



NICOLAS MIMAUT

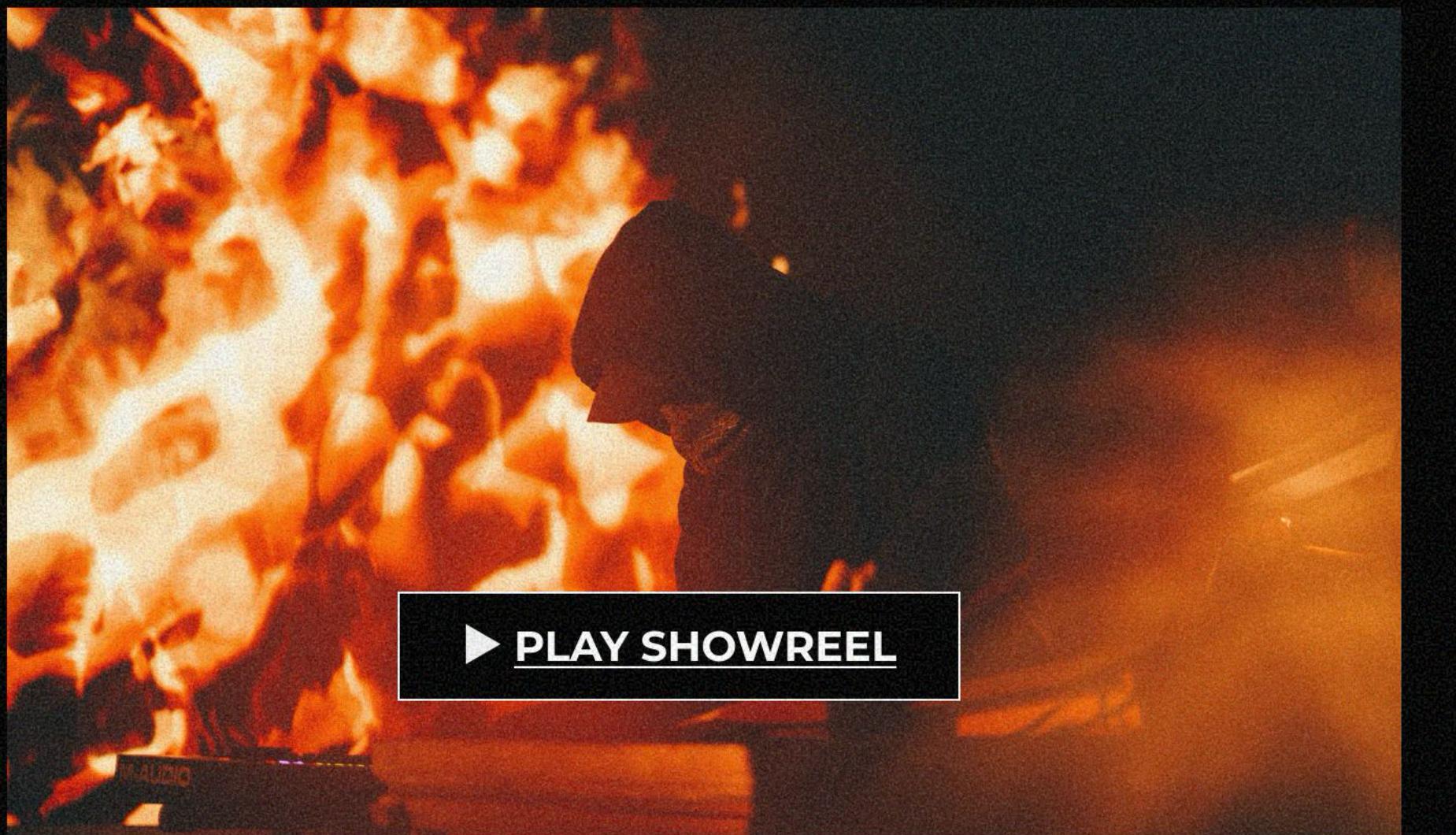
ARTWORKS
2025

NICOLAS MIMAULT

Nicolas Mimault is an artist-designer working with light, moving image, and interactive systems. Trained in interaction design and a graduate of Sciences Po, he creates immersive environments combining lighting scenography, video mapping, and real-time 3D.

His practice explores how technological systems shape perception and our ways of inhabiting space. Through installations involving light, video, lasers, diffraction, and interactivity, he develops experimental dispositifs where light becomes material, space, and narrative, blurring the boundary between the physical and the algorithmic.

Grounded in design research, his work adopts a post-digital approach that critically engages with the material, ecological, and political dimensions of contemporary technologies. Through collaborations and research-based methods, he develops situated and experiential forms of technological critique.



