



Antoine Le Dreff is a musician and sound artist with training in sound design (TALM Le Mans – IRCAM) and architecture (ENSA Paris-Malaquais).

His artistic work covers electronic and acoustic instrument making, sound in space, critical thinking on radio waves and acoustic ecology. He builds electro-acoustic instruments activated in performances or installations, sculptural extensions of his compositions. As a sound artist he also collaborates with visual artists, designers and architects, he creates pieces for independent radios, and he gives educational workshops on various subjects related to his field of research.

As a musician and producer, he is mostly active as **René Danger** and **Toni Caillou**. In his performances, René Danger merges his voice with his gameboys and electronic percussions, mixing traditional melodies and electronic soundscapes. As Toni Caillou, he performs electro-acoustic sets, playing with lithophones he built with slates.

He co-founded the label **Editentités**, a platform exploring traditional and futuristic sounds, and is a founding member of **Ondorphine**, a collective of sound artists and radio hacktivists.

EDUCATION

2021-2023	Ecole Supérieure d’Art et de Design TALM Le Mans / IRCAM Paris DNSEP Design Sonore (Sound Design), “congratulations from the jury”.
2010-2018	Ecole Nationale Supérieure d’Architecture de Paris Malaquais (ENSAPM) DEA Architecture + “Habilitation à l’exercice de la maîtrise d’oeuvre en son nom propre” (HMONP).

SOLO & COLLABORATIVE WORKS

since 2025	Toni Caillou Solo electro-acoustic performance with self-built lithophones.
since 2016	René Danger Solo performance merging chiptune and traditional Breton music. Touring thoroughly in France and EU.
since 2021	Ondorphine Founding member, collective of radio adventurers using FM broadcast as an ephemeral space of community, knowledge and experimentation.
since 2020	Editentités Founding member and label manager, exploring sounds from the future and the past.

WORKSHOPS / TEACHING

July 2026 Nov. 2025 June 2025	Ateliers Percussions - Musique Brute Twice per year, we do a tour of Angers’ medical-social structures with percussionist Charles Dubois, in partnership with the non-profit Musique Brute. Each day, concerts and workshops on percussion instruments and instrument-making.
Jan. - June 2025	Ardoises Sonores (Sonorous Slates) 6 months education program focusing on soundscape, instrument design and musical composition with a class of fifth-graders, in rural village Rou-Marson (Maine-et-Loire).
March 2024	Soundscape (listening survey and sound-mapping of a parisian block) 1 week workshop for bachelor and master, Ecole Nationale Supérieure d’Architecture Paris-Malaquais.
April 2024	Radio Against The Clock 2 hours radiophonic workshop, with Ondorphine, La Méandre (Châlon-sur-Saône) & Nuits Sonores (Lyon).
March 2023	FM transmitters making 1 day workshop teaching about radio-waves and soldering skills, Le Quartier, Tours.

he/him
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Vagues

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RESIDENCIES

April 2026	Nouveau Grand Tour NL - Willem Twee Studios 1 month residency, sound research and composition of an album for my solo Toni Caillou.
August 2025	Festival Setu 1 week residency, composition of an interactive and off-grid performance for my solo Toni Caillou.
Jan. - June 2025	Création en cours - Ateliers Médicis 6-month support program, creation of lithophones and other stone instruments for my solo Toni Caillou.
Nov. 2024	EduLab - Hôtel Pasteur 1 week residency, creation of a board game and composition of its musical ambiance, with Editentités.
April 2024	La Méandre 1 week residency, creation of “Radio Against the Clock”, with Ondorphine.
July 2023	Maison Artagon 1 week research and development residency, with Ondorphine.

EXHIBITIONS

June 2024	Mais on ne sait jamais Collective exhibition at B612, Rennes.
May 2022	Lost & Found Artifacts of a Summer Collective exhibition at La Baie Vitree, Pantin. Two installations and curation of the exhibition.

AWARDS

February 2023	Selected for “Petites Ondes”, prize for radio documentaries, Longueur d’Ondes festival, Brest Sound Piece “On a besoin de danser”, about discriminations in clubs and raves.
January 2022	First prize of the competition “Place au Son”, UNESCO Project “Strate 0”, in collaboration with Elsa Lebrun, Charly Dufour, Taha Bouizargan and Adrien Degioianni.

