021 **Creation Grant**  
Conseil des arts et lettres du Québec  
19 500 \$
- 2020 **Acquisition of equipment Grant**  
Conseil des Arts et Lettres du Québec  
2300 \$
- 2016 **Artwork commission**  
ACREQ / Elektra, Montreal  
3500 \$
- 2016 **Research and Creation Grant**  
Hexagram  
3000 \$
- 2013 **International mobility Grant**  
Lojiq  
1000 \$

## ARTISTE RESIDENCIES

- 2020 AXENÉO7, Gatineau, Canada
- 2019 Studio Kura, Fukuoka, Japan
- 2018 Daïmōn, Gatineau, Canada
- 2013 Takt, Berlin, Germany

## EDUCATION

- 2023  
Professional Training, 3D Animator  
Cégep de Bois-de-Boulogne College, Montreal
- 2017  
Master Fine Arts (MFA), Studio Arts, Intermedia  
Concordia University, Montreal
- 2016  
Virtual Reality Training  
Société des Arts Technologiques, Montreal
- 2014  
3D Modeling Training  
Sporobole, Sherbrooke
- 2012  
Bachelor's Degree in Visual and Media Arts  
Université du Québec à Montréal
- 2009  
Graphic Design Training - Adobe Suite  
Collège de Sherbrooke, Sherbrooke
- 2003  
College Diploma in Fine Arts  
Collège Saint-Laurent, Montreal
- 1999  
High School Diploma  
Collège Saint-Anne, Lachine

## SOLO EXHIBITIONS

- 2023 **p≠m×g** — R3 Gallery, Université du Québec à Trois-Rivières  
Retrospective of my most emblematic digital and sculptural works from the past 7 years, including «Catalog» funded by the Canada Council for the Arts and supported by the Conseil des Arts et Lettres du Québec.
- 2020 **Monument Mou** — B-312 Gallery, Montreal
- 2020 **+** — AXENÉO7, Gatineau, Canada
- 2019 **Message Board** — Studio Kura, Itoshima, Japan
- 2017 **Black Market** — Black Box, Université Concordia, Montreal

## GROUP EXHIBITIONS (Selection)

- 2022 **Metamorphosis** — EVM Elektra Virtual Museum  
The EVM offers an immersive experience of specially modeled artworks adapted for display in a 3D museum space.  
[evm.elektramontreal.ca](http://evm.elektramontreal.ca)
- 2021 **The Spectrum of objets** — Sporobole, Sherbrooke, Canada
- 2021 **Festival Dérapage 2021** — Compétition officielle
- 2019 **Particule : A pavilion of the Wrong biennale** — virtual
- 2019 **Malleability** — Tempsspace, Montreal
- 2017 **Onde sao os ossos?** — Centre des Arts Visuels de Pelotas, Brazil
- 2016 **AUTOMATA** : International Digital Art Biennial — ARSENAL
- 2015 **Keeping it Real** — Nice Gallery, London, UK
- 2014 **Hors-zone** — Espace Nomade, Montreal
- 2013 **Colligere** — Takt Kunstraum Tapir Gallery, Berlin, Germany
- 2013 **Art souterrain** — Complexe Guy-Favreau, Montreal
- 2012 **BIANMTL** — Maison de la culture Frontenac, Montreal
- 2009 **Espace [im] Média** — Sherbrooke, Canada

## PROFESSIONAL EXPERIENCES (Selection)

- 2010- 2024 **Volunteer**, Atelier des Épinettes de BASILIADE, Paris  
Support for people with HIV/AIDS, disabled or precarious in their artistic expression. Performing tasks that they cannot perform themselves.
- 2010- 2024 **Graphic Designer and 3D Artist**  
Clients : Montréal en Histoires, Just for Laughs Festival, tim:tom, Frédérique Laliberté, Josianne Lanthier, Alain Paiement and more.
- 2020 **Member Benefit Exhibition Committee**, CIRCA Gallery
- 2019 **Exhibition Installation Technician**, Phi Foundation, Montreal
- 2015 - 2019 **Research Assistant**, Bill Vorn  
Creation of aluminum parts for robots, Solidworks modeler, CamWorks CNC machinist, video editing, and exhibition installation.
- 2016 - 2017 **Research Assistant**, Tagny Duff et Trevor Gould  
Technical drawing, laser cutting, Photoshop and video editing.
- 2017 - 2020 **Artist Studio Member**, La Pelouse
- 2016 **Professor**, Concordia University  
Introduction to digital media and electronic arts.
- 2015 - 2016 **Teaching Assistant**, Concordia University  
Introduction to video production & Programming for artists.
- 2013 - 2014 **Artist Collective Member**, Complot 11

# Artist Statement

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My works serve as a reflection of my inquiries into the alternatives offered by reality. They navigate between a dreamlike ideal and the most mundane reality. Utilizing imagined environments and figures, my creations maximize the potential of physical and digital 3D spaces. I delight in subverting icons or everyday objects, stretching their possibilities and exploring the boundaries of surrealism. By incorporating humor or references to queer culture into my works, I do not impose anything but instead invite my audience to question the reciprocal influence that reality and the subject have on each other.

