



UNENDLICHE
studio



Sound Creations

podcasts, immersive sound scenographies and installations, sound trails and audio tours

01.

Unendliche Studio
Approach, activities and skills

Unendliche Studio is specialized in sound creations, sound design, podcasts, immersive sound installations and scenographies, soundscapes, and sound audiotours (mixing and mastering in mono, stereo, 3D, binaural, 5.1, 7.1). The immersive and creative dimensions, new forms of storytelling often literary, written by authors or journalists, carried by actors' voices, regardless of the chosen language, and the creation of soundscapes make the uniqueness of the tailor-made productions we offer worldwide. The content produced is tailored to each target audience and we offer a respectful rewriting of your scientific content.

Since 2014, our expertise is deployed with museums, producers of immersive experiences, institutions, cultural or heritage sites, communities and territories, companies wishing to enhance their expertise and identity, and more generally with all organizations or sites welcoming the public and wishing to address visitors or clients in a suitable, original, and current manner.

Our creative approach sets us apart in the increasingly vibrant world of audio production.

The artistic direction is led by visual artist and composer Eddie Ladoire, who views the sonic element as a physical and sensory phenomenon, an environment, and as the foundation and starting point of a narrative. This creative approach, nearly systematic, involves working on the sonic identity of spaces, recording sounds on location, and significantly contributes to an immersive listening experience. The creation of new forms of storytelling, carefully crafted editing, and the fact that we produce all our sounds have become our signatures.

Our studio takes care of the realization of all your sound projects and offers advice, from writing to post-production, including production, sound and voice recording, and distribution. Whether it's on-site listening, contemplative or wandering listening, remote or online, on podcast platforms, in listening lounges, we will work with you to find the best solution.



Recording of the voice of an actress for the children's audio trail at the National Maritime Museum in Paris - 2023

They have trusted us

Château de Versailles, National Museums Union of France - Grand Palais, National Maritime Museum in Paris, National Museum of the History of Immigration in Paris, Palais de la Découverte Science Museum, Monnaie de Paris, Radio France, RFI Labo (innovation branch of RFI/France Médias Monde), China Mobile, Fever (Small is Beautiful Miniature Art Exhibition New York), Geneva Museum, Costa Rican Art Museum of San José, French Institute of Morocco, Thématis S.A. Engineering (Scenography - Switzerland), French Institute of Vietnam, French Institute of Hong Kong, MUNTREF - Contemporary Art Center of Buenos Aires...

TO DISCOVER



Recording session in Costa Rica - 2023

The innovative dimension of our productions is primarily in its use as we propose abandoning the classic audio guide for **artistic sound journeys that enhance the visitor experience, encouraging listening to better see and imagine.** Our productions are original sound creations that invite an artistic reinterpretation of the world, a reinterpretation of one's own sensations and emotions. The creation of new forms of narration, both sonorous and literary, sometimes poetic, sometimes documentary, written by authors and composers, becomes innovation when applied to tourist, heritage, and museum domains.

Sound thus allows for the revival of a bygone era, to reveal what cannot be seen but has nevertheless existed, to unveil inaccessible, intangible, hidden, or destroyed heritage, to encourage entry, to inspire visits, to tell stories, to meet, to convey content and knowledge through sensitive mediation.

Innovation is also technological, as we use the latest techniques and technologies of audio-immersion, from recording to mixing, to distribution. We can also adapt to various modes of distribution, from the most traditional to the newest.

