

THIBAUT BRUNET

VICE CITY

My artwork is a photographic research fuelled by the topic of reality and its imitations. I am more precisely focusing on virtual universes, especially video games. These games are inspired by American popular, historical and political culture. They are programmed in such a way that the player has to fulfil its tasks: murder, blackmail, robbery or escape . . . I decided to explore these games against the natural will of my avatars, like the one that the usual player would use; I choose to do it as a photographer. These pictures were taken over the course of my walks in these virtual universes. This particular collection deals with

landscape and the urban-scape. Set as a simple background for the plot, the landscape generally holds a secondary role in the video games. The slow motion of my walks leads me to explore the spaces that are usually forgotten by players. The pictures show side spaces, barren and industrialized areas. The aesthetic, which reminds us of contemporary photo shoots as well as Japanese engraving and painting, provokes confusion about the nature and the origins of these floating pictures.

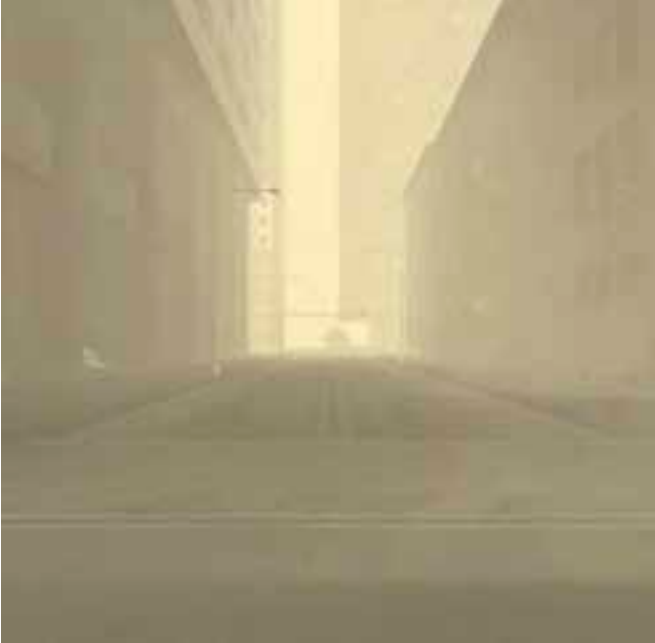
THIBAUT BRUNET

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1
 THIBAUT BRUNET,
 VICE CITY, 04-01-2012, 20H01, 2012,
 COLOUR PRINT,
 PASSE-PARTOUT, 20 x 20 CM,
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4



5



2
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VICE CITY, 29-08-2010, 20H51, 2010,
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VICE CITY, 04-01-2012, 20H00, 2012,
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 THIBAUT BRUNET,
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