



PORTFOLIO

**Antoine Le Dreff** is a musician and sound artist with training in sound design (**TALM Le Mans – IRCAM**) and architecture (**ENSA Paris-Malaquais**). As a musician and producer, he is mostly active as **René Danger**.

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 installations or performances. This work merges his interest for traditional instrument-making and folk arts with creative coding and new media art.

As a sound artist he collaborates with visual artists, designers and architects. He creates pieces for independent radios, and he co-founded **Ondorphine**, a collective of sound artists using FM radio to exchange knowledge, care and experimentation. He also gives educational workshops, on acoustic ecology and radio waves most notably.

born in 1993

lives and works in Rennes,  
resident artist at B612

driving license + vehicle  
committed cyclist

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<https://aledreff.github.io/>

## EDUCATION

oct. 2023	<b>Educator training for <i>The Whisperers</i> workshops</b> Taught by the artist Tarek Atoui according to the methods he developed. Educational workshops for young publics about vibrations in the air and through various materials.
2021-2023	<b>DNSEP Sound Design, “congratulations from the jury”, Ecole Supérieure d’Art et de Design TALM Le Mans / IRCAM Paris</b> Diploma project “la roue tourne”, sculptural instrument for electro-acoustics performances. Master’s thesis “Traditional music and electronic performance”, questioning my practice through interviews and text analysis of several artists and philosophers.
2010-2018	<b>DEA Architecture + “Habilitation à l’exercice de la maîtrise d’oeuvre en son nom propre” (HMONP), Ecole Nationale Supérieure d’Architecture de Paris Malaquais (ENSAPM)</b> Diploma project : “Living in Ouessant, building on an island”, research on new forms of living and building on small islands, from the analysis of demographic changes on the island Ouessant off the coast of Brittany. HMONP thesis “Building for living”, critical research on the French housing’s production processes.
2010	<b>Baccalauréat Economique et Social, “mention bien”</b>

## PROFESSIONAL ACTIVITIES

since 2021	<b>Ondorphine</b> Radio hacktivists collective, using FM broadcast as an ephemeral space of community, knowledge and experimentation.
since 2020	<b>Editentités</b> Micro-label exploring sounds from the past and the future.
since 2016	<b>René Danger</b> Composer and performer.
2022	<b>Artist assistant : Nadine Schütz</b> Design and technical development of sound installations in the public space.
2016 - 2021	<b>Project manager : nunc architectes</b> Design and construction site supervision of wood buildings (main projects : retirement home La Martinière - Saclay, 6 stories and 17 apartments building including a day nursery - Paris 15e).

## EXHIBITIONS

May 2022

**Lost & Found Artifacts of a Summer**

Collective exhibition at La Baie Vitree, Pantin.

Curation of the exhibition and presentation of two sound installations : "Atom Reboot" and "Emulsions".

## 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.

## RESIDENCIES

April 2024

**La Méandre**

Research and creation + end of residency performance, with the radiophonic collective Ondorphine.

July 2023

**Maison Artagon**

Research and creation residency with the radiophonic collective Ondorphine.

January 2022

**Biennale Le Mans Sonore**

Two weeks residency with the student radio "Radio-On". Workshops with the collective Π-node and creation of a live daily broadcast.

WORKSHOPS /  
TEACHING

March 2024

**Paper bigophones crafting**

walk-in workshop, B612, Rennes.

March 2024

**Paysage sonore (arpentage d'écoute et cartographie sonore d'un lieu)**

1 week workshop, Ecole Nationale Supérieure d'Architecture Paris-Malaquais.

March 2023

**FM transmitters making**

afternoon workshop, Le Quartier, Tours.

July 2022

**FM transmitters and receivers making**

afternoon workshop, Gofildren festival, Périgord, with Alix Turcq.