EMPLOYMENT

2023 - 2024	Stage Technician For various employers in France.
2022	Artist Assistant - Nadine Schütz Design and technical development of sound installations in the public space.
2016 - 2021	Project Manager - nunc architectes Project design and construction site management of wooden residential and medical buildings.

SELECTED DISCOGRAPHY

2026	Toni Caillou - Ardoises, Ficelles et Moi [Editentités]
2024	René Danger - Toniyu Power Nap [Deuxième Gauche]
2023	René Danger - Gwerz Boy [Editentités]
2022	René Danger - Randonerd EP [Editentités]
2019	René Danger - Pacifique Atlantique [Supergenius Records]
2017	Toniyu - Inemuri [Self-released]



TONI CAILLOU

A french saying is "what a tile" when a misfortune arrives. Why is it always the tile that falls from the roof, and never the slate? "Because I bring luck, says the slate with its crispy and stubborn voice, with its warm and chilly voice" writes famous french poet Jacques Prévert.

Inspired by this crispy and warm voice of the slate, Toni Caillou makes his own instruments with schist and other rocks. He develops a lithophone ensemble (stone tunes percussions) loosely inspired by Indonesian Gamelan.

In his performances, some of these instruments are automated with motors, solenoids and small vibrators. Others are looped, resampled and granularized, used as foundation for his rhythmic and cyclic play. Based on improvisation, this project was thought by Toni Caillou as a healing process for himself, and he shares it happily with the audience who is sometimes invited to participate in the performance thanks to small and portable slate bells.

2025 - ongoing

Photographs : Malo Legrand, festival Setu

[Live recording link](#)



ARDOISES SONORES

The project *Ardoises Sonores* (Sonorous Slates) was developed from January to June 2025 thanks to the support of the *Création en Cours* program by Ateliers Médicis, in the rural village of Rou-Marson (Maine-et-Loire).

With 24 fifth-graders, we studied local legends, surveyed the surrounding territory looking for schist and ancient monuments built in stone. We designed lithophones made of slate, typical of the geology of Maine-et-Loire region. We learned how to play these instruments, and how to convey various emotions with sounds.

Finally, taking inspiration from a collective tale we wrote, the kids composed a musical piece and played it for their parents, teachers and other students.

2025

Photographs : stills from the video
shot by Luce Roux

[Video link](#)



BRANCHES ET SÉDIMENTS

Born from the encounter with visual artist and set designer Nathan Lepage, *Branches et Sédiments* is an interactive and immersive piece, shown for the first time during the inauguration of Rennes' artists collective « Terrains Vagues ». This installation is made of a wooden structure sheltering sonic devices, amplified mineral instruments.

This work started from the memory of the huts where, as kids, we used to listen at length to the leaves rustling in the wind. We wanted to create an out-of-time experience, a space where sound resonates and accumulates in thick successive layers.