## Bio

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I hold a Master's degree in Fine Arts (MFA) from Concordia University and a Bachelor's degree in Visual and Media Arts (BA) from the Université du Québec à Montréal. Originally from Montreal, I now reside in Paris, continuously seeking to interrogate and confront my practices with others. With this mindset, I have participated in artist residencies in Germany and Japan and exhibited my work in Brazil and the United Kingdom. In Canada, I have showcased my work in Montreal, notably at Arsenal as part of the International Digital Arts Biennial (BIAN) and at B-312 Gallery. More recently, I was welcomed in residency at DAÏMÓN center in Gatineau, then at AXENÉO7. In 2021, I received the Explore and Create / Research and Creation grants from the Canada Council for the Arts, as well as the Creation grant from the Conseil des arts et lettres du Québec, to support the creation of my animation *Catalog* which was exhibited at Sporobole and EVM - Elektra Virtual Museum. Before moving from Montreal to Paris, I presented a retrospective of my recent art titled *p≠m×g* at the R3 gallery of the Université du Québec à Trois-Rivières.



## **p≠m×g**

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The exhibition entitled *p≠m×g* offers an artistic journey blending digital and tangible works, where they coexist, converse, and uniquely reinvest reality codes by reclaiming concrete everyday references. It was presented at the R3 Gallery of the Université du Québec à Trois-Rivières from October 5<sup>th</sup> to November 11<sup>th</sup>, 2023.

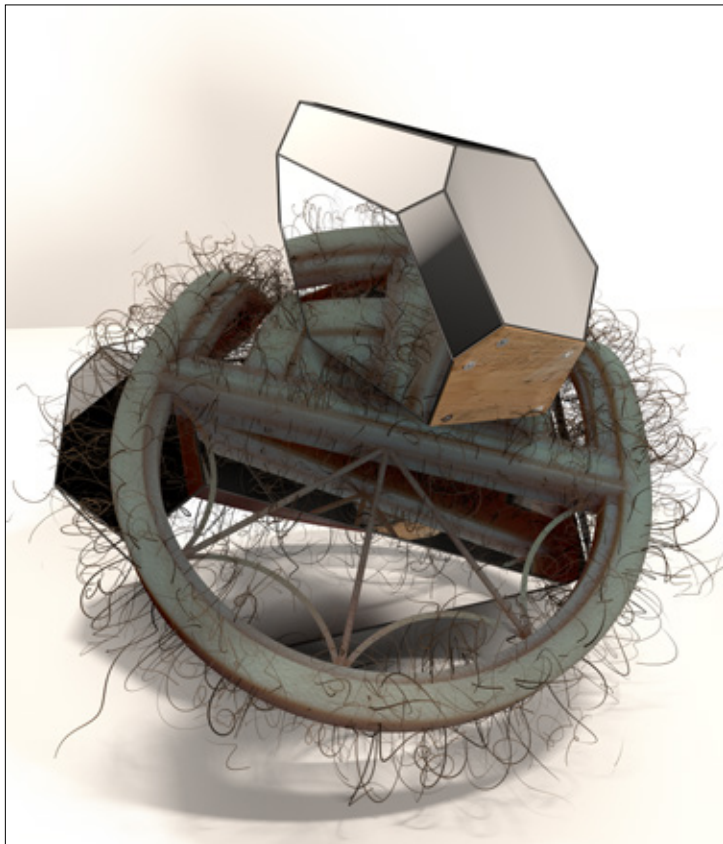
The animations featured in the *p≠m×g* exhibition each reinterpret reality codes by appropriating concrete daily landmarks in their own way. The journey I propose for spectators will facilitate dialogue among these diverse works. The title of the exhibition refers to the formula  $p = m \times g$ , which relates to the weight, mass, and intensity of gravity of objects. The symbol  $=$  is replaced by  $\neq$ , reversing gravitational forces and inscribing the exhibition within this logic of reinvention.