By working with local authors and actors, we propose to put our expertise in writing experiences and immersive sound tours to the service of promoting sites and museums. We can also collaborate with producers of immersive experiences for the sound component.



sound creations in 3D sound oriented about history of China and chinese heritage created for a China Mobile stand at a trade show about IA and new technologies in Beijing - 2024

CONSULTING

Artistic Direction
Conceptualization, production, dissemination of your audio content
Distribution methods, sound installations, scenographies, listening lounges, podcast platforms

CONCEPTION

Immersive sound creations
Writing new narratives, scripts, podcast series
Geolocated or non-geolocated sound experiences
Original musical compositions
Custom sound design
Sound branding
Brand identity through sound
Soundscapes and sonic postcards
Interviews and audio portraits

PRODUCTION AND POST-PRODUCTION

Audio capture, field recording
Mono, stereo, ambisonic, binaural recordings
Voice and voice-over recordings
Sound effects, atmospheres
Mixing and mastering (mono, stereo, 3D, binaural, 5.1, 7.1)

CULTURAL MEDIATION AROUND SOUND AND LISTENING

Workshops for all audiences
Awareness and training sessions for your teams

LISTENERS

A geolocated
audio tours
app



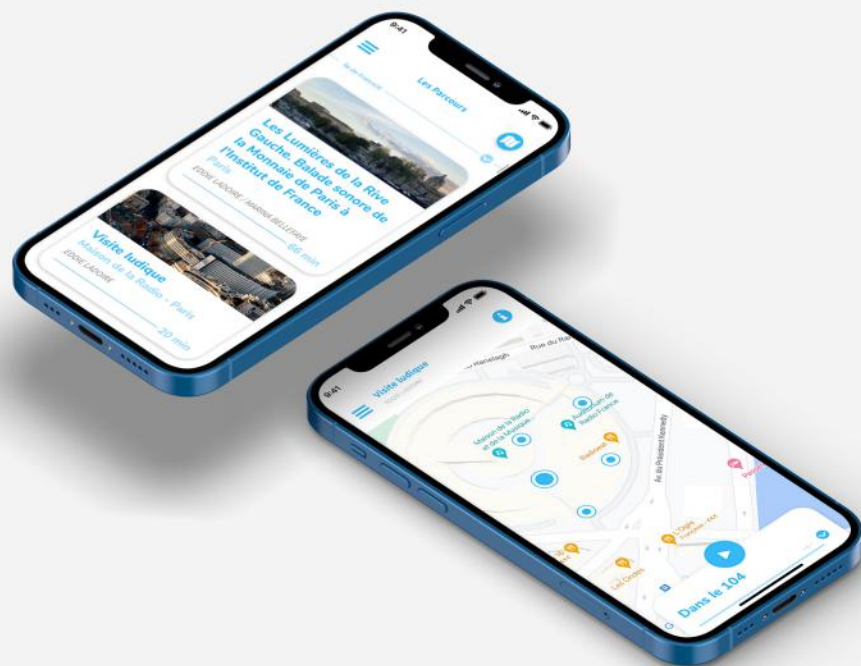
Audioroom
L'APPLI

A podcast creation
practice app for all
audiences

This app brings together all audio production tools in one space, from recording to mixing, avoiding the need for specific audio equipment (recorders, computers, software). It enables users to create their own podcasts or sound creations, on the move, at any time.

Suitable for amateur audiences, the application can be customized and developed according to the themes and activities of a museum or heritage site, supporting a wide range of sound-related activities (podcasts, participatory sound frescoes, soundscapes, testimonials...). We offer customized training in the use of this tool for your team.

We have adapted Audioroom into a media education tool for Radio France and a sound creation practice tool for the National Maritime Museum Paris.



02

Productions

Some references less than three years old



To make the most of the sound details, the soundscapes created and the work on the voices, we advise you to listen to our productions through headphones.

Production of an immersive sound installation in the Gallery of Coaches of the Grand Stables of the Château de Versailles, for the European Heritage Days 2024.

Multi-point spatialized diffusion - Duration of the experience: 30 minutes - Loop playback - The volume of the sound installation was adjusted to preserve the both quality of the sound immersion without interfering with the guide's commentary.

- On-site listening.
- Target audience: all audiences.