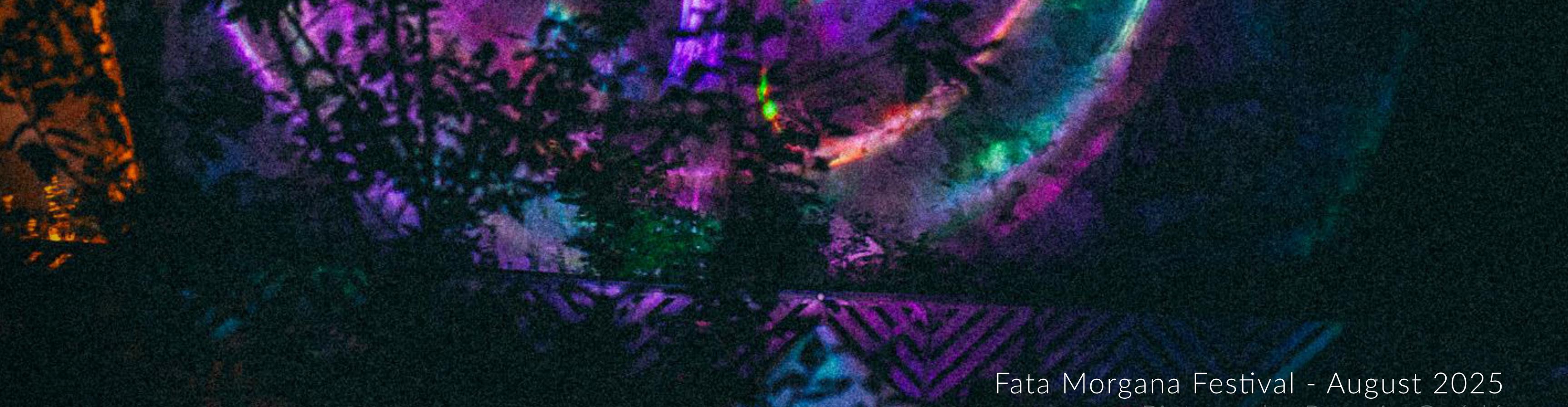
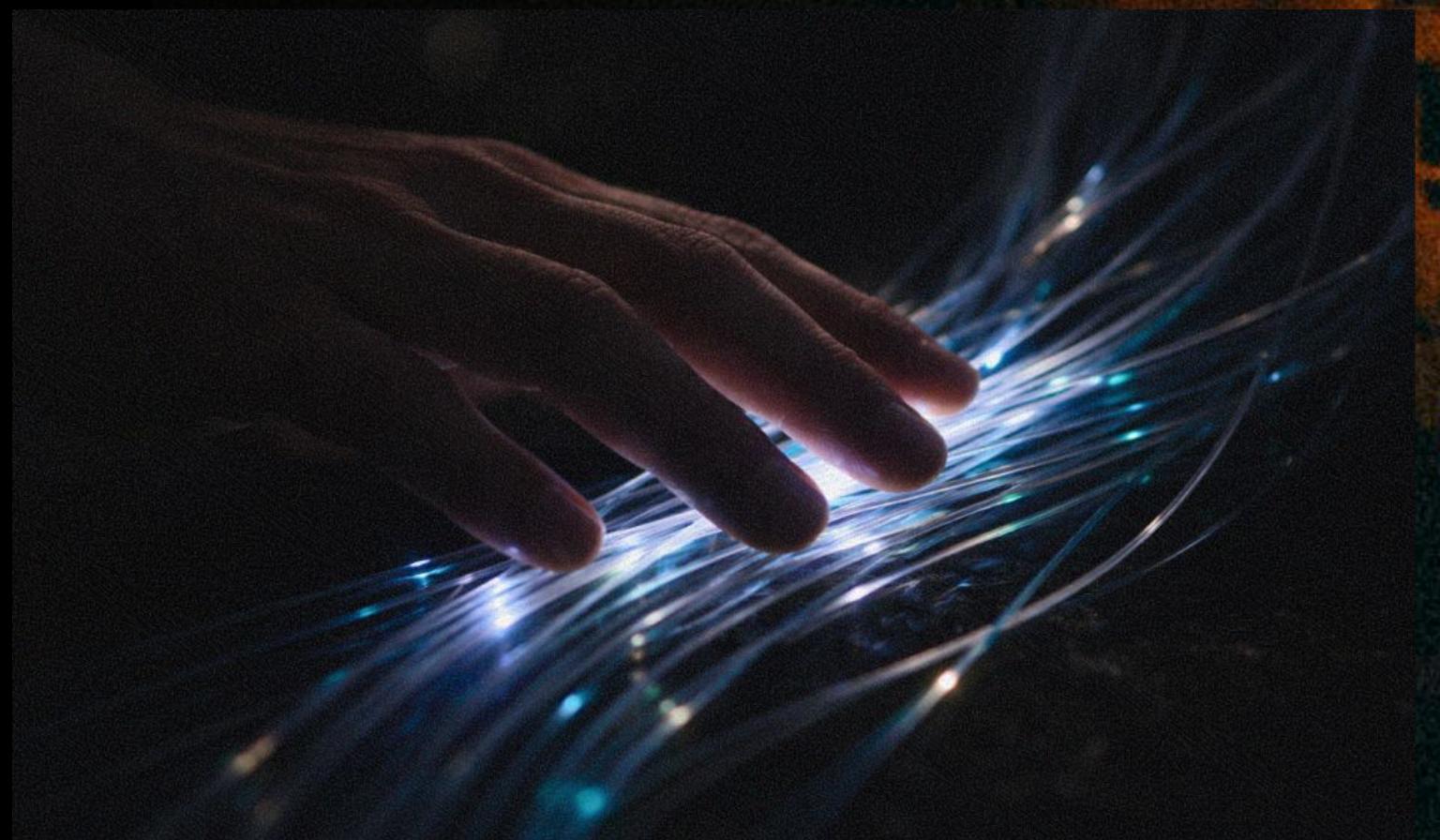
AUR-OS