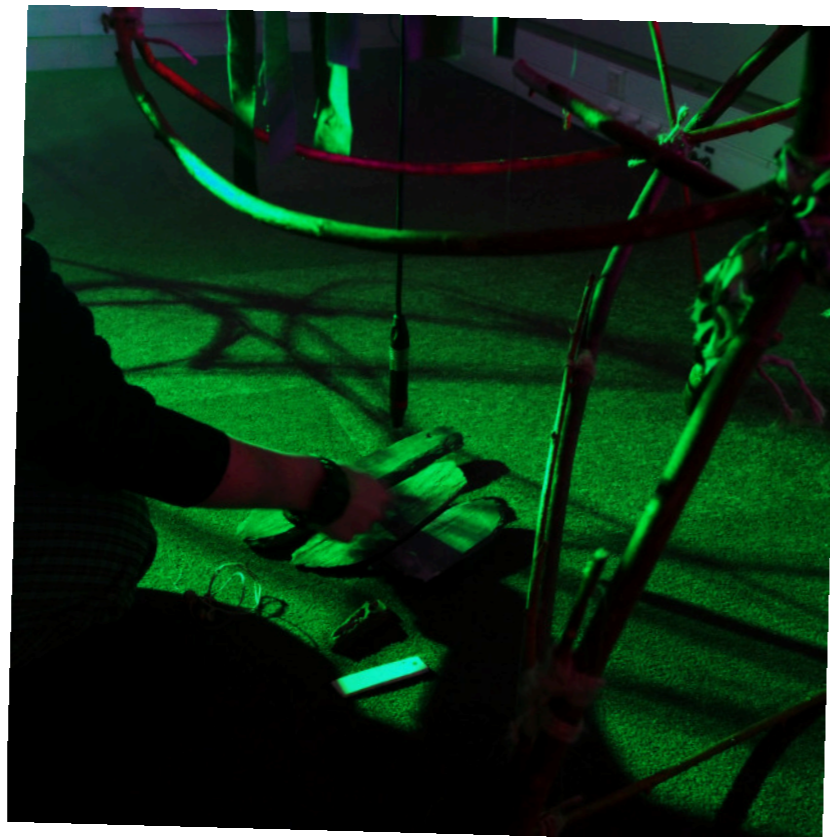
Inside the hut, the audience is invited to play and experiment collectively with various mineral instruments. The tones produced by these idiophones is captured with microphones integrated in the structure, and is then processed in real-time by a custom script producing thick layers of sound grains.

This sonic material is spatialized by a network of small speakers hidden in the hut, creating the sensation of a larger-than-life space.

2024-2025

Photographs : Killian Hercouët

[Video link](#)



BRUIT CAILLOU BÂTON

Bruit Caillou Bâton ("Noise Pebble Stick") is a performance shown for the first time on June 7th 2024 for the collective exhibition "Mais on ne sait jamais" at B612, Rennes.

On a wool rug made by Emmanuel Soopaya, two slates totems are plucked, rubbed and hit by little stones activated by recycled motors. The devices are controlled and augmented by a modular synthesizer.

A portable version of this performance was presented in various festivals in 2024, and was the stepping stone to the creation of Toni Caillou.

2024

[Video link](#)



