



A
Featured Artist

Kyrie

Source

A New Kind of
Aesthetic Quest

Writer

Ziki Questi

Photographer

Dantelicia Ethaniel

A VENUE Magazine's
Featured Artist for
November, Kyrie Source,
challenges herself to push the
boundaries of expression in
her explorations of fashion and
photography. We featured Source
as our Fashion Icon in July,
and we revisit her this month to
delve deeper into her interests,
influences, and the intersection
between her real life and Second
Life® artwork.

In the real world, Source is Karoline Georges, an award-winning writer and interdisciplinary artist whose photographic self-portraits often bear a striking stylistic resemblance to her work in SL®. She readily speaks about the interplay between her real life and SL artwork: “Second Life has affected my RL work in so many ways. At the beginning, the simple fact of having a virtual body was very inspiring for my writings, as I write sci-fi novels. I started to be very interested by all 3D possibilities and it appeared in most of my artworks too.” In a broader sense, Kyrie Source herself is artwork, the first phase of a Georges’s project entitled *Objects of Sublimation*, which explores her “ever-increasing collection of ‘sublimation objects’”—those contributions from the designers and creators of virtual clothing, accessories, skin and hair who are “refining virtual corporeality.”

Her self-named SL fashion blog, Kyrie Source (link: <http://kyriesource.wordpress.com>) last month enjoyed its 400th post and over the years has featured work by more than 150 designers. But this for her is only the beginning. “SL fashion is a new kind of aesthetic quest. And we have not reached yet our first decade of creation. It’s only the beginning. At that early stage, it’s all about exploration and building skills. Trying to be very realistic can lead to powerful designs, and pure creativity, inspired by virtual possibilities can also open a new area of design. We have to explore it all.”

Photography and fashion have advanced markedly since Source began to develop her SL character in 2006. When asked what changes have most profoundly affected her work since then, she exclaimed, “Meshes! That’s the most exciting change. Now, creativity can explode. And I was very excited with shadows, too. It improved the way I can capture a design.”

Source restrains her photographic palette to accentuate the interplay between light and shadow. “I’ve been a black & white RL photographer for many years. Light & lines interest me. I always try to capture the essence of a situation. In a strange way, I see way more accurately with a B&W palette. I could live in a B&W world. In fact, I only wear B&W (and grey!), and my whole house is also design with this palette.” Her SL images reflect this tendency, often employing only a touch of color and frequently shot entirely in black and white.

The opportunity to participate in the creation of a new online world fascinates and inspires Source. “Meeting people from around the world, each of us being solo behind our computer, in our own country, thousands of miles away from each other, but really feeling we are face to face, intimate, that was, and still is, a powerful human experience. For me, since day 1, SL is the real beginning of our virtual venture, the real purpose of Internet. We are creating a new dimension where our creativity will rise, more and more.” She continues, acknowledging the







pooled contributions of the fashion community to her work: “In SL, it’s the collective work we are all doing together that fascinates me. Most of my work in SL is to reunite many creations with my own sense of style. I think of myself as a kind of fashion DJ (how could we call that? A Fashion Jay? A FJ?) I like to harmonize pieces together, to create unity.”

And where in real life does Source look for inspiration? She replies, “I love so many artists, from so many disciplines, for so many different reasons! ... My favorite art period might be the early Modern period, at the beginning of the 20th century, when all points of view just exploded. Futurism, Expressionism, Surrealism, all brought an electroshock wave to art. Art became a quest for itself and creativity just burst in a powerful way. Photography was a new & fascinating experiment, it all had a great effect on my perception of art. What really matters to me, more than one single artist, is the big picture: art as a magnificent process revealing itself through humanity.”

Is there anything waiting on the horizon? She offers, “I have not explored machinima in SL yet, but I will, one day...”

Additional information about Kyrie Source’s artwork can be found her blog, and more about the artwork of Karoline Georges can be found on her site.

A

Kylie Source

The Quest for Perfection





Writer

Emma Portilo

Photographer

Dantelicia Ethaniel

“One of Second Life’s True Fashion Experts - Outstanding photography, Impeccable styling, Discerning eye, Flawless composition. There is only one Kyrie Source.” A quote from Thalia Heckroth on flickr. Reading through comments regarding Source’s photography, words like classy, elegant, beautiful, amazing, chic, glorious, flawless, stunning, strong, and sophisticated all are found repetitively. Viewing the accompanying photos, it’s easy to understand why people are using such words regarding her work. Her talents, however, go above and beyond the visual beauty she is so adept at producing.

AVENUE Magazine's Fashion Icon for July is Kyrie Source. We took time to discuss with Source what brought her to Second Life®, her talents, and her focus for her virtual time as well as discovering more about the person behind the avatar.

Source is a photographer, stylist, model, and blogger in SL®. While she enjoys sharing her pictures and links through her blog and feels that styling is "pure fun", photography is a "kind of meditation" for her. She notes that, "Even my breathing becomes more profound while I'm in edit mode..."