LASER-BASED INSTALLATION

MATERIALITIES OF DIGITAL INFRASTRUCTURES

Digital networks are part of our everyday environments, while their material functioning remains largely invisible. Optical fiber, which has become a common piece of infrastructure, carries information as light constrained by materials and physical limits, often hidden by the everyday use of digital technologies.

AUR-OS aims to make this materiality perceptible through an interactive installation based on the propagation and diffraction of light. By touching a fiber-optic structure, the visitor alters a luminous beam connecting the two sculptural elements. This beam is fragmented and diffracted, producing an unstable projected form that emerges from real physical phenomena. Rather than visualizing data, the work allows viewers to experience the constraints, frictions, and limits that make digital circulation possible.



Fata Morgana Festival - August 2025
Pictures by Romain Guédé

SAMPLE[S]

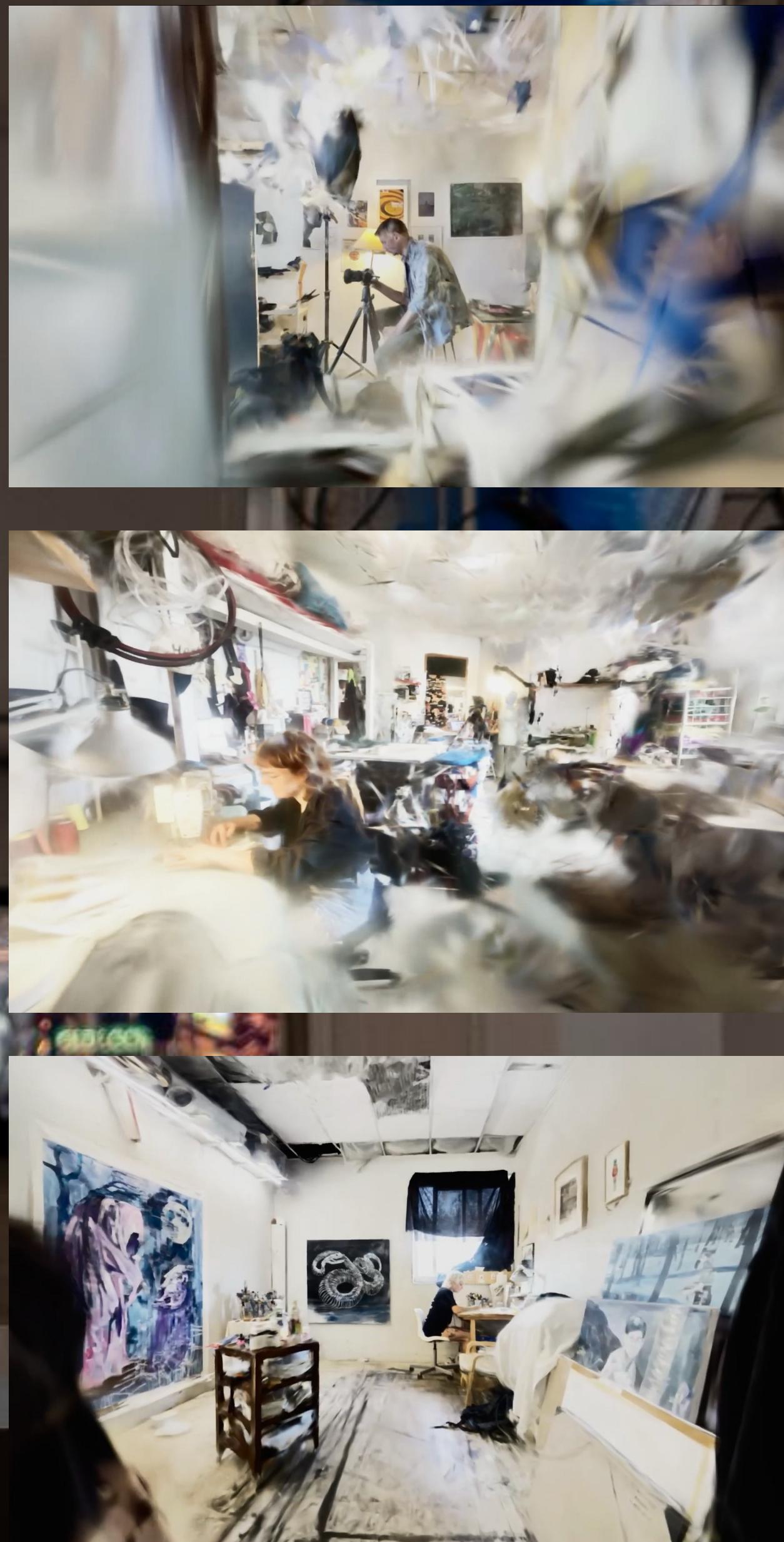
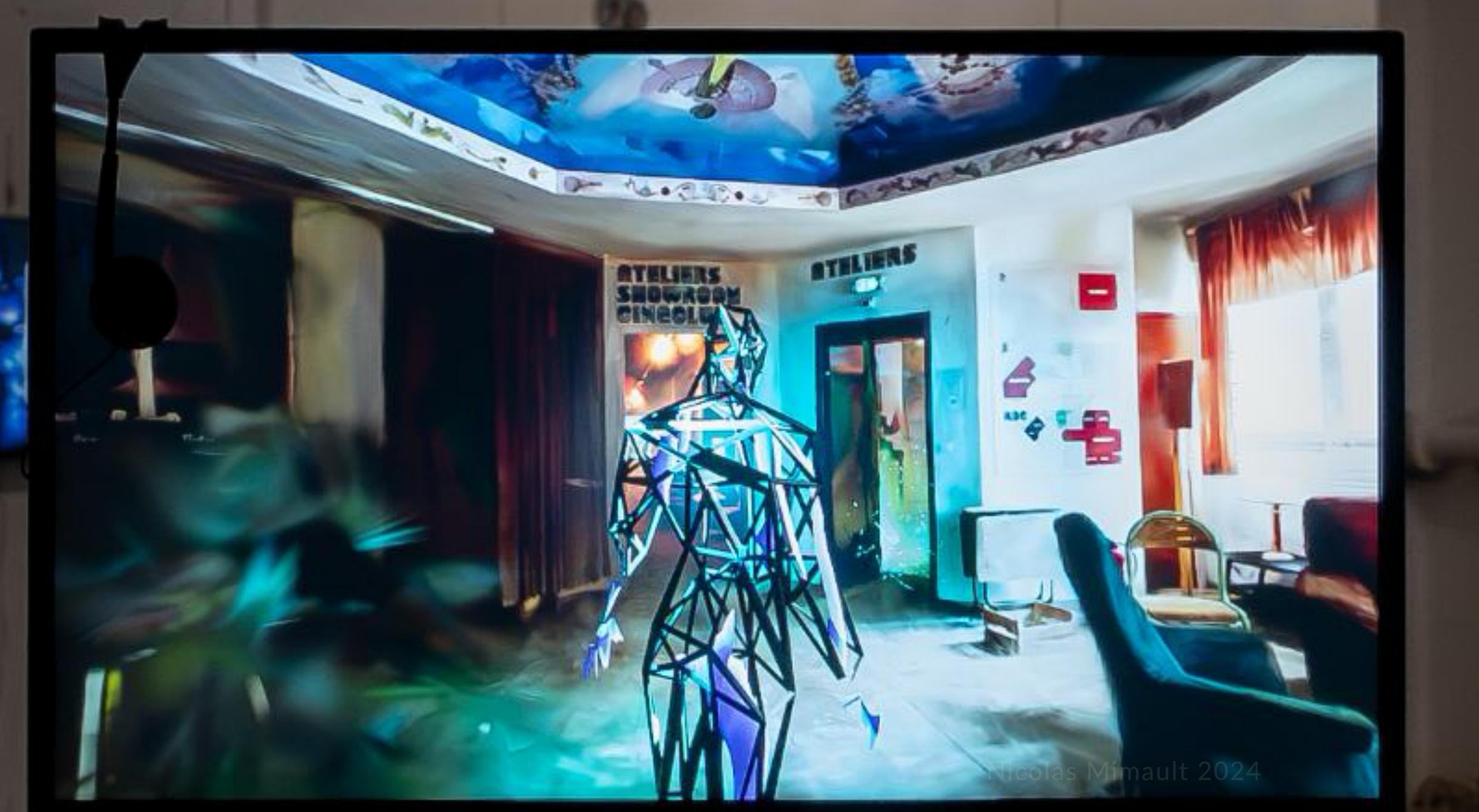
3D SPATIAL RECONSTRUCTION ARCHIVING TRANSITIONAL SPACES

Sample is a real-time experience built from 3D captures of a temporary artistic space in Bagnolet, created prior to its disappearance. Using algorithmic reconstruction techniques, the project examines what these tools produce when they are asked to document a site of transitional urbanism.