The collection of ceremonial carriages at Versailles tells a page of French history through a dynastic or political events (the marriage of Napoleon Bonaparte; the coronation of Napoleon I, First Consul, in 1804; the baptism of the Duke of Bordeaux; the coronation of Charles X; the funeral of Louis XVIII...).

Sound production paired with these majestic carriages become an auditory cinematic experience. Through mixing and spatialization, selected concrete sounds evocative of the processions that brought together about forty carriages and hundreds of horses (sounds of wheels, metal of harnesses and bits, breaths and neighs of horses, noise of hooves on cobblestones, cheers of the crowd), visitors are given the impression of being accompanied by the movement of the carriages, by the sounds of the processions and horses, immersed in the heart of the events and the action.

The original sound creation allows one to imagine the cavalcades and the jubilant crowd. The soundscapes evoke the almost silent sound of sleds on snow, followed by the splendor and joy of the coronation of Charles X. The sound journey concludes majestically, on a more somber tone to accompany the discovery of the funeral carriage of Louis XVIII.

MISSIONS

- Design atmospheres based on historical content
- Artistic direction and sound production : sound and musical creations, sound design, production and post-production of all sound tracks
- Speakers placement for multi-point diffusion
- Mixing in spatial sound, on-site.



TO LISTEN

Production of an English version for an immersive, lively audio tour for the visit to the exhibition « Small is beautiful - Miniature art », the largest international exhibition entirely dedicated to miniature art presented in New York from February to December 2023.

- On-site listening.
- Target audience: young adults.

MISSIONS

- Artistic direction for the audio journey : Eddie Ladoire.
- Scriptwriting by Pierre Guénard (author of the novel « Zero Gloire » and singer of Radio Elvis).
- Sound and musical creations, sound design, sound recordings, sound production, and post-production (editing, mixing, mastering): Eddie Ladoire.
- Electronic music creations: Bruno Charenton, aka Bay Ofgong.
- Translation from French to English.
- Casting and recording of voices : Unendliche Studio Actress (Franco-British): Sophie Danino.
- Distribution system: Development, integration of audio content, texts, images, graphic identity. The thematic audio journey is disseminated through QR codes.



Get the most out of your visit
by scanning our audio escapade with
your smartphone and immerse yourself
in the infinitely small.