Between the desire to rationalize and the urge to let go, the audience is invited to explore their contradictory emotions, particularly rich as they pave the way for fulfillment within a newly imagined universe.

### **Artworks in this photo :**

- **MM**  
6 prints on photo paper  
60 x 71 cm  
2016
- **Gigue**  
Linden, cherry wood, cotton canvas (denim)  
Pants — 137 x 38 x 12.7 cm  
plinth with feet — 138 x 38 x 51 cm  
2019
- **Boulva Chair Installation**  
Chair, plinth, cotton doily, cables  
80 x 80 x 220 cm  
2023
- **Puffy**  
Vinyl, siliconized synthetic fiber, polyester  
137 x 76 x 61 cm  
2019

**p≠m×g**  
Philippe Internoscia



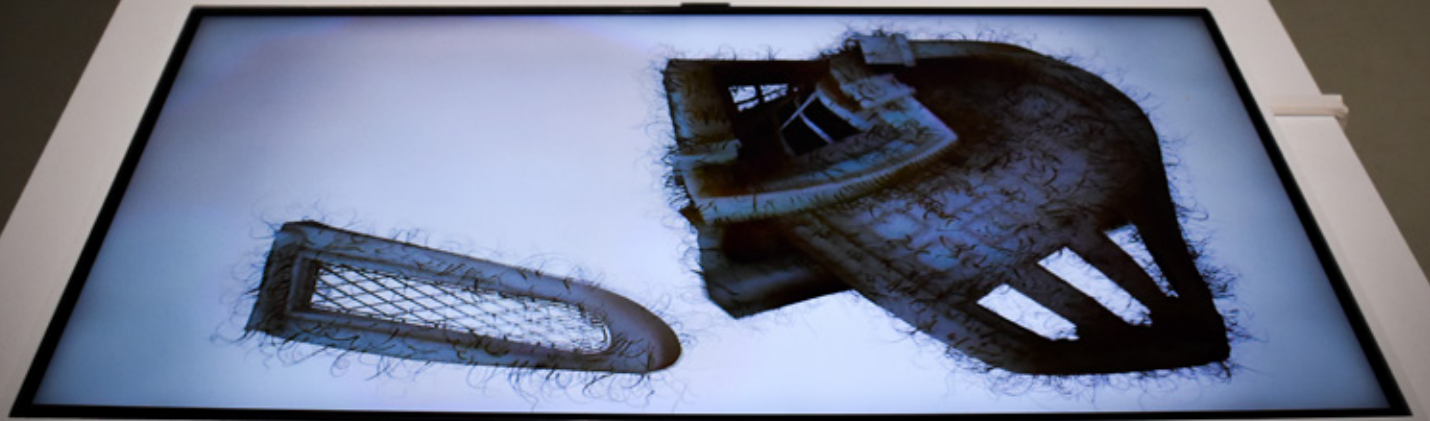
#### Artworks in this photo :

- **Monument Mou**  
3D Animation  
3:50 min.  
2018
- **Gigue**  
Cotton canvas (denim)  
Pants — 137 x 38 x 12.7 cm  
2019
- **MM**  
6 prints on photo paper  
60 x 71 cm  
2016

**p≠m×g**

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At the R3 Gallery  
of the Université du Québec à Trois-Rivières  
from October 5<sup>th</sup> to November 11<sup>th</sup>, 2023.



## Monument Mou

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I presented the *Monument Mou* (Soft Monument) animation at the R3 Gallery on the floor, on a plinth, so that the viewer can observe it from an elevated perspective. This scenographic layout aims to immersively represent the concept of weightlessness within the artwork.

