



## Project

Premiered at FutureFest London 2016

Conceived and created by body>data>space - led by Ghislaine Boddington with Joseph Hyde, Phil Tew and Nick Rothwell

Commissioned by FutureFest 2016 and created by interactive design collective body>data>space in collaboration with the University of Greenwich (Creative Professions and Digital Arts), d3 technologies and Genelec. With support from Panasonic, The Games Europe Plays, EUNIC, British Council, Stage Sound Services, iSci and the Freestyle Footballers Federation.

<http://futurefest.org/speaker/collective-reality>

<http://www.bodydataspace.net/2016/09/collective-reality-experience-togetherness-at-futurefest/>

# CONCEPT

## Description

« The Ultimate Chill Out Room »

Collective Reality is an immersive installation, a place to play, initiate, respond and shift energies between people. A space to feel, meet and greet, collaborate and co-create through physical connectivity by creating real-time generative visuals and sound score.

It is a large yet intimate immersive environment achieved through overhead projection, surround sound, projection mapping and motion capture using up to maximum of 360 degrees projection in which up to a good amount of people can enter simultaneously for 20 - 30 minute experiences ( or stay in and feel and with for longer )

Images and sounds convergence are generated through motion capture **with a focus on finding and engaging with others with similar energies.** We aim to be looking at 10 years ahead - at a fluid immersive group environment where virtual and physical space is blended, where groups of people can move through the digital with the physical.

The room is composed of two different zone:-

### **The Experimental zone :**

Where the audience arrive, hang out, feel, watch, hear move around and use their bodies and their interaction intuition to feel at home in this immersive responsive space.

**The Performative zone :** A stage where professionals duos and trios of dancers (MJs or movement jockeys) will be timed slotted into the 20-30 minute dramaturgies of the experience and then **they will encourage the public to move into the performative zone.** With references to contact improvisation, capoeira, free style football, hip hop and other social dance / sports, their use of a central circle with observers surrounding, awaiting to potentially participate when the opportunities arrive.

The advantage of Collective Reality is that the public will have the choice to either:

- 
- 1) enter and sit around edge on bean bags/cushions as observers only - watching the visuals above and around them. Viewing the performances and listening to the sounds generated
- 2) move around the space, join in a few group induced moments, watch the performances on stage.
- 3) enter and gradually move into the middle of the performative zone, to watch closely and maybe to decide to perform themselves as duos, trios or more.