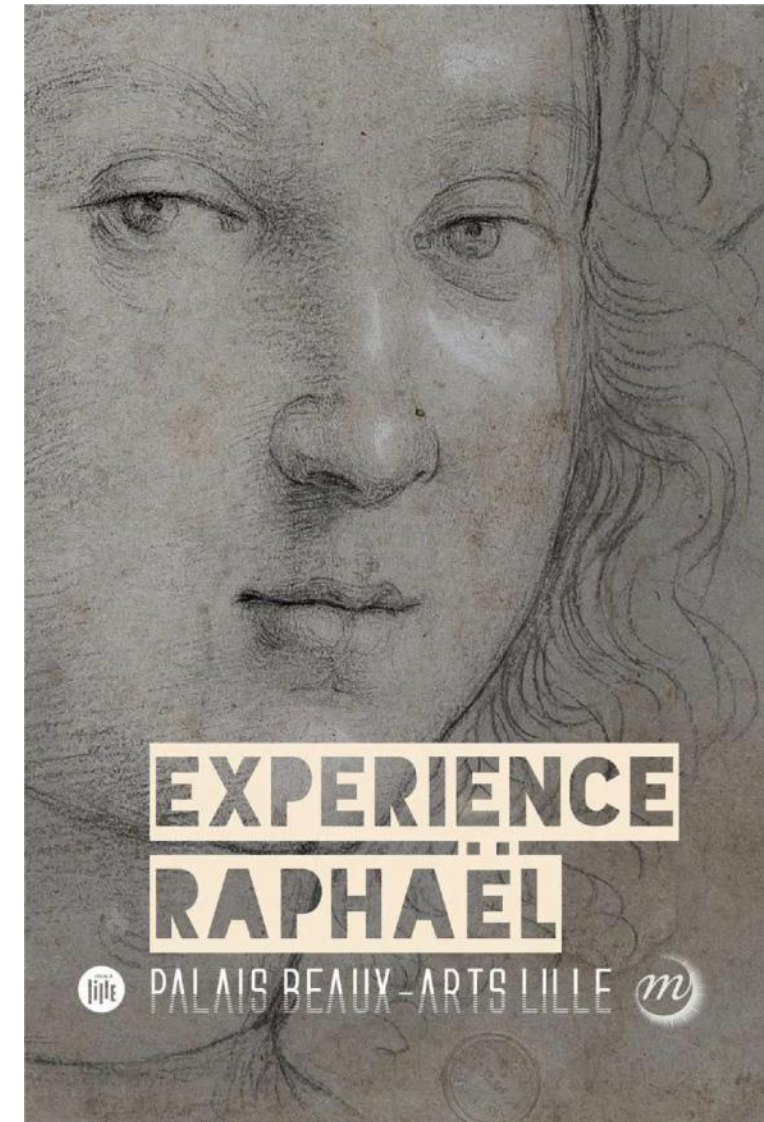
TO LISTEN

Design and implementation of an immersive sound journey and audio production of commentaries of artworks, in French and English, for the discovery of the exhibition « Experience Raffaello » presented from October 2024 to February 2025, at the Museum of fine Arts in Lille City, in co-production with the National Museums Union of France - Grand Palais.

- This is available for listening on-site, via headphones, through the museum's web app, and remotely, on the YouTube and Soundcloud channels of the Palais des Beaux-Arts de Lille.
 - The target audience includes museum visitors, particularly adolescents and young adults, and it is also accessible to visually impaired and blind visitors.
- Following the exhibition "Experience Goya," for the exhibition "Experience Raphael," the Museum of fine Arts of Lille will showcase all the drawings of the painter Raffaello in its collections, as well as works borrowed from the Louvre and Orsay museums or from foreign museums. The exhibition, experiential and immersive, combines original works, reconstructions, and digital devices to immerse visitors in the artist's creative process, from drawing to illustrated painting. Raffaello's art is also contextualized through the legacy of his iconic works, from Rubens to Kehinde Wiley, including Degas and Dalí.

MISSIONS :

- Design in consultation with the museum team (proposed narration, durations, editorial line, itinerary, integration into the existing sound environment, consideration of other mediation proposals), advice from conception to distribution.
- Based on the transmitted content and taking into account mediation objectives, narrative development of this content, writing of a theatricalized fiction by an author.
- Creation of soundscapes that evoke the travels, discoveries, and encounters of the artist. The goal is to provide an immersive dimension to the visit and listening experience, whether on-site or remotely, by recreating realistic sound landscapes, working on atmospheres and sound creations that immerse the listener in the sound, human, and natural environment of the Renaissance, linked to the developed content and the geographical spaces traversed by the artist, particularly the cities of Florence, Perugia, and Rome.
- Casting of actors for both versions and recording of voices.
- Composition of original music.
- Production and post-production of 12 commentary tracks and 4 "sound journey" tracks (total duration of 45 minutes) that can be listened to independently, before or after the visit.
- The editing, mixing, and mastering of the two versions of the sound production have been adapted to the modes of dissemination.



TO LISTEN
[SOUND JOURNEY English Version](#)

Production of an immersive audio-guided tour for the exploration of the collections of the future National Maritime Museum (Parisian site, at the Palais Chaillot).

- On-site listening, and in the future, remote listening through a podcast format.
- As part of the reopening of its Parisian site, the National Maritime Museum is working on a "companion guide," a reimagined audio guide, available for free on smartphones via a web app.
- Target audience: Children.

