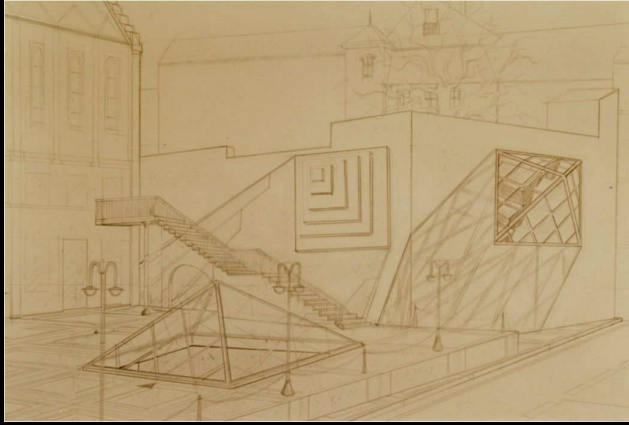


**1991 - proposal for a mural animation**  
**Hôtel de ville – Besançon - 25 – FRANCE**

Text and photographs of **daniel.paradis**. Project which does not have succeeds.



Hôtel de la région – Place Saint Jean – On underground car park

The party taken is to propose to the « regardeur » several readings different from this center of interest/shaft of light – archaeological vestiges/, located on and under the place Saint Jean.

**1/STRUCTURE OF PYRAMID**

(physical representation in 3 dimensions)

On the vertical level of the wall of the Archbishop's palace, above the staircase, a structure of pyramid in volume is placed, sight of top ; its solid drop shadow is painted on this face of the wall.

This fixe volume is a light signal. The various plans which make it up are covered with catadipteric reflectors ; very urban material which does nothing but reflect sunlight or artificial, without emitting some. The displacement of the « regardeur » generates the displacement of the luminous reflections, thus creating a movement of light.



Surface external wall – 250 m<sup>2</sup>

## 2/MURALE

(représentation illusionniste In 2 dimensions)

A projection of the pyramid of glass, sight of top and its solid drop shadows is painted in front of the eye on the second face of the wall, creating the illusion and including the forces of the archaeological vestiges. A play of tension is born between real volume from the well from light located on the ground and vertical painting, on the wall, which absorbs space and its 3 dimensions.

## 3/MIRROR

(presentation and reflection)

In the transparency of the pyramid, the « regardeur » sees the front of face of the vestiges. From the presence of a triangular mirror pointing out the shape of the pyramid, front view of rise, it thus sees the back face of the vestiges reflected by this mirror placed against the wall in basement, creating another play of tension between reflected artificial space and real, physical space of the vestiges.

The painted fictitious shades of the two external elements are prolonged on the wall of the basement on both sides of the mirror, connecting the interior and the outside of the place.

Each element / fresco, volume, mirror / return to the initial element / well of light-vestiges / and to the whole of the device thus emphasizing the archaeological vestiges and being integrated into the reality of the place.