SELECTED  
DISCOGRAPHY

2024 Toniyu Power Nap [Deuxième Gauche]

2023 Gwerz Boy [Editentités]

2023 Manif Hits [Dôme Astropolis]

2022 Randonerd EP [Editentités]

2021 Biniou Edits vol. 1 [Editentités]

2019 Pacifique Atlantique [Supergenius Records]

*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 crankset).

*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 the space or to change its timbre.

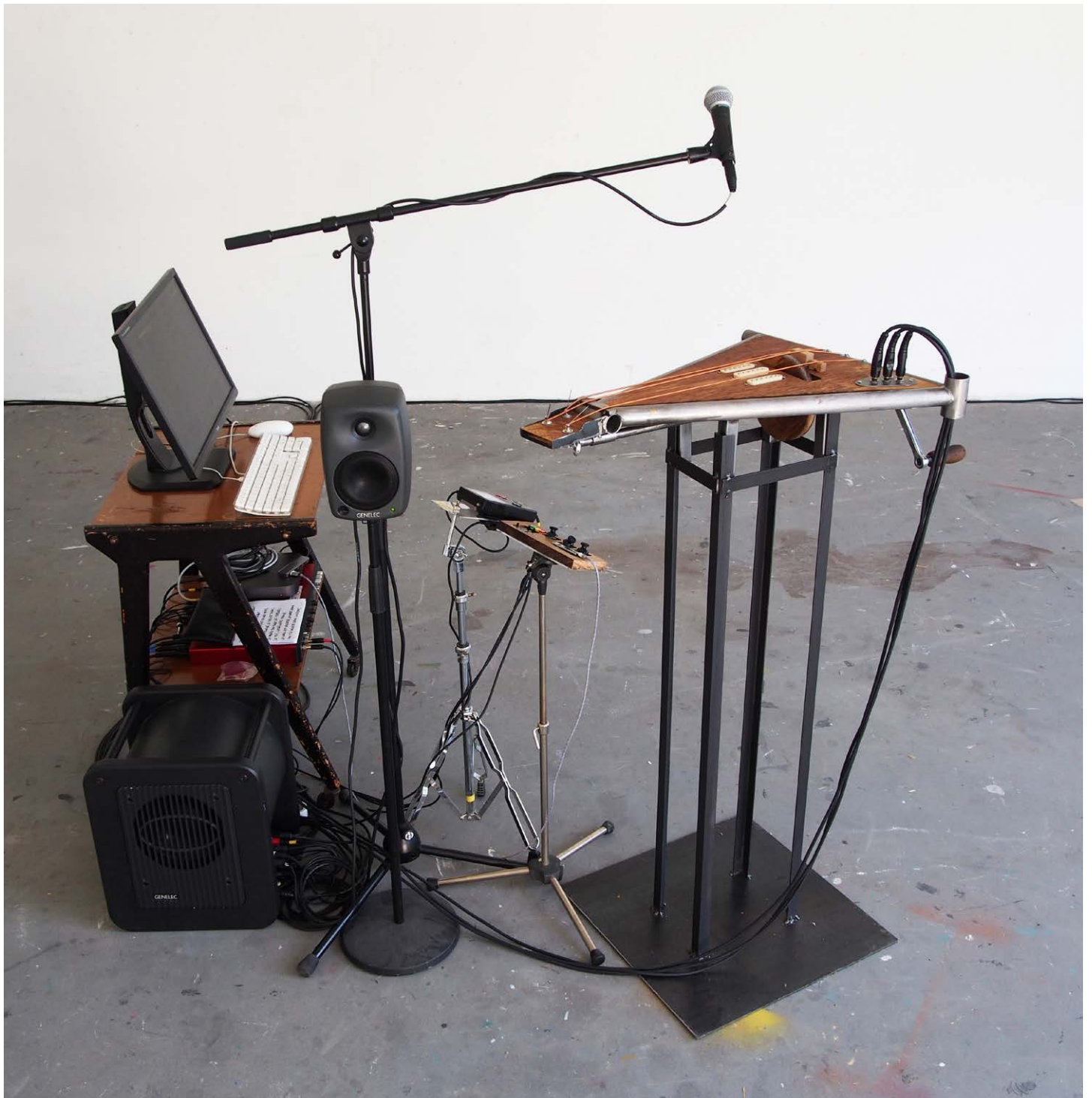
2023

[Video link](#)