MISSIONS :

- Co-design of the journey.
- Artistic Direction: Eddie Ladoire
- Based on the content provided by the client, the mission involves writing a theatricalized journey for children aged 7-12 (whether familiar or not with museums, and whether or not familiar with the maritime world) that gives a voice to selected artworks. The goal of the visit is to enable the child to feel engaged and active during the museum visit, encouraging them to pay closer attention to each artwork, to observe it more closely, and to discover its true story, leaving them with a lasting memory.
- The texts for this audio journey were written by journalist Leïla Kaddour (France Télévision, Radio France).
- Sound production, including sound and musical creations, sound design, recording of sounds and actors' voices, as well as production and post-production (editing, mixing, mastering), were handled by Eddie Ladoire.



TO LISTEN

« Les Lumières de la Rive Gauche » : a geolocated audio stroll from the Monnaie de Paris to the Institut de France.

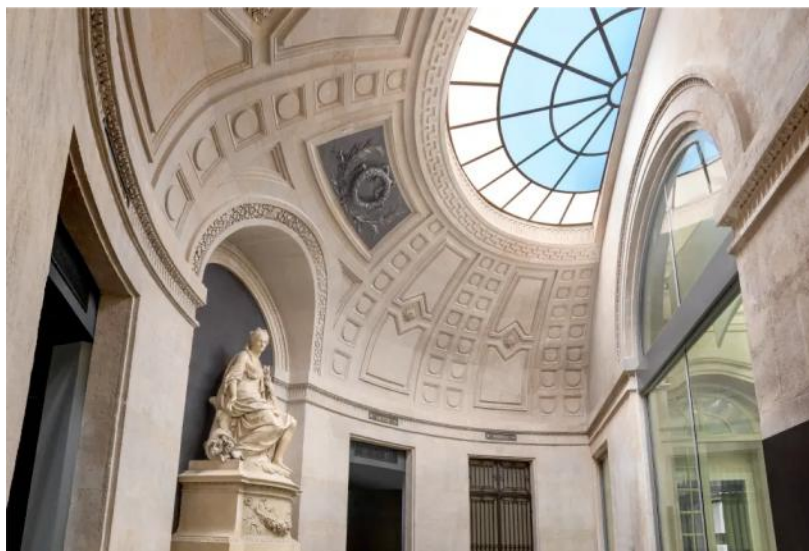
- On-site listening while strolling through our application for geolocated audio tours, Listeners, and remote listening on all podcast platforms (via Acast) and on the Monnaie de Paris website.
- Target audience: regular visitors, local residents, tourists, young adults.

MISSIONS :

- The Monnaie de Paris and the Institut de France have joined forces to offer visitors and passersby the opportunity to discover their history, heritage treasures, and activities through a specially designed audio work for their sites and neighborhood. The sound creation invites visitors to explore these two institutions independently. With this new visiting experience, the Monnaie de Paris and the Institut de France aim to make visible the historical ties that bind them, integrate their activities into their neighborhood, in the heart of the 6th arrondissement, and encourage the public to explore the various spaces of both institutions (workshops, museums, libraries, shops, bookstores, etc.).
- Design and implementation of a 45-minute audio tour with 10 geolocated listening points.
- Composition of an original radio fiction, scripting, and writing : Eddie Ladoire created an original work by combining characteristic sounds recorded on-site with the poetic writing of the author Marina Bellefaye.
- Commissioning of an original music composition : Emile Sornin (alias Forever Pavot), a film music composer recently recognized by the prestigious Émergence Cinéma program.
- Sound production (sound recordings, editing, mixing, mastering) : Eddie Ladoire
- Voices: Leïla Kaddour and Frédéric Kneip
- Voice recordings: Unendliche Studio
- Development and integration of the audio tour into the Listeners application.



