**SPOTLIGHT - THE INTERNATIONAL LIGHT FESTIVAL**

**STARTS ON THE 18TH OF APRIL, 8 P.M.**

Spotlight - the International Light Festival, organized by the City Hall of Bucharest, via ARCUB, will start on Thursday, the 18th of April, 8 p.m. The works authored by established Romanian and foreign artists will combine the newest art and techniques in order to express the European values underlying the theme of the fifth edition of the festival - **EuropeLights** – and at the same time they will mark two important events of the year: the Romanian Presidency of the Council of the European Union and the opening of the **Romania-France Season** in Bucharest.

On the 18th of April, at 9 p. m., in George Enescu Square, the public will have the opportunity to enjoy the electronic rhythms especially prepared for this event by famous French artist **Bob Sinclair**, one of the most acclaimed DJs in the world. From the USA to South America, from Europe to Asia, all the way to Australia, his music, with its diversity of sounds and instruments, enthralls and surprises the audience. The concert is preceded by a warm-up with DJ ANDI, starting with 8.30 p.m.

Just like in the prior editions, SPOTLIGHT will take place on Calea Victoriei, as well as on Lipscani Street and in the University Square, which will host interactive installations, video-mapping sessions, and much more, for four days, between 8 p.m. and midnight.

The list of the works displayed during Spotlight- the International Light Festival:

***Abstract***

Artist: Collectif Coin (FR)

**Location: Carol I Central University Library**

Starting from the idea that the passage of time is an illusion, the team of Collectif Coin imagined a new style of visual representation: *Abstract*, a matrix of triangles in which each triangle moves along its vertical axis. In a 20-minute loop, which combines light, sound, and motion, *Abstract* reveals its source of inspiration: relativity.

***Wave-Field***

Artist: L4 Studio & Wireframe Studio (CA)

**Location: The National Museum of Art of Romania**

*Wave-Field* gives the participants the opportunity to intervene in the urban space. The swing fosters the development of the relationships between strangers and it consolidates the relationships between friends and family members. *Wave-Field* swings are light and sound installations, and each has its own temperament and vocabulary.

***microCOSMOS***

Artist: Ygreq Interactive (RO)

**Location: Kretzulescu Church Park**

The work has been inspired by the fascination with celestial bodies as light generators; it envisages capturing a fragment in the Universe, an object which reflects the light of the Sun during the day and becomes a source of light at night. The title has a double meaning: on the one hand, it describes a miniature Cosmos, and on the other hand, it refers to a microscopic view on the inner world of the human being. Thus, at a symbolic level, the interaction of the particles inside the structure mirrors the way in which the electrons travel and interact within the human neuronal network.

***A Sky for All* (RO)**

Artist: Livia Zaharia

**Location: Kretzulescu Church**

The installation *A Sky for All* was designed by Livia Zaharia, who graduated from Ion Mincu Faculty of Architecture of Bucharest. The basic idea is that of unity – *under the same sky* - irrespective of any possible divergences. It is the winning project of the call for projects for young artists “Digital Europe. Europe of the Future”, launched by the City Hall of Bucharest via ARCUB, during the fifth edition of Spotlight Festival.

***Abyss***

Artist: Nicolas Paolozzi / Module (FR)

**Location: Revolution Square – Memorial of Rebirth**

*Abyss* is a mystical creature emerged from the depths of the world. Its light and its refined structure are made of four main lines connected by means of a dense cable network. Nicolas Paolozzi views space as a set of interactions which evolve throughout time. Module offers a unique and immersive experience of reality thanks to the design of hybrid architecture.

***Stratum***

Artist: Chevalvert Studio & Mirage Festival (FR)

**Location: Revolution Square – Iuliu Maniu Monumental Ensemble**

*Stratum* is an interactive installation which allows influencing space by means of a single gesture and creating a geography of the motion. The gesture is detected by means of leap motion which sends the information farther. The interaction is possible only for one person at a time, but it triggers lights and sounds which the other spectators can enjoy.

***Discoballs***

Artist: 360 Revolution (RO)

**Location: Muzica Store**

Three discoball installations are placed in a sequence parallel with Calea Victoriei, and they project bright spots on all the buildings in the area, in a circular motion which is suggestive of the atmosphere of a party.

*Dancing Stars* is a project created in collaboration with the Representation of the European Commission in Romania, which includes light shows within the theme of this year’s festival –*Europelights*.

***Wheel of Time***

Artist: Les Ateliers Nomad (RO)

**Location: Hotel Novotel & The Telephone Palace**

*Wheel of Time* gives the participants the possibility of navigating visually through day and night and through the seasons of the years, with the help of an interactive helm placed in front of the buildings which host the projection. The transitions and the animations are controlled by the participants in real time, the result consists in real and abstract compositions that follow the pulse of nature.

***Urban Pinball***

Artist: Mindscape Studio (RO)

**Location: The Odeon Theater**

This multimedia installation is inspired by the famous *arcade* game called Pinball. The work is controlled by two “players” who have to interact with each other and to animate the façade of Odeon Theater together, by pushing three light buttons. Urban Pinball is a two-player game that fosters the dialogue and the coordination between the two people.