LA ROUE  
TOURNE







# BOMB-HARD

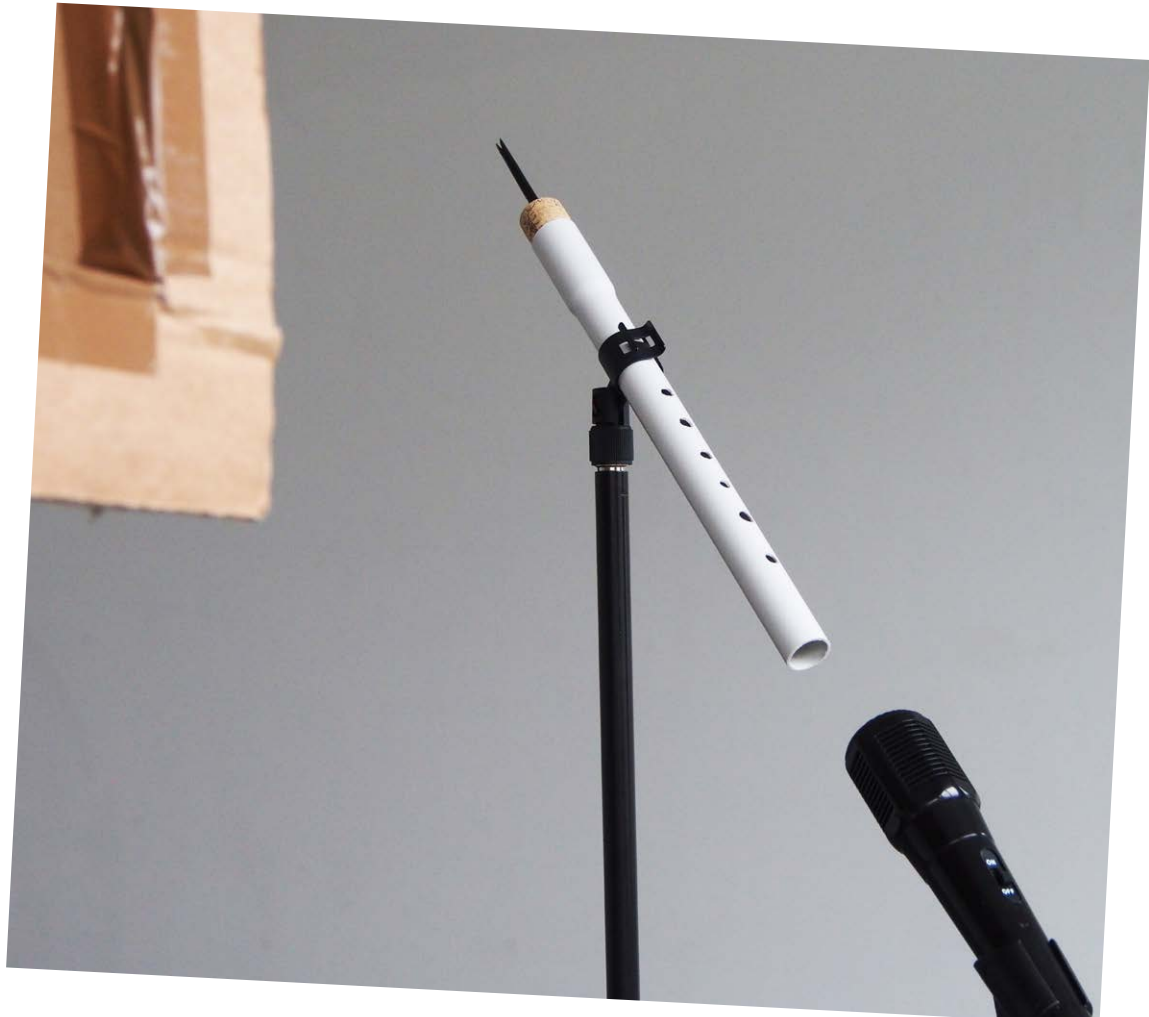
*Bomb-Hard* is the name of an upcycled cardboard soundsystem, a performance piece, and a composition for bombarde, bombarde sauvage and physical modeling of a giant bombarde.