The visitor navigates an unstable 3D environment inspired by video game spatial codes, where fragmented shared spaces deform and shift. As the experience unfolds, portraits of artists within their studios emerge, revealing incomplete creative spaces and archiving traces of everyday practices.

Rather than aiming for faithful documentation, Sample treats the imperfections of 3D reconstruction as expressive material. The project questions how to archive a space destined to disappear when its reproduction is assisted by artificial intelligence tools such as NeRF and Gaussian Splatting.

▶ PLAY



GAPS

IMMERSIVE SPATIAL INSTALLATION URBAN ECOLOGIES

Gaps explores forms of life that emerge within the fissures of urban infrastructures. Small so-called vagabond plants appear in the gaps of concrete and asphalt, where control and planning loosen. Often ignored or removed, they nonetheless persist and reveal points of fragility within systems that attempt to stabilize environments.

The project is based on captures carried out in neglected urban spaces, reconstructed as digital environments using photogrammetry and Gaussian Splatting. These techniques generate unstable landscapes marked by loss, deformation, and zones of uncertainty, where reality is transformed rather than reproduced.

Presented as an immersive interactive space, Interstice offers an experience of slow and attentive wandering. Image, sound, and texture compose a milieu to be traversed, close to an experimental form of spatial cinema, where plants become sensitive indices guiding attention, rhythm, and the temporal experience.

▶ **PLAY**



3D capture – Luminy Swimming Pool (Marseille)

ARTIFICIAL RESILIENCE PROGRAM

SPECULATIVE SIMULATION GAME
ECOLOGICAL FUTURES

Developed as a graduation project (2021), ARP is a speculative simulation game that invites players to design a reborn post-collapse world by balancing green-tech and low-tech strategies. The player, embodying an AI agent, makes decisions that generate a living data visualization, a growing tree mapped onto a sociological compass: from extractive to regenerative, high-tech to low-tech.

The project explores how simulation and procedural aesthetics can help us model alternative futures, and reflect on how our hopes for sustainable futures are structurally imagined.