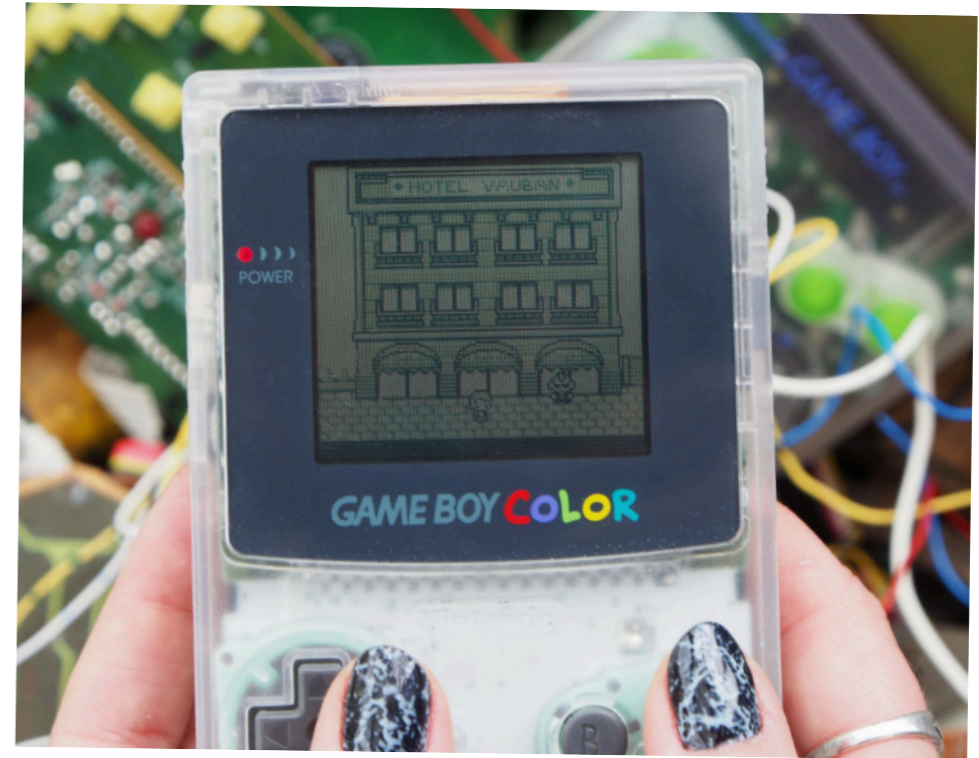
GWERZ BOY

To go with the release of my album *Gwerz Boy*, composed on a gameboy and inspired by traditional melodies, I developed entirely a gameboy videogame.

It is made of the six tracks of the album rearranged in 8-bit versions and illustrated by Maître Selecto in 160x144px. On of the tracks hides a minigame taking us in the streets of Brest to help Georges, bothered by the police.

2023

[Link to the online videogame](#)



La roue tourne is at the same time an installation, an experimental instrument and a tool for performances.

Inspired by the hurdy-gurdy, a medieval instrument made of a wooden wheel producing a continuous sound by friction on a series of strings, this instrument was entirely built with steel and oak. It borrows not only the wheel from the cycling world, but also several iconic elements (the frame, the crank-set).

La roue tourne is built to the scale of my body, and it is conceived to take life in multi-channel electro-acoustic performances. The circular and continuous movement of the wheel is transcribed by the sound's trajectories in the projection space.

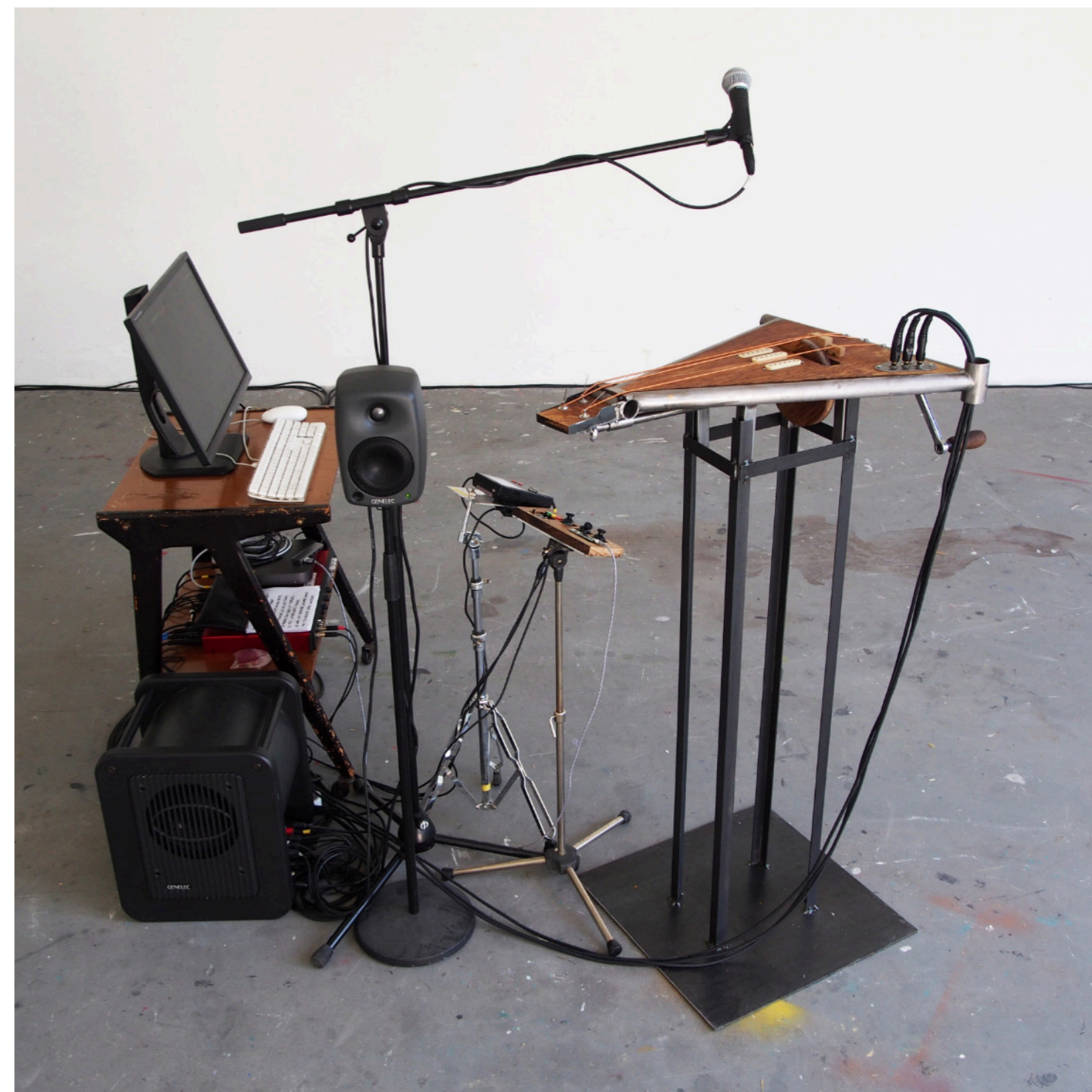
A custom MIDI controller made from playstation joysticks can be used to move the sound in space or to change its timbre.