"Intuition is key", she says, when asked what inspires her photography. "First, I have to be amazed by a design. Then, it's like playing music; I need to feel a sort of harmony between each piece that I style together." And, as one might expect of the conductor of an orchestra, Source prefers when her clients depend on her for inspiration once provided with basic information. She says, "I like to present my ideas before I actually work them out. At the end of the day, I want everybody to be happy in the process."

Source is a published author in real life; she says of her second novel (released in 2004): "The main character was obsessed by her beauty, and wanted to

become Photoshop® perfect, literally. I had a lot of fun following her twisted mind." So, when she heard about SL in 2006, her thoughts went beyond average curiosity, and immediately went to the character from the 2004 novel and how the character would love to create her ideal self online. So naturally, Source brought the character to virtual life to pursue her quest in order to write a new book. "The character wanted to become a perfect image and I decided I would try to give it to her, knowing that her quest might just be infinite. So, basically, my blog was a workshop for this project." She continues, "The main idea, at the beginning, was to create a journal of the character's transformations. I wanted to find the best skins available, the best designs, to define her, more and more. My journey into SL was rich, full of fascinating experiences; in the meantime, I published other books, not related to SL, and recently I finally wrote Kyrie's diary... the book should be published in the next year."

Source states on her blog: "Designers and beauty creators can send me items. I reserve the right to showcase only what will define my own quest." When asked how she defines this quest, Source responds, "Kyrie Source, the main character of my novel Ataraxie, is a perfect

girl with a very special way to see perfection. Her mood is usually black and white...she loves minimalism. But she can be very theatrical when things become a crisis...and she experiments with a kind of aesthetic illumination at the end of the first novel that opens her mind to new perspectives. So her quest is a mix of obsessive disorder...and sudden extravaganza!"

Source indicates, however, that we will have to read the upcoming book to get the full answer of how virtual incarnation is evolving for Kyrie, the character! She says Kyrie can't ever achieve her goal, as it is an infinite quest...she did understand one or two things in her journey so far, but yes, we need to read the novel to discover how her mind works.

Beauty is a fleeting thing in real life, but in SL it is easily attainable. However, beauty is, as they say, in the eye of the beholder. Asked whether she agrees that beauty is subjective, or whether she believes it can be objectively defined, Source says "that's a complex question...and I explore it in my books. Yes, beauty is in the eye of the beholder, and yes, there are some ideal markers at some point of human history...let's not forget there are some kinds of ideal markers in other species, also... All of it is an evolving





process, a natural one, a quite intriguing one, as we also have our own individual tastes mixed with some cultural influences...”

Referring to the person behind the avatar and her ideal of beauty and fashion when it comes to what she strives to attain when trying to achieve perfection, Source says, “as an artist, I always need to find the perfect mode of expression. I have the same drive, the same desire of perfection in my writing and in all my artistic projects, but my own physical beauty is not my main concern, it’s more of a tool. Kyrie is really a novel character, a pure feminine diva, very different from me. But when I created her as an avatar, when I started to sculpt her digital bones, I spent many weeks trying to figure out her appearance, as she was only a voice in my novel. I did not want her to look as a generic doll. I wanted her to be unique, so the easiest way was to give her something of me, as I’m a quite unique blend of different nationalities. That said, the RL me is more of a tomboy, I spend a lot of time climbing mountains, playing adventure videogames, and I only dress up when I really need to...”

When expressing a concern over whether Kyrie has accomplished all she has needed to and could possibly disappear from the SL scene Source states,

“I have accomplished what I needed in order to write the book I wanted to write. That said, I’m truly in love with SL fashion and creators, so I still want to be part of the journey. Kyrie Source was a novel character at first but now she’s an online presence. She found her ideal dimension...and she just wants to have fun in it.” So it appears we have plenty of fashion to look forward to from Ms. Source!

Asked what advice she’d give our readers regarding fashion, Source says “Fashion for me is about identity, and identity is a very personal creation, an evolving creation, a mix of intuition, profound values and superficial moods.”

Asked what other interests she has in SL outside of work she responds, “People! I met so many great friends in SL. SL is a new way to communicate and share creativity. I’m deeply in love with SL creators, so I’m excited to be part of this collective creation...and I know it’s only the beginning.”

Source is the founder and direction of FOSYMO, a studio that offers complete services of styling, modeling, photography and editing. For more information about Kyrie source, the avatar, see her blog: www.wix.com/kyriesource/studio.

[wix.com/kyriesource/studio](http://www.wix.com/kyriesource/studio).

Additional information about the person behind the avatar can be found at www.karolinegeorges.com.



MODAVIA

Modavia FASHION DIRECTORY

OCTOBER 2010



SPECIAL EDITION

2010
MODAVIA
FASHION
WEEK



POPTART Lilliehook

Wow what a week.. The team at Modavia is resurfacing after the whirlwind that was Modavia Fashion Week 2010. A huge thank you to everyone who helped to make the event such a success. Reviewing the numbers helps to put the magnificent effort of the production team into perspective. We did 35 shows over 8 days and almost 500 outfits were presented on our runway. We had half a million visitors to the sim, 48 models walked, 8 DJ's worked the decks and 6 scriptwriters agonised over the details of every garment. We worked with 11 different sponsors and 20 contractors.