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](#)





# LOST & FOUND ARTIFACTS OF A SUMMER



*Lost & Found Artifacts of a Summer* is an audio-visual group show bringing together ten artists in May 2022 at La Baie Vitree (Pantin). All the pieces shown fantasize a summer past or still to come, from free-parties to mountain hikes.

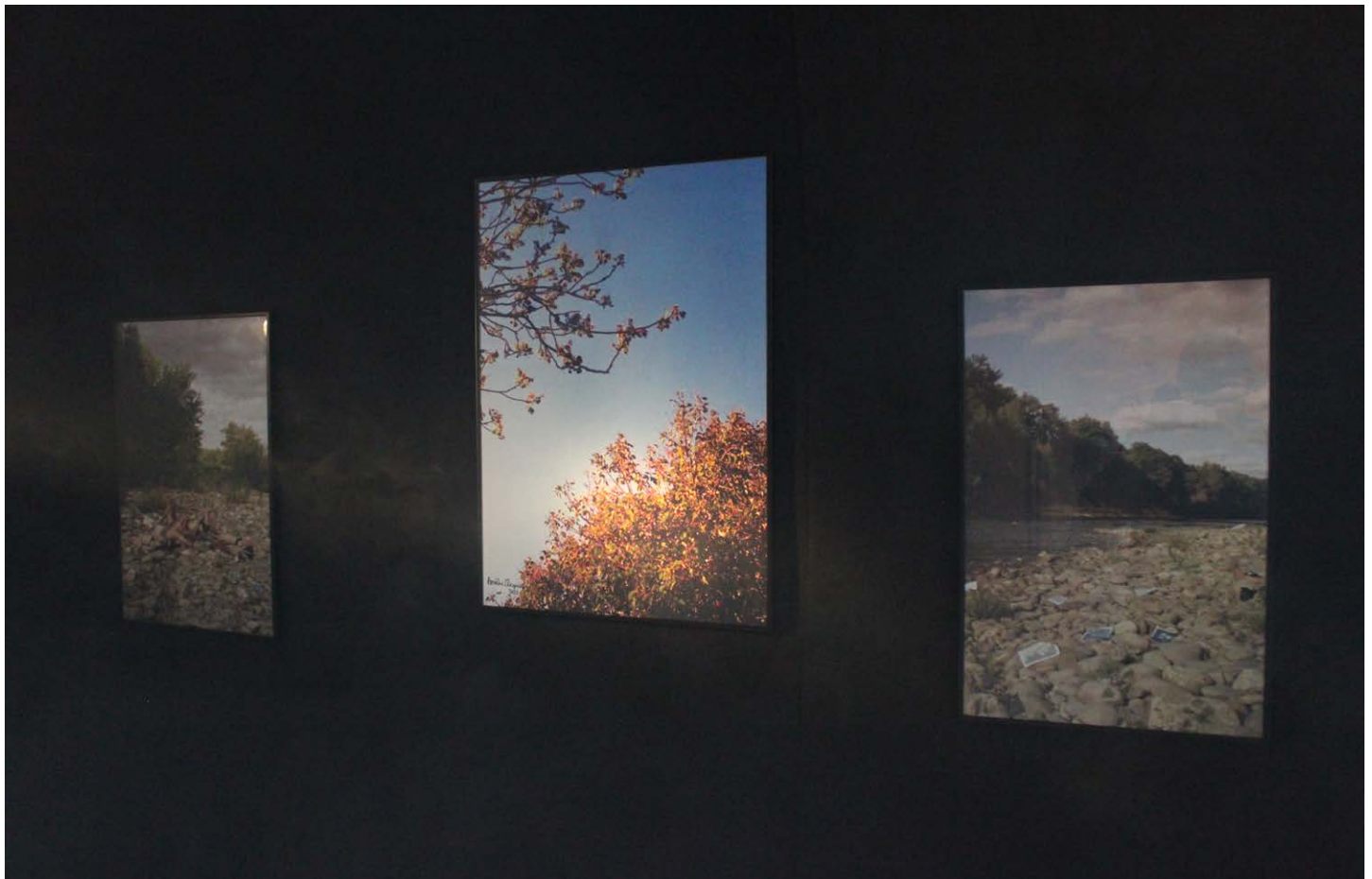
I was in charge of curating the exhibition, with my accomplice Amélie Clicquot. We also collaborated together on an audio-visual piece called *Emulsions*. Three large format photographs recall the thoughtful and peaceful moments spent between two summer parties. I created a sound piece made of two tracks emerging from the diptych : the frames themselves are used as resonators and no device is visible. Voices, environmental sounds and slow arpeggios illustrate the bliss feeling of a river bath with friends. A long format of this piece called *Echoes of a Summer* was published by the collective Aira from Toulouse.