TO LISTEN



Audio tour, Immersive Sound Experience for the visit to the Old Mills of La Tine site (VIMOTI Foundation), in Troistorrents (French, German, and English versions)

- On-site listening.
- Target audience: regular visitors, local residents, tourists, young adults.
- The VIMOTI Foundation, accompanied by its project manager Thématis SA, aimed to enhance the historical and tourist site of the Old Mills of La Tine in the municipality of Troistorrents, in the Valais region of Switzerland. They proposed a new tour route that would facilitate the exploration of the emblematic professions associated with the mill site, a significant location within the local cultural heritage.
- The audio production highlights traditional craftsmanship in three languages (French, German, and English). The La Vièze river narrates the site's history during the era of the miller, blacksmiths, weavers, carpenters, and sawyers...

MISSIONS :

- Co-design of the route.
- Artistic direction for the audio journey: Eddie Ladoire.
- Writing : Marina Bellefaye
- Sound and Music Creation, Sound Design : Eddie Ladoire
- Sound Production (recording, editing, mixing, mastering) : Eddie Ladoire
- Casting and recording of voices for the three versions
- Broadcasting System : RSF Audiovisuel Muséographique - Audioguides



TO LISTEN



Production of the Palais de la Découverte podcast entitled “Les Esprits du Palais” - Radio fiction in 3 seasons

- Remote listening on all podcast platforms (via Ausha) and on the Palais de la Découverte website.
- **The podcast “Les Esprits du Palais” takes the form of a radio fiction and an investigation.** The first season comprises 7 episodes of 15 minutes each. The commission was to restore the sound identity of the Palais de la découverte through a sound stroll through the museum space, to preserve the living memory of this unique place and what made its particular identity, before its closure for works since november 2020. The proposal is intended to be both artistic and faithful to the very essence of the Palais de la Découverte, which from the outset has linked scientific approach and knowledge to art and architecture, and tradition to innovation. This original creation invites us to feel and understand the identity of the Palais. The spirits that inhabit it - the Spirit of Art since 1900 and the Spirit of Science since 1937 - guide the listener through time, rooms, spaces and scientific units for an unexpected visit.
- **In season 2, produced in 2023, the investigation that began in season 1 continues.** This season evokes the transition from the old to the new Palais de la Découverte, and provides an opportunity to discover mediation activities offered outside the Palais, whether in the temporary Etincelles space at the Palais de la Découverte, or in institutions and research organizations. During the renovation of the Palais, the scientific mediation teams moved to Les Etincelles, in the 15th arrondissement of Paris. In the autumn of 2023, a series of strange phenomena occurred in and around the building, first causing astonishment and then raising a number of questions. How can these events be explained? Why are they happening in this particular place? Who is responsible? Leaving the Palais d'Antin behind for a while, our two spirits of art and science find themselves plunged into the heart of the investigation...
- **Season 3, currently in production, will project the listener into the new Palais 2025/2026, and the investigation begun in Season 1 will come to a close.**

REFERENCE #7 / CUSTOMER : Universcience - « Palais de la Découverte » science museum located in the Grand Palais in Paris / 2021-2024



[Season 1 - TO LISTEN](#)

[Season 2 - TO LISTEN](#)

MISSION(S)

- Fiction writing.
- Work on the sound identity of the Palais de la Découverte.** On-site sound recordings. The immersive dimension of the sound production enables listeners either to rediscover the Palais they know or have known, or to imagine its spaces and activities. Recordings of sounds from daily life at the Palais to create mental images and, among other things, workshops and manipulations carried out in the presence of the public.
- Casting of actors, studio voice recordings.**
- Sound creations.**
- Musical compositions.** The theme music and recurring sound carpets and commas are based on recordings of the manipulations and machines in the “Vibrations and sounds” room, a dedication to Jean Perrin, the Nobel Prize-winning physicist behind the Palais de la Découverte project with André Lévillée, and a nod to his inventions of stereoacoustic devices, conceived during the First World War.
- Production and post-production:** editing, mixing, mastering.
- Interviews:** Interviews with mediators and scientists, visitors and museum staff.



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Reinvent the art of listening

Sound Creations