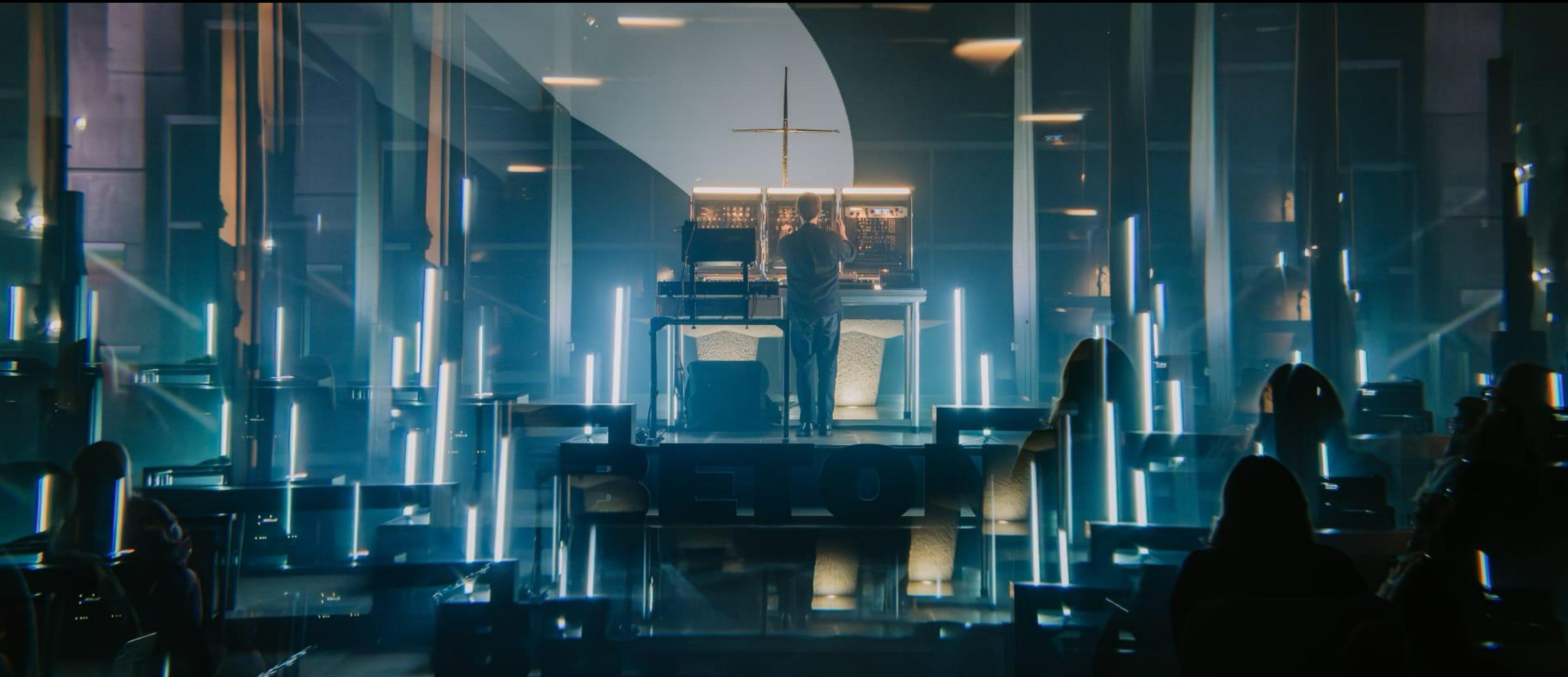
► **PLAY**

Atmosphere by 36degrees - june 2021 - Paris



NICOLAS MIMAUT

ARTISTIC COMMISSIONS



RCK JUMEAUX

GAME ENGINE-BASED SHORT FILM

GENERATIVE AI WORKFLOW EXPERIMENTATION

Real-time music video created in Unreal Engine for artist Mézigue.

Inspired by video game aesthetics, the direction blends cinematic and gameplay-inspired sequences, forming a trailer for a fictional game.

The project was an opportunity to experiment with a self-built generative AI workflow (combining text-to-image, image-to-3D, and prompt-based workflows to generate seamless textures) to design hybrid assets and environments.

By hijacking game engines and production tools, it explores how these technologies can serve absurd fiction, remix culture, and experimental audiovisual storytelling beyond functional gameplay.

▶ **PLAY**



INFINITY ROOM

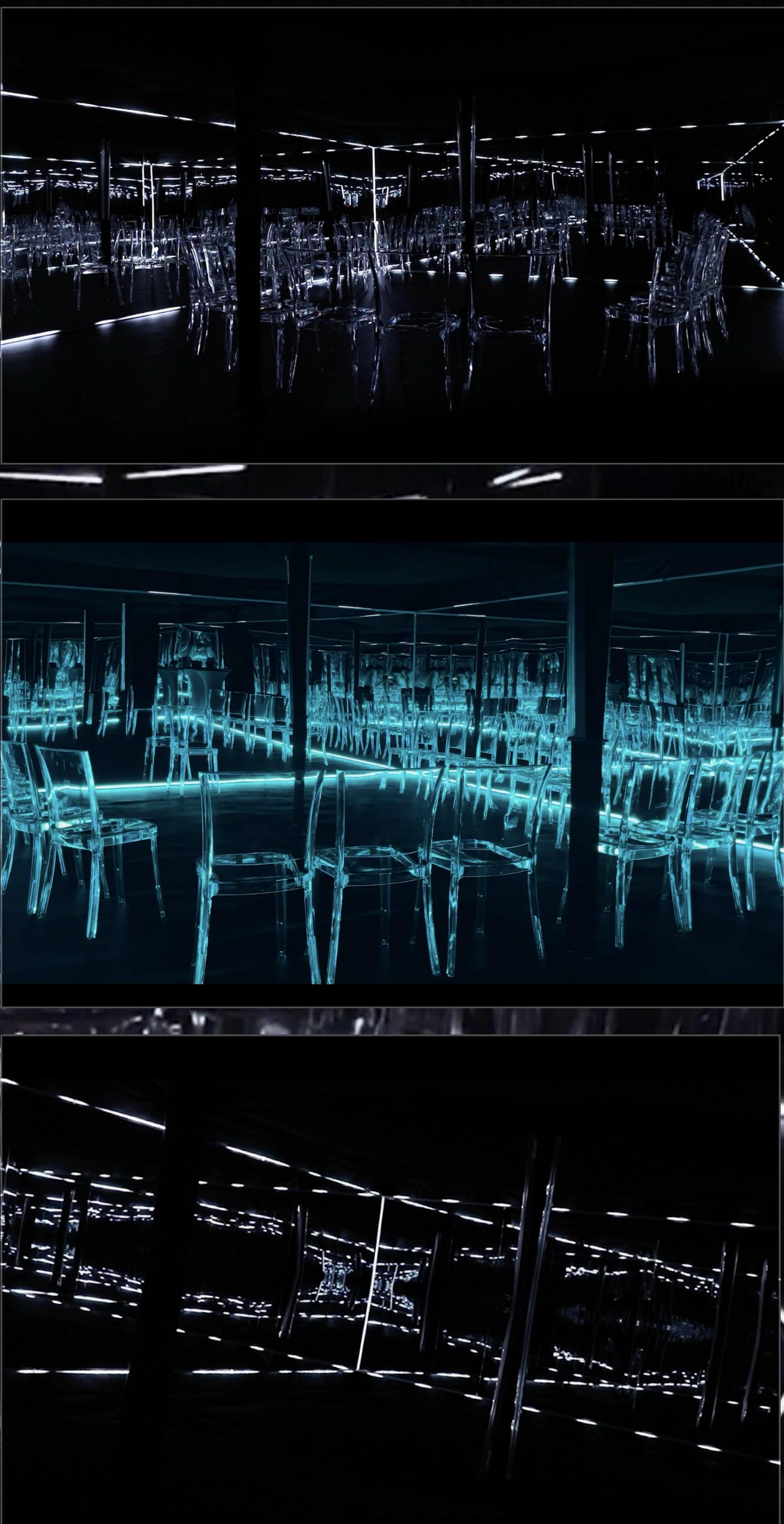
IMMERSIVE LIGHT EXPERIENCE

Commissioned by Radisson Hotels and AMSEM Studio, Infinity Room is a traveling immersive experience deployed across five cities in Europe and Africa.

