

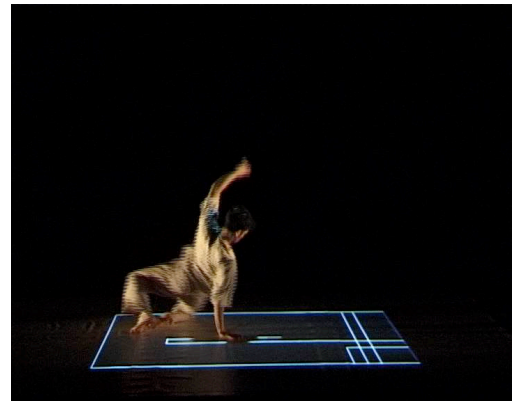
Gameplay

0. Overview

A collaboration between the artist-programmer Antoine SCHMITT and the choreographers Jean-Marc MATOS and Anne HOLST (K. Danse company).

A choreographic show in which a dancer is confronted with a visual and sonic semi-autonomous environment sensitive to his presence.

Conceived and directed by: Antoine Schmitt, Jean-Marc Matos, Anne Holst
 Programs, visuals, sounds: Antoine Schmitt
 Choreography : Jean-Marc Matos, Anne Holst (K.Danse company)
 Dancer : Benjamin-Aliot Pagès



Contact :

General organization

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Computer & sound

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Technical overview :

- solo choreography
- ~ 40 minutes
- 1 or 2 operators in control room (lights, projection and audio)

Solo dancer dances on stage on white floor, inside and around image projected on the floor by a ceiling-suspended videoprojector. Surveillance camera on ceiling sees dancer and sends image to computer in controlroom (video composite). Computer analyses dancer position, and generates image and sound. Image is sent to videoprojector (SVGA). Sound is sent to stereo sound system. Dancer is lit by side lights. One or two company operators in control room pilot lights, computer and sound.

