



Photos from the series

Parades (Villeurbanne, France, 2010)
and Mille nuances de l'âme (A Thousand Shades of the Soul, Vienna, Austria, 2025)

Where do these colors and choreographies come from? The names of the cities say nothing. Where are they taking us? We don't know.

What can we know of these silhouettes? So little.

For they barely appear, in a shifting, uncertain environment, then they slide into oblivion.

Our visible world doesn't hold them, for they come from a world that isn't quite ours, yet very close. After a brief photographic moment, they stealthily return to their space.

Perhaps these silhouettes are evolving within their dreamlike universe.

Their dreams weave themselves around them in subtle threads that bring them closer and, sometimes, entwine them in the night.

But perhaps these silhouettes are only traces.

Their more intense shadows reveal the passing of the living.

The landscape bears the imprints of the breath that brings beings to life and movement, of what animates them: anima... the soul.

It is undoubtedly the soul that is at issue here.

In the densest forms that punctuate the images, souls dance, for the duration of an apparition. They gradually become clearer in our minds, awakened to mystery and flashes of brilliance.

Each soul projects and blends with the others its secret colors, its thousand nuances.

For each soul is colored by the being it animates, each soul evolves through its encounters and its solitudes.

Together, souls carry their colors far and high (Parades) or they hide in the lights of the polychrome night or the nascent dawn (A Thousand Shades of the Soul).

The artist, for his part, stands both above and below what he photographs.

He thus places our perspective on the poetic horizon of elusive in-between worlds.

He then connects his openness and the movement of his body to the passage of the living.

Thus, his photographs allow us to sense what our eyes could not otherwise capture.

Photography always has to do (and relate) with the invisible.