The installation features a 54m² mirrored environment responsive to light and sound, designed to evoke a sense of infinite space.

I led the immersive design and lighting animations, and supported production across the entire tour. I also developed a real-time previsualization of the experience in Unreal Engine to prototype spatial atmosphere and lighting scenarios, supporting creative validation and production workflows.

▶ **PLAY**



MÉZIGUE LIVE TOUR

LIVE VISUAL PERFORMANCE

Video design for Mézigue's live tour across France, blending real-time visuals, drawing-based animations, and AI-generated textures.

Built a unique visual identity from the artist's own drawings and adapted the show into a 360° version for the Gaîté Lyrique (Paris).

This experience deepened my approach to performative image-making, hybrid workflows, and immersive stage design.



Gaîté Lyrique (Paris)

RESTONS
AMIS

CARROUSEL

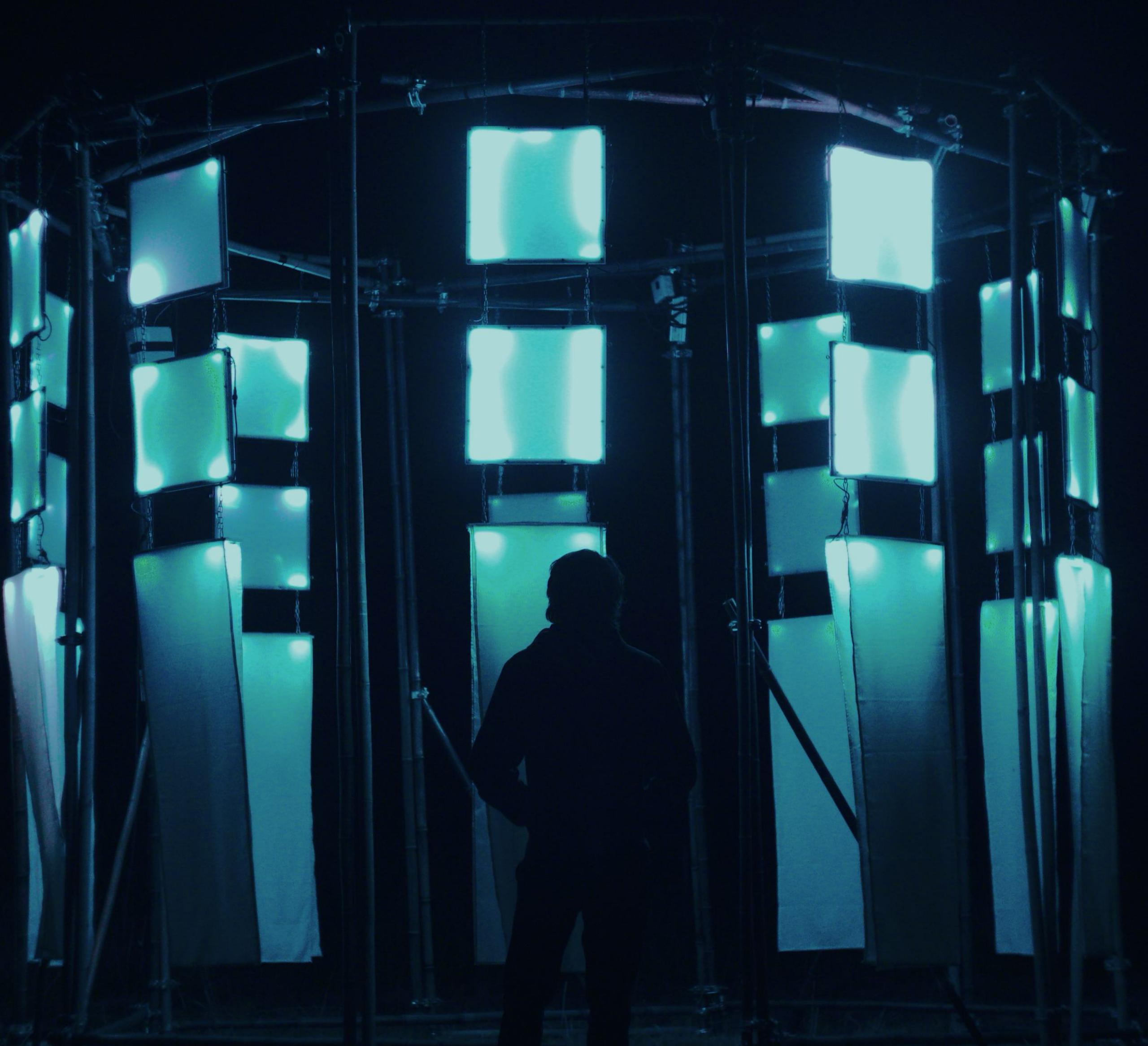
LIGHT SCULPTURE

Carrousel is a circular light installation made from bamboo and diffusing fabrics: a contemplative reinterpretation of the merry-go-round.