The second installation I made, *Atom Reboot*, is a battery powered FM transmitter totem. During the two days of the show, it broadcasted the 30 hours of radio content we created live with Ondorphine for Atom festival 2021. The installation is made of some ready-made components (Raspberry Pi, wattmeter, transmitter) and DIY ones (recycled lithium battery, copper antenna). Small radio sets were positioned in and around the exhibition space.

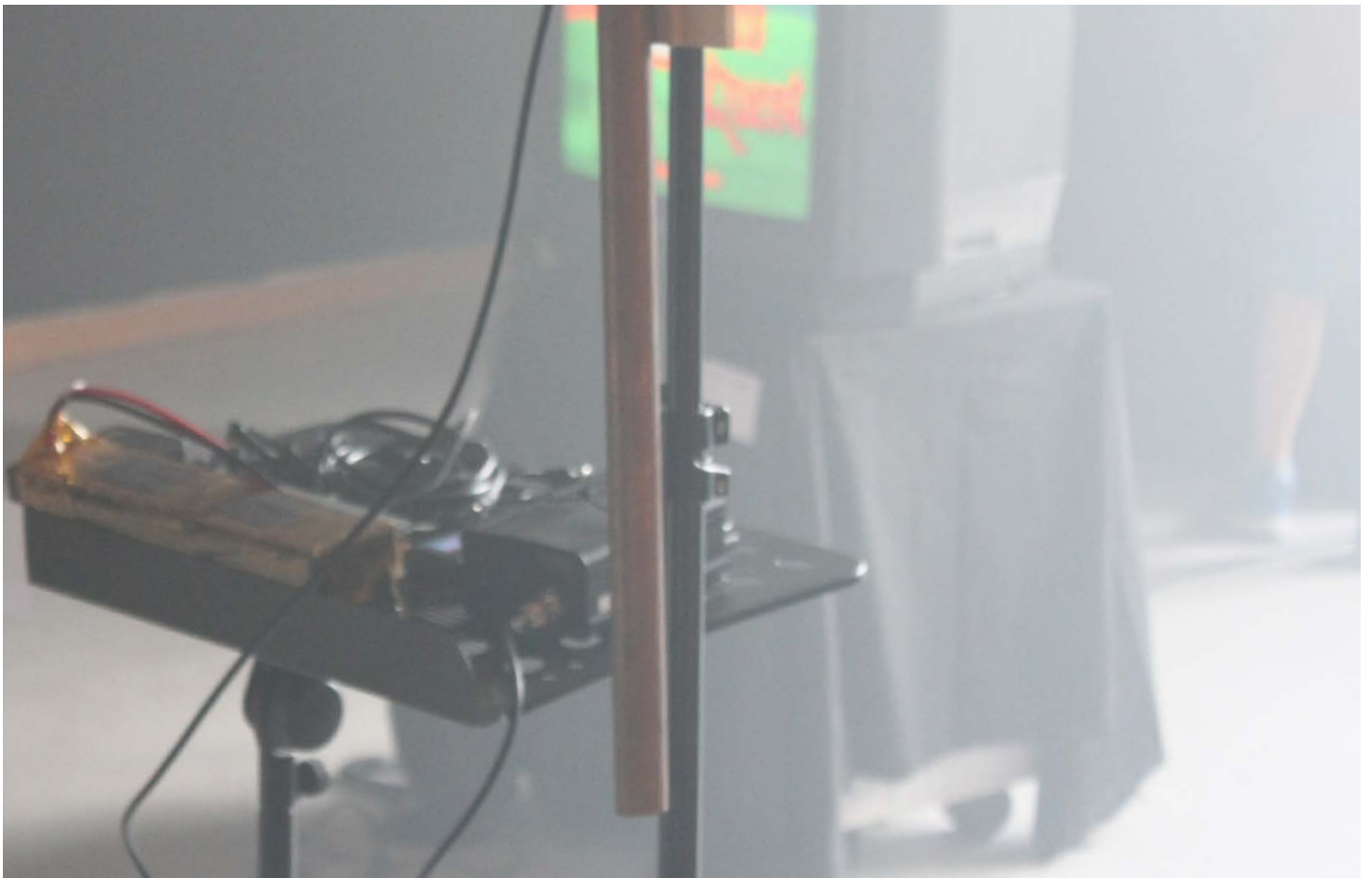
2022

Photograph : Juan Pringault

[Listening link \(Echoes of a Summer\)](#)







## VÉLO SPATIAL



The Covid pandemic and the sudden stop of cultural events pushed me to rethink my performances plans and devices.

The *Vélo spatial* (i.e. "space bike") is a platform designed to enable mobile and stealthy concerts : a microphone, a gameboy with a LSDJ sequencer cartridge and a radio used for feedback loops are connected to a FM transmitter placed on the rack of a small foldable bike.

The public is invited to bring a bicycle and a radio to engage with the performance. Spectators become actors of the moving multi-sound-system.

