The Digital Tempest

Sandpit – AIR building – Penryn Campus Falmouth University

Friday 24th October from 1PM to 2PM

Erik Geelhoed, Ian Biscoe, Joint Effort & Phil Stenton

http://www.falmouth.ac.uk/content/open-studio-fridayvconect-miracle

One of the Aims of the EU funded FP7 three year research project **Vconect** is to connect remote performance spaces, for teaching, rehearsing and performing, using internet based video conferencing technologies: http://www.vconect-project.eu/

As an example of how Vconect technology might be applied, **Miracle Theatre** teamed up with Vconect performing Shakespeare's **The Tempest** between two locations in Falmouth. One part of the island, where the mortals were stranded, was located in the Maritime Museum and Prospero's Lair was in Dogbite's Creative Productions Studio. In both locations there was an audience attending the live show.
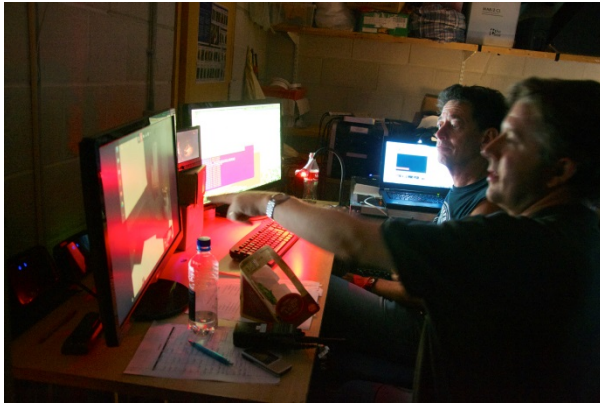

Maritime Museum: Ariel to Prospero   Dogbite's Studio: Prospero to Ariel

Miracle's director Bill Scott worked with Vconect to create a semi-automated script that allowed pan-zoom-tilt cameras to follow and zoom in on the action. Screens were placed in both locations; the distributed audience could see and hear the action on both sides of the digital divide using Vconect's technologies and server running on BT's superfast broadband.

In this talk we describe how the technology worked, summarise results of our audience research and show some highlights of the performance. We will present a brief overview of Vconect's research of the last three years that led up to The Digital Tempest, showing our connected CAVE's (Computer Aided Virtual Environments) and GSR (Galvanic Skin Response) experiments (https://www.youtube.com/watch?v=dUM-qqRsTx8) and the performance of a distributed Waiting for Godot between Falmouth and Vilnius, Lithuania (https://www.youtube.com/watch?v=KkTy-5aT1aI) .

Jack & Ian K. in the control room

Josh at the script controller

Miracle & Vconect after the show