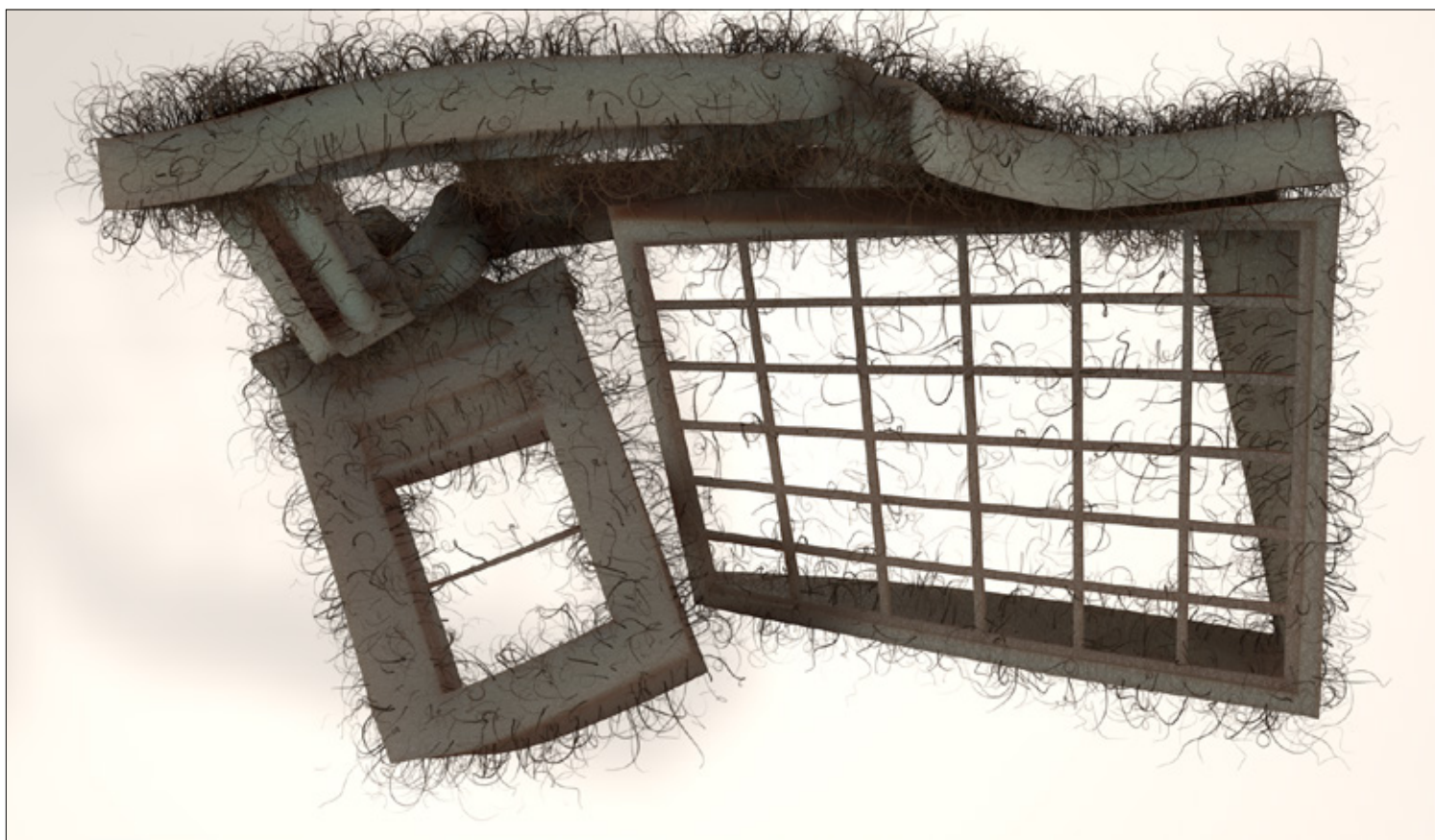
*Monument Mou* refers to the neoclassical and neo-Gothic architecture of Ottawa, transformed into soft and hairy objects colliding in a virtual enclosed space. Unable to exist in the physical world, their state oscillates between utopian proposition and subconscious desire. Both repulsive, seductive, and mesmerizing, *Monument Mou* offers an alternative vision of the body and the object, engaging with queer inquiries related to fetishism and monument.

*Monument Mou* was created during an artist residency at the DAÏMÔN center in Gatineau in 2018 and presented at B-312 Gallery from November 12<sup>th</sup> to December 12<sup>th</sup>, 2020.



### Artworks in these photos :

- *Monument Mou*  
3D Animation, 3:50 min.  
2018



## Monument Mou

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At B-312 Gallery in Montreal  
from November 12<sup>th</sup> to December 12<sup>th</sup>, 2020.

Artworks in these photos :

- *Monument Mou*  
3D Animation, 3:50 min.  
2018



## p≠m×g

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Various scenic components are present in *p≠m×g* to create a connection between the different artworks, offering the audience a coherent experience in line with the intentions of the various creations. The central element is the Boulva chair, featured in the animations, *Catalog*, *Module*, *The Chair*, and in the exhibition space. This Boulva chair, created for the Montreal Olympics in 1976, is suspended from the ceiling, overlooking an orange cotton doily, that I crocheted, on a plinth.