2021

Photograph : Raphaël Massart





## STRATE 0



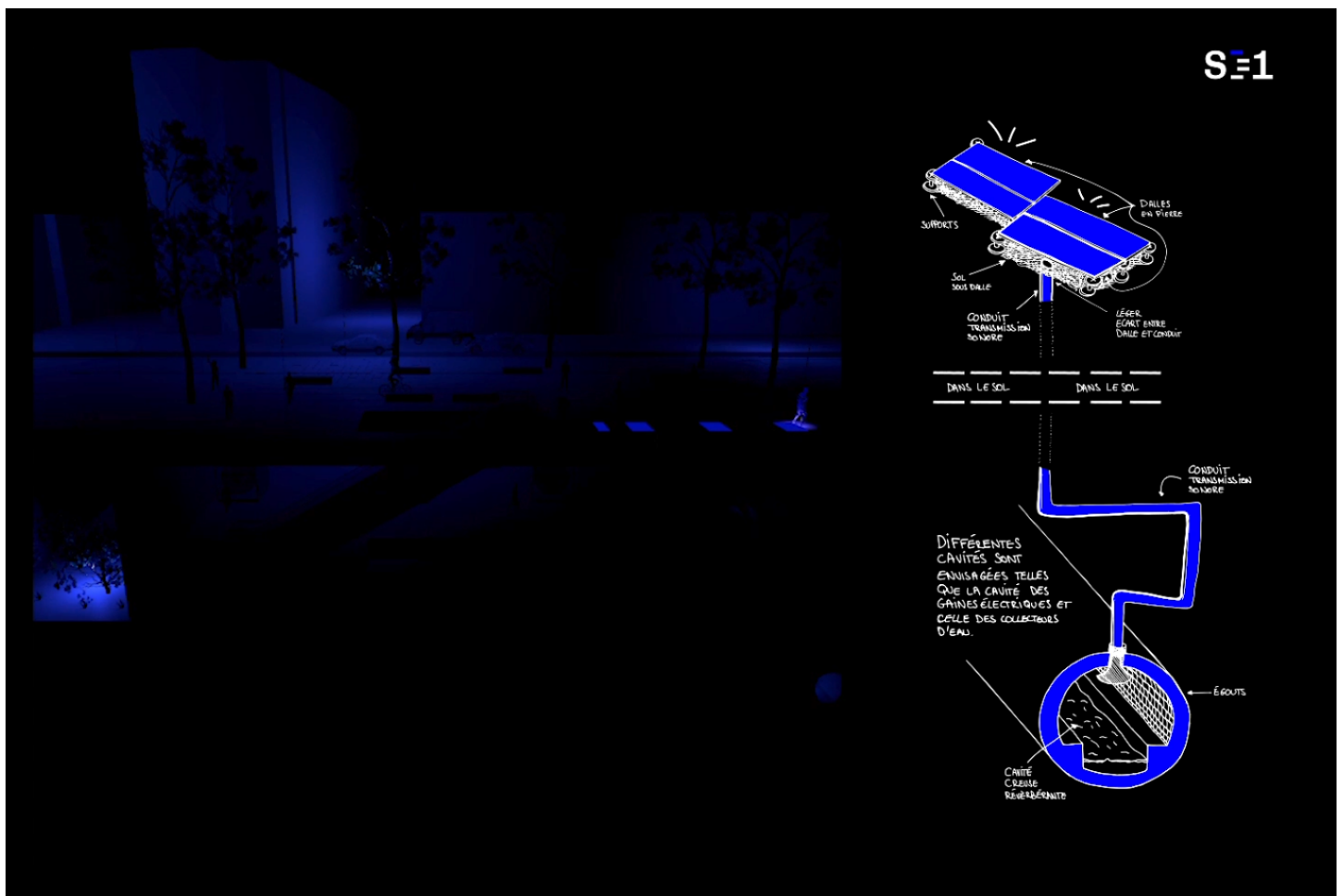
The competition "Place au Son" organized by the UNESCO invites designer to think about the sound ambience of tomorrow's public squares. The project *Strate 0*, made with Elsa Lebrun, Charly Dufour, Taha Bouizargan and Adrien Degioanni, won the first prize.

Our project is established on the Maison Blanche Station plaza in Paris, a future metro station. This place seems planar, but it's not a simple horizon. It is made of multiple layers and depths of audible materials : buried mechanics, hidden biophonies, forgotten topophonies.

We use three capture and diffusion devices based on the simplest architectural element : the slab. These devices create sound punctuations in the urban and underground planes, thus linking the public square of the surface to the sound world of the underground.

2022

[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](#)  
(password : macrondémission)





## RENÉ DANGER



As René Danger, I blend my 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.

Although I already released three albums, this project is certainly centered on live performances.

**Photograph : Rodolphe Alexis, Theo Sanmarti**  
**[Soundcloud link](#)**





ONDORPHINE

Ondorphine is a radiophonic hacktivists collective made of visual and sound artists, philosophers, sociologists and engineers, DJs, musicians and accomplished partygoers.

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 the sound, used to design unique moments in order to intrigue, share or relax.

Participatory storytelling, sound creations, jam sessions, commented mixes... It is a radiophonic theatre, performative and interactive, which is set up with the public complicity.

Photograph : Mona Hackel  
[Instagram link](#)