2023

[Video link](#)



LA ROUE
TOURNE



BOMB-HARD

Bomb-Hard is the name of an upcycled cardboard soundsystem, a performance piece, and a composition for bombarde, bombarde sauvage and physical modeling of a giant bombarde.

The soundsystem was designed to amplify a DIY bombarde made out of PVC tubing, the 1m20 long horn being a reference to the original instrument's shape. The bombarde is a double-reed Breton instrument that sounds very loud, and the shape of this horn was designed and calculated with one idea in mind : making it louder.

As an installation piece, a one-minute composition is played by the soundsystem at regular intervals. In this piece, three instruments and musicians are mixed : my father playing his traditional bombarde, me playing the DIY one, and the computer playing a 15 meters long bombarde modeled on Modalys for Max/MSP.

2022

[Video link](#)



RENÉ DANGER



René Danger blend his voice with modular synthesizers and gameboys, mixing gwerzoù (breton lament) and breakbeat, traditional melodies and dub or electro soundscapes. Let's call it gwerz-dub or chip-trad.

Notable dates include :

27/03/26 : Rage Sacrée, Petit Bain, Paris (FR)
 14/11/25 : UBU, Rennes (FR)
 10/05/25 : New Trad Fest, Saint-Aignan (FR)
 12/10/24 : festival Maintenant, Rennes (FR)
 12/04/24 : Ateliers Jeanne Barret, Marseille (FR)
 19/01/24 : Café Pompier, Bordeaux (FR)
 16/01/24 : La Cachette, Bienne (CH)
 05/01/24 : Labokube, Bruxelles (BE)
 29/06/23 : Ecole des Beaux-Arts, Paris (FR)
 08/12/22 : Le Point Ephémère, Paris (FR)
 02/07/22 : Astropolis, Brest (FR)

Photograph : Titouan Massé
[Soundcloud link](#)

ONDORPHINE

Ondorphine is a collective of radiophonic adventurers founded in 2021. Ondorphine hacks the FM band in various places (from institutional venues and festivals to squats and forests) to create an ephemeral space of inclusivity, knowledge and experimentation.

The medium of the collective is sound, used to design unique moments in order to intrigue, to share and to care. Ondorphine is a radiophonic theatre, performative and interactive, which is set up with the public complicity.

Notable dates include :

03/05/26 : Jardin C, Nantes (FR)
 11/09/25 : Paris Electronic Week, Paris (FR)
 01/02/25 : Les Siestes au Couvent des Jacobins, Toulouse (FR)
 11/05/24 : Nuits Sonores, Lyon (FR)
 Summer 22, 23 & 25 : Festival Iota (FR)
 Summer 22, 23 & 25 : Dixmontel Festival (FR)
 Summer 21 & 23 : Atom Festival (FR)

Photograph : Yasmine Mekni
[Website link](#)