But it's the 45 designers who were involved in Fashion Week that really made it all possible. Stunning, amazing, jaw dropping design after design emerged onto the runway. Judging by the feedback, our audiences were astounded and inspired by what they saw. The designs this year have truly been fabulous. Take a look at our SPOTLIGHT section for a taste of the new autumn collections presented during this iconic fashion event. You can purchase all of the show designs in the boutique at MODAVIA 104, 185, 22 for the next month. The designs of MFW will also be featured in Linden Lab's 2010 Fall Fashion Lookbook towards the end of September.

One of the favourite collections of the week has to be the uber edgy designs from Micah Kanto's Modern Gypsy label. Micah styled our models head to toe with the funkier looks on the grid. One of the designs, Oblata, graces our cover of this edition, expertly photographed by Kyrie Source. There's more coverage of the Modern gypsy designs in the COLLECTIONS section. And there's more from Kyrie in the Modavia Couture column which follows this editorial. We are over the moon that Kyrie has agreed to blog exclusively for Modavia and share her exquisite images and astute eye for styling with our readers. Follow Kyrie on www.modaviafashionmarketing.com/wordpress/



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Esthétiques numériques



KAROLINE GEORGES

ET LES OBJETS DE SUBLIMATION

Une présentation de BERTRAND GERVAIS

Le silicone, le maquillage, la mode, pour faire des corps qui ressemblent à des dessins. Elles disent corps de rêve exprès. Des corps qui ressemblent à des idées qui n'existent pas. [...] Elles veulent devenir des images aussi minces que du papier. (K. Georges, *Ataraxie*, Verdun, L'effet pourpre, 2004, p. 105-106)

D EPUIS son premier roman, *La Mue de l'hermaphrodite*, paru en 2001, la sublimation et ses enjeux sont au cœur des pratiques d'écriture et de création de Karoline Georges. Ses personnages recherchent la purification, la perfection en toutes choses. La quête d'une transcendance y est constante ; et l'ataraxie, cette tranquillité de l'âme chère aux stoïciens, s'impose comme un idéal difficile non pas tant à atteindre qu'à maintenir. Car elle dépend d'un corps qu'il faut assujettir, immobiliser, retoucher jusqu'à le rendre parfait. Ce travail requiert d'éliminer toute aspérité, de lisser méticuleusement toute mèche rebelle, de purifier le corps en l'épilant et l'hydratant en entier. Une discipline de tous les instants.

Dans *Ataraxie*, les soins du corps se doublent d'une éthique implacable, puisque tout relâchement entraîne dégénérescence et putrescence. La narratrice y décrit sa routine : « Vitamines, suppléments, étirements, exercices sur ballon, salutations au soleil, grimaces faciales, cris primaux, écriture automatique, méditation » (2004 : 23) C'est le seul moyen de toucher à la perfection et à la « dilatation de la conscience » (*ibid.* : 27).

Cette fascination pour des corps sans faille a conduit Karoline Georges à créer sur la plateforme *Second Life* une incarnation numérique de la narratrice de son deuxième roman. Il était question, pour elle, non pas d'adapter *Ataraxie* au numérique et à ses possibilités de représentation, il s'agissait plutôt de continuer par-delà le roman la quête singulière de sa narratrice, marquée par une soif de pureté absolue. C'est ainsi qu'est née Kyrie Source, avatar aux formes sculpturales et aux poses toujours plus étudiées.

En tant que corps virtuel, Kyrie Source est une figure stabilisée temporairement sous la forme d'une image numérique. L'avatar est la réponse idéale à un désir de pureté et de sublimation, car il est présent comme figure et absent comme corps réel. Il peut être soumis à toutes les transformations, à tout ce que l'imagination, aidée par un ensemble de dispositifs et de logiciels, peut produire.

Depuis décembre 2009, le blogue Kyrie Source donne rendez-vous aux *aficionados* de la haute couture numérique. Kyrie (du grec *kurie*, « Seigneur ») y présente, grâce à une importante documentation photographique, des portraits où les accessoires les plus raffinés sont mis en scène pour créer des figures idéalisées. Ces accessoires, qui vont des ongles aux cheveux en passant par la peau, les bijoux et les vêtements, sont les composantes d'une collection d'*objets de sublimation*, constituée en grande partie de dons de créateurs. Kyrie Source se trouve en effet au cœur de l'univers de la haute couture de *Second Life* et de nombreux designers l'ont choisie pour représenter leur marque. Du Japon à la Croatie, en passant par l'Italie, l'Allemagne et les États-Unis, Kyrie Source est devenue une présence incontournable. De plus, à titre d'éditorialiste, elle a contribué aux plus prestigieuses publications de *Second Life*, notamment *Avenue Magazine* et le *Modavia Fashion Directory*.

Les photos présentées ici témoignent de ce travail au cœur d'une pratique virtuelle de la mode et d'une expérience du figural où les corps s'effacent au profit de leur image, de plus en plus étudiée et complexe.