### Artworks in this photo :

- ***Catalog***  
3D diptych animation,  
04:23 minutes (horizontal)  
04:38 minutes (vertical), 2022
- ***Gigue***  
Cotton canvas (denim)  
Pants — 137 x 38 x 12.7 cm, 2019
- ***Boulva Chair Installation***  
Chair, plinth, cotton doily, cables  
80 x 80 x 220 cm, 2023



### Artworks in these photos :

- ***Boulva Chair Installation***  
Chair, plinth, cotton doily, cables  
80 x 80 x 220 cm  
2023
- ***Gigue***  
Linden, cherry wood, cotton canvas (denim)  
Pants — 137 x 38 x 12.7 cm  
plinth with feet — 138 x 38 x 51 cm  
2019
- ***Puffy***  
Vinyl, siliconized synthetic fiber, polyester  
137 x 76 x 61 cm  
2019
- ***Module***  
3D Animation, 0:43 min.  
2023
- **+**  
3D Animation, 02:32 min.  
2020

**p≠m×g**

At the R3 Gallery  
of the Université du Québec à Trois-Rivières





+

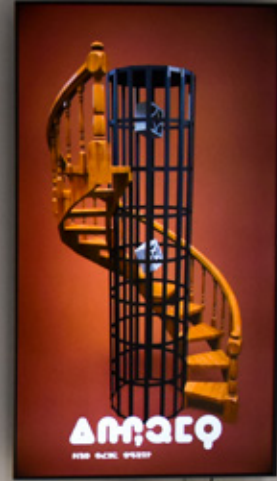
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At AXENÉO7  
from September 23<sup>rd</sup> to October 31<sup>st</sup>, 2020

+ presents itself as a virtual solo exhibition. Leveraging the unique capabilities of the 3D environment, I question the limits of the physical world by seeking anchor points to establish a dialogue between the graphical interface and my artistic practice. The galleries in synthetic imagery of + unfold in a cruciform geometric kinetics and offer an immersive experience different from that offered by institutions. By breaking free from the rules of physics (gravity or centrifugal forces, for example), + reveals itself as a work of independence.

### Artworks in this photo :

- +  
3D Animation, 02:32 min.  
2020



# Catalogue

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At the R3 Gallery  
of the Université du Québec à Trois-Rivières

*Catalog* is a diptych presenting two promotional animations of seemingly functional objects, which ultimately prove to be unusable. By employing shapes, textures, and ideas related to a certain collective memory, a tension grips the viewer who oscillates between comforting nostalgia and a futile search for utility: an initial curiosity leading to dissatisfaction and frustration, ultimately confronting them with their persistent need for productivity and consumption.

The elements I chose to depict draw inspiration from the imagery of the 1960s-70s-80s. They are outdated, obsolete, even considered *cheesy* by some. They were so ingrained in daily life that their presence in our routines seemed natural. Yet, they were conceived and designed by men and women who had in mind not only utilitarian but also aesthetic ideas. With *Catalog*, I pay homage to these forgotten creators, often relegated to anonymity, and restore to the objects they imagined their creative force. By utilizing technology firmly rooted in the twenty-first century, I aim to create a dialogue that transcends temporality and fosters a new imaginary.

## Artworks in this photo :

- *Catalog*  
3D diptych animation  
04:23 minutes (horizontal)  
04:38 minutes (vertical)  
2022

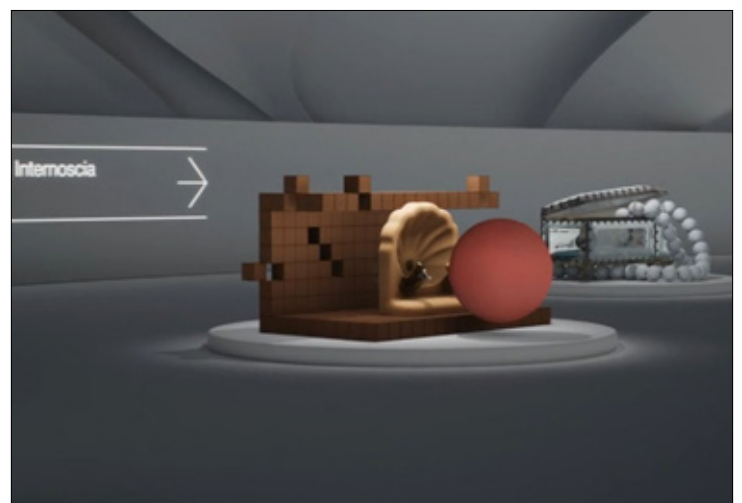
*Catalog* thus highlights what appears natural and instinctive in each of us by underscoring the deadlocks where an expected utilitarian demand in all things can lead. The viewer is brought back to their consumer state and reminded that their reflexes, far from being innate, are mental constructs created entirely by advertising. Beyond this obviousness, and as a reversal effect, the viewer finds themselves confronted with their object status. *Catalog* then becomes cata-log, a logic of catastrophe.

*Catalog* was made possible thanks to the financial support of the Canada Council for the Arts and was endorsed by the Conseil des arts et lettres du Québec.



### Artworks in this photo :

- **Catalog**  
3D diptych animation  
04:23 minutes (horizontal)  
04:38 minutes (vertical)  
2022



## Catalogue

At the R3 Gallery  
of the Université du Québec à Trois-Rivières

*Catalog* was also presented in the form of animated 3D objects at the EVM - Elektra Virtual Museum from June 2022 to June 2023.

Link : <https://evm.elektramontreal.ca/en>



**Artworks in this photo :**

- ***Boulva Chair Installation***  
Chair, plinth, cotton doily, cables  
80 x 80 x 220 cm  
2023

**p≠m×g**

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At the R3 Gallery  
of the Université du Québec à Trois-Rivières



### Artworks in these photos :

- ***Puffy***  
Vinyl, siliconized synthetic fiber, polyester  
137 x 76 x 61 cm  
2019
- ***Gigue***  
Cotton canvas (denim)  
Pants — 137 x 38 x 12.7 cm  
2019

**p≠m×g**

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At the R3 Gallery  
of the Université du Québec à Trois-Rivières

*Puffy* is inspired both by camping tarps and the fetish universe. This coat adopts the silhouette of a long quilted jacket. Its particular geometry renders it unusable both as clothing and as a sexual accessory, not fitting into either function.

*Puffy* and *Gigue* mark the return of an earlier phase of my life as a fashion designer, which I chose to integrate into my practice over 15 years after studying fashion design.



## Module

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At the R3 Gallery  
of the Université du Québec à Trois-Rivières

*Module* transports the viewer into a universe of visual contradictions, aligning with the trajectory of *Catalog*. This work draws inspiration from a personal experience where, as a child, I recall emptying shelves to play. This childhood memory is integrated into the work, highlighting the universal nature of the desire to find playful or practical uses in the objects around us.

### Artworks in this photo :

- *Module*  
3D Animation  
00:43 minutes  
2023



**Artworks in this photo :**

- ***Module***  
3D Animation  
00:43 minutes  
2023

**p≠m×g**

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At the R3 Gallery  
of the Université du Québec à Trois-Rivières

# Video links

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## 1. *Monument Mou*

3D Animation, 03:49 minutes, 2018

Produced during an artist residency at the DAÏMÔN center in 2018 and exhibited at B-312 in 2020

link : <https://youtu.be/PCpsmpn9c54>



## 2. +

3D Animation, 02:32 minutes, 2020

+ was exhibited at the AXENÉO7 center between the two waves of the pandemic. This animation had been created previously as part of a residency at AXENÉO7.

link : <https://youtu.be/A8KYwXD06mQ>



## 3. *Catalog*

3D diptych animation,  
04:23 minutes (horizontal) / 04:38 minutes (vertical),  
2022

Catalog was made possible thanks to the financial support of the Canada Council for the Arts in 2022 and endorsed by the Conseil des arts et lettres du Québec.

Horizontal screen link : <https://youtu.be/lwOHM8s3CBA>

Vertical screen link : <https://youtu.be/lrJ8UsI5ZF8>

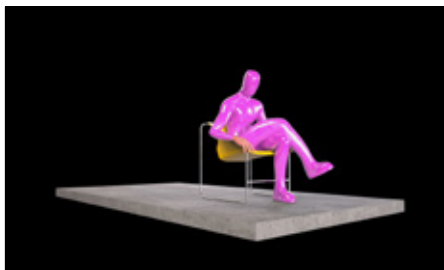


## 4. *Module*

3D Animation, 00:43 minutes, 2023

Created for the exhibition at Gallery R3.

link : <https://youtu.be/VMZHSWvgUpc>



## 5. *The Chair*

3D Animation, 00:10 minutes, 2024

This animation leverages authentic techniques from the film industry to further enrich my art. It has never been presented, and currently, two other segments are in progress.

link : [https://youtu.be/yZzVEf\\_cDuE](https://youtu.be/yZzVEf_cDuE)