



Choose between different silk-screened backgrounds and insert them in the sculpture

## 1. CHANGE POSTER



# ELSHOPO ARCADE PAPER

Play on  
Silk-screened poster !!!



Elshopo, the silk-screen laboratory experiments video games and presents Arcade paper, a fully interactive installation wich revisits the 80's electronic game history. The concept ? Play on paperboards.

Usually framed or displayed on the streets, here, the posters become backgrounds for a game featuring a craftman trying to grab T-shirts thrown by Chienpo, our mascot at work. But beware there are traps and pace soon becomes furious. As in the workshop rush, the crazy and repetitive rythm of the game requires all the player's attention to score and leave his name on the score board.

Arcade Paper is a tribute to the famous Nintendo Game & Watch, but moreover , it's a project that is a leverage between mediums and allows the audience to discover silk-screen while sharing Elshopo creative world. Thus one could play directly on the sculpture (the joystick stands on chienpo's feet), or even better insert their own just drawn posters as a background to the game, in addition to the ones provided by Elshopo.

Until the 28th of december 2010 at the teenager workshop of the Centre-Pompidou-Metz.



## 2. PLAY!



**Laboratory for Serigraphy.**

Elshopo is at the heart of an artistic process focused on silk-screen and print editions, but also involving design and even cooking, with its famous [silk-screened pancake performance](#) presented for the first time in french Brittany in 2005. Elshopo develops a philosophy based on artistic exchanges and shared knowledge, by the organisation of participative performances : a few years ago, during the [Tokyo Designers Block](#), Elshopo suggested a subversive approach of the design by activating in front of the audience a silk-screen sculpture shaped like a prehistoric rock. In 2005 during 6 months, the collective drove all around the european eastern countries in a truck transformed as a mobile workshop to produce posters with the local population ([Seriall project](#)).

More recently, the Elshopo team has created a silk-screen orchestra, which instruments make sounds and prints ([serigraphic guitare](#)). [Arcade Paper](#), the latest project creates a bond between sculpture and video game. Today Elshopo is a group of artist spread out between Paris, Berlin, Lyon and Grenoble. One could buy a retrospective catalog of 8 years of activity on its website, [Elshopo Cabinet](#).

### **History of the collective :**

**2010** : «Arcade Paper», installation + performance at Centre Pompidou-Metz (FR).

«HELL SHOPO in Myred», exhibition + concert at Salon de Montrouge (FR).

Performance Printfood, «Grand-duc VS. Chienpo», Mudam, Luxembourg.

Performance Printfood, «Chienpo and the mummy», Ethnographic museum of Neuchâtel, Switzerland.

Performance Printfood, «Who eats Who», PM Galerie, Berlin.

**2009** : Catalog : «Elshopo Cabinet»

Veduta Biennale de Lyon. Sérigraphic Shows from July to Octobre.

«Fantastique des Mirages». Collective exhibition, Inknight Gallery, Paris

**2008** : «Anarchy for Serigraphy». Residency and performance at Praha Project, Sapporo, Japan.

«Anab and Chienpo on TV». Serigraphic Show at JTM Gallery, Paris.

«Allons voir là-bas». Seriall retrospective at Fondation Ecureuil for Contemporain Art, Toulouse (FR).

**2007** : «Super Streaker». Video game installation, digital festival ZONE IP, Grenoble (FR).

Performance Printfood, «Junk City», Biennale of Contemporary Art of Lyon (FR).

Performance Printfood, «Mochi Print Yatai», SLICK Art Fair Paris & Staalplaat Berlin.

**2006** : Silk-screen Machine : presentation at the Design Biennale of Saint-Etienne (FR).

Performance Printfood, «Registered mortadelle VS. crêpe Copyleft», Mac/Val, Vitry sur Seine (FR).

**2005** : «Seriall project». Silk-screen trip in eastern Europe during 6 months.

Performance of stereoscopic serigraphy, Palais de Tokyo, Paris.

Silk-screen performance with "Chienpo", Sapporo, Japan.

**2004** : Fashion show EMMAÛS with Bertrand Planes, Paris.

Workshop Elshopo at Sucre, Bolivia.

**2003** : Tokyo Designers Block, Design in situ and performance, Japan.

**2001** : Création of Elshopo in Grenoble (FR).

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