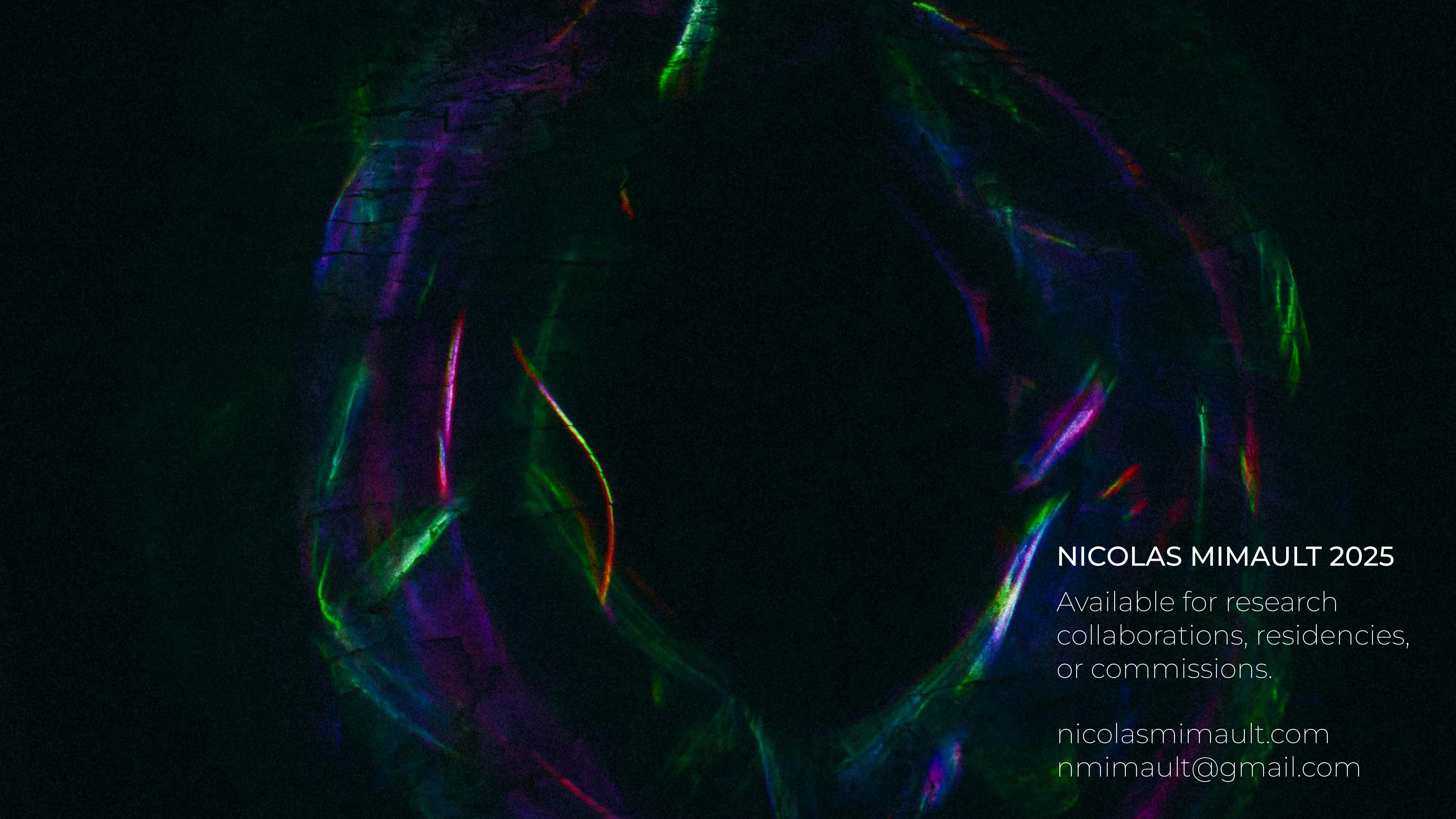
Shifting gradients of hidden LEDs blend into a post-digital ambient soundscape, offering a sensory journey between calm and turbulence.

Handcrafted with care, the piece explores how light interacts with natural materials and elemental forces to evoke ecological awareness and a sense of cyclical time.

Presented at festivals such as Nowhere (Spain) and Visualia (Croatia), Carrousel stands as a luminous sculpture somewhere between lighthouse and campfire.



▶ PLAY



NICOLAS MIMAULT 2025

Available for research
collaborations, residencies,
or commissions.

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