



Vélorgue

We settle on the saddle and we pedal ...
Inspired by the principle of the organ, the movement of the pedal brings about a mechanism that compresses the air. The keyboard allows the Cyclophonist to orchestrate a symphony of sounds scattered in space

Video **L**ink

TECHNICAL REQUIREMENT

Set-up time: 1 to 2 days / Dismantle time: 4 hours
An area of about: from 20 to 100 m²
Team: 2 people

Cyclo-aquaphonique

At the first pedal stroke, the mechanism comes to life and resonates with a series of aquatic lung flutes that unveils the music of the water.

Video **L**ink

TECHNICAL REQUIREMENT

Set-up time: 2 to 3 hours / Dismantle time: 2 hours
An area of about: 30 m²
Team: 2 people



Vél'eau

A bathtub serves as a reserve of water, a bicycle acts as a pump, a wheel at dawn drives the sound devices that are activated by the Cyclist

Video **L**ink

TECHNICAL REQUIREMENT

Set-up time: 2 hours / Dismantle time: 2 hours
An area of about: from 30 m²
Team: 2 people

Cycloscopes

A dozen transformed bicycles, become spaces of games to discover to the stethoscope. Scratch, scrub, pinch, throw the wheel, Each action allows the user to immerse himself in a sound composition that only he can hear.

TECHNICAL REQUIREMENT

Set-up time: 1 hour / Dismantle time: 1 hour

An area of about: from 20 to 50 m²

Team: 2 people

Pictures



Cyclo-dynamo

The Cyclo-Dynamos use an electro-acoustic device which transforms the electrical signal into sound frequencies. Declined of

In several ways, they take the form of fixed or itinerant installations and can be presented in the framework of a participatory workshop.

Video Link

TECHNICAL REQUIREMENT

Set-up time: 1 hour / Dismantle time: 1 hour

An area of about: 20 m²

Team: 2 people

Based on the principle of the hurdy-gurdy, this Cyclophone uses the movement of the pedal to rub the strings of the instrument. To vary the sounds just turn the handlebars

Video Link

TECHNICAL REQUIREMENT

Set-up time: 1 hour / Dismantle time: 1 hour

An area of about: 10 m²

Team: 2 people

Vièlo

