TVSF, The Very Scary Forest

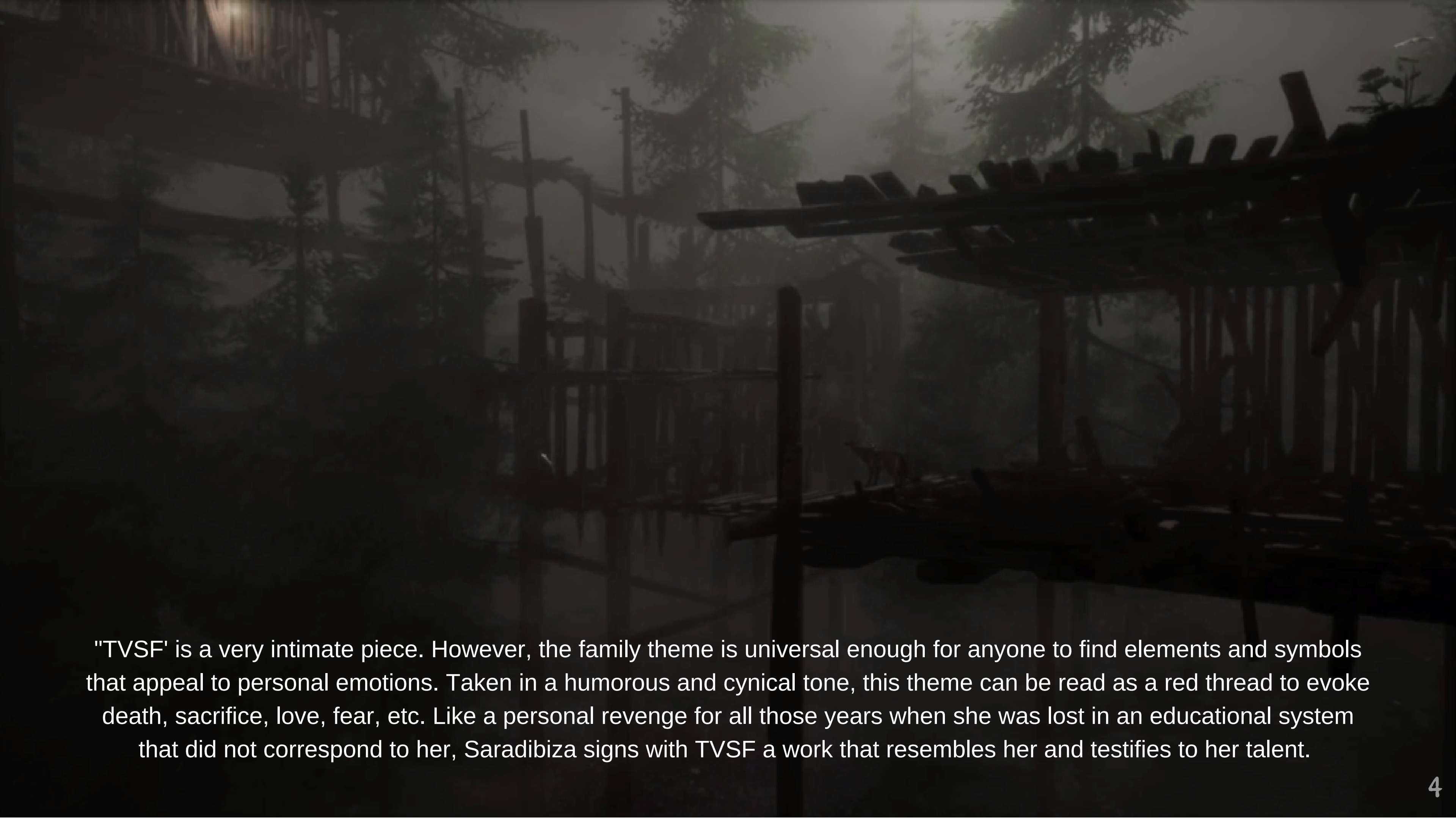## Saradibiza

TVSF

The Very Scary Forest

TVSF, The Very Scary Forest

"TVSF, The Very Scary Forest" is the name given to the video game created by the artist Saradibiza. Invited by Extramentale for the festival Octobre Numérique - Faire Monde, this project marks the first exhibition of the French-Moroccan artist born in 1993 as well as her first video game, conceived on her own in only two months.

Conceived as an independent game, developed on Unreal Engine, "TVSF" combines its installation in an intimate and social environment. Available for a single player, it is also offered to the eyes of spectators sitting nearby as if it were a short film. The video game universe is nevertheless very present; the classic codes can be spotted, such as the quest or the inventory.

As for the narrative, it is enriched with an almost messianic symbolism, where the main character, a father fox, sets free zombies, releasing them from their alienated status. The initial quest, however, appears at the first place on a different way : under the sign of the animal gaze and sorcery, as well as fatherhood and the injunction to individual or collective responsibility.

The game is composed of seven levels ; all of which contain contributions by Saradibiza's friends: Amal Guichard's 2D drawing, Casey MQ's voice, a seductive and diabolical song by Ana Madjison, Sebastien Rabaste's 3D sculpture and Oklou's unpublished song, which closes this twenty-minute game.

"TVSF' is a very intimate piece. However, the family theme is universal enough for anyone to find elements and symbols that appeal to personal emotions. Taken in a humorous and cynical tone, this theme can be read as a red thread to evoke death, sacrifice, love, fear, etc. Like a personal revenge for all those years when she was lost in an educational system that did not correspond to her, Saradibiza signs with TVSF a work that resembles her and testifies to her talent.

Link to the video of the game

The Very Scary Forest x Chapelle de la Charité

Designed especially for La Chapelle de la Charité (Arles), the video game created by Saradibiza integrates the space in which it is presented. The last level takes place within La Chapelle. Therefore, the aesthetic, as well as it setting (its form and content) is echoed in the videogame itself, turning it, at times, into a site-specific videogame.

The set design accentuates this desire to take over the space without totally transforming it. Created by Juliette Gelli ~ and Aleksandr Kontini, the aim is to plunge the player and the spectators into the depths of Saradibiza's universe:her room, in which she creates metavers. Skillfully carried out, this work on the space allows the video game to be enhanced, notably thanks to the monitors surrounding the game screen, each monitor presents a table from the universes created.

Artistic and technical requirement

The videogame and its installation can be presented outside of the church for which it was created. However, the videogame requires a specific aesthetic for its monstration. This setting should convey some sort of intimacy (by using old furnitures as well as light bulbs). For every new presentation of the game we ask that the artist Saradibiza as well as the curators of Extramentale are being invitated to take part to the discussion around the exhibition.

The videogame can be presented without the other screens around the videogame.

As for the technical requirements , it needs :
- screen (preferably large such as 62 or slightly less)
- Xbox joystick
- speakers Genelec 8020 monitor
- Computer

Processor i7-6th generation

GPU : RTX 2080

RAM : 32 go (with more RAM)

OS : Windows 10 pro

 Ports : 1 USB C, 2 USB 3.0, 1 Display port

Saradibiza

Saradibiza is a French-Moroccan "self-taught" 3D artist. Born in France, she moved to Marrakech at the age of seven with her family. As a teenager, she decided to return to France. After attending the Ateliers de Sèvre, she spent a year at the Beaux-Arts de Paris, then two at the Villa Arson.

In these different schools, she discovered the digital world through tutorials; she tried her hand at motion design, created spaces and landscapes, and then discovered 3D. Fascinated by video games and the possibility of wandering in these virtual worlds (re)composed by her, Saradibiza finds in learning 3D a parallel world that she is free to discover and build.

She quickly mastered these tools, allowing her to collaborate with other artists, such as the French musician and singer Oklou or the Canadian Casey MQ. It is also, for the artist, a very personal approach since this technique corresponds perfectly to the way she wants to express emotions. Lately, as she progressed in the realization of her first films posted with modesty on her Instagram account, the 3D modeling became the vector of an automatic writing, which seems more complex in the video game "The Very Scary Forest".

Previous works by Saradibiza

Casey MQ's video clip « Candyboy », 2020, Video Directed by Saradibiza & Marylou Mayniel

Oklou's full mixtape « Galore », 2020, Directed by Oklou and Saradibiza, realisation by Saradibiza

First 3D video published on Saradibiza's Instagram account, 2021

Extramentale

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contemporary creation through the prism of adolescence.

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