***Lightpong***

Artist: CINETIC (RO)

**Location: The National Military Theater**

The starting point of *Lightpong* is PONG, the computer game which was famous in the 1970s. The main purpose is to turn the mechanisms of the old game into a new interactive experience. It can be played by two people who control their paddles with a light source. One can use anything: lighters, phone lanterns, or LED light key rings. The player who is the first to obtain five points is declared winner, and the game is starts again.

***Grand Lights Boulevard***

Artist: 360 Revolution (RO)

**Location: Grand Hôtel du Boulevard**

Grand Hôtel du Boulevard is brought out by means of light shows. The logo of Spotlight Festival will come to life on the building of the hotel which dates back to 1871, combining past and present and reminding us about the close links with Europe, which are to be found in this year’s theme: *EuropeLights.*

***Pavilion***

Artist: Sébastien Lefèvre (FR)

**Location: University Square**

*Pavilion* is a light and sound installation, an open structure which allows people to enter it. It is a living, welcoming space, an entanglement of light threads, suspended in the air, like light foliage. The installation, light and dynamic, is immersed in the musical universe especially composed by Yes Soeur.

***BeeHive***

Artist: One Night Gallery & Mișu Cojocaru (RO)

**Location: Rosenthal Block**

On the facade of the building, which looks like the structure of a beehive, the authors of the work created a light centre, by using the interplay of the reflexes and the lights of the honey and the honey comb on which the bees are superimposed.

***Tensegrity***

Artist: Aérosculpture / Jean-Pierre David & Christian Thellier (FR)

**Location: The General Directorate of Bucharest Police**

Six five-meter fluorescent long tubes float in the air, in a tensioned balance. In this work, Jean-Pierre David revisits the principle of tensegrity, while Christian Thellier digitally reinterprets the electronic hesitations of the fluorescent tube, both telling the history of the neon, each in his own way.

***Luminuits***

Artist: La Camaraderie (FR)

**Location: 15 Calea Victoriei**

A mysterious and participative installation, which reveals itself thanks to the light triggered by the participants. *Luminuits* are timid and discrete characters, they don’t like to be in the spotlight. Nevertheless, there is a way to make them appear, namely by shining the flash of the camera on them.

***Intrude***

Artist: Parer Studio (AU)

**Location: Calea Victoriei on the corner of Lipscani Street**

Amanda Parer’s native Australia faces an invasion of rabbits, which have become a real nuisance. The Australian artist’s work is inspired by this problematic situation, as well as by the contrast with the idyllic image of this animal, especially for children. *Intrude* deliberately evokes this cute image, and it resorts to a strong visual humour only to reveal the more serious environmental message of the work.

***Wish Blow***

Artist: LNLO (FR)

**Location: The National Bank of Romania**

Close your eyes, make a wish... and blow as hard as you can! The harder you blow, the greater the chances to make your dreams come true. Are you strong enough to light up all the 24 colourful spheres? LNLO believes in the magical powers of positive thinking: if you make a wish, it comes true. *Wish Blow* symbolises the power of our hopes and dreams and it was first displayed at Lyon Light Festival 2018.

***Brâncuși***

Artist: Mindscape Studio (RO)

**Location: CEC Palace**

The work is an interpretation of the famous Romanian artist’s creations. Based on three materials (stone, wood, and metal) the projection made by Mindscape Studio (the winner of the video mapping contest of the 4th edition of Spotlight Festival) abstractly illustrates the way in which the raw material turns into a work of art, everything in the presence of the artist’s creative light.

***Absorbed by Light***

Artist: Gali May Lucas (UK)

**Location: The National Museum of Art of Romania**

Which are the effects that a smart phone has on its user? You can find out by taking a seat next to the characters sitting on the bench. How are you feeling? The characters from *Absorbed by Light* are designed by British artist Gali May Lucas and made by sculptor Karoline Hinz, established in Berlin.

***Lighting Europe***

Artist: MotionLab (RO)

**Location: The Palace of the Romanian Lottery**

The project *Lighting Europe* deals both with diversity and cultural similitude within Europe. The virtual space opens up a fantastic universe, full of connections between various domains and themes: poetry, prose, theatre, emotions, colours, music, drawing, philosophy… all sprinkled with magic.

International partner: FÊTE DES LUMIÈRES LYON

Partners: E-Distribuție Muntenia , the Representation of the European Commission in Romania

Find out all the news about Spotlight:

[www.arcub.ro](http://www.arcub.ro/); [www.spotlightfestival.ro](http://www.spotlightfestival.ro/)

<https://www.facebook.com/spotlightbucharest/>

Facebook event >>> <https://www.facebook.com/events/2504925359739533/>

Download the ARCUB application: Android and iOS!

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**Traffic restrictions:**

During the event, between 8 p.m. and 11.35 p. m., the traffic will be restricted as follows:

- Calea Victoriei, between C.A. Rossetti Street and Regina Elisabeta Boulevard

- Calea Victoriei, between Regina Elisabeta Boulevard and Splaiul Independenței

The organizer recommends using the public transportation in order to avoid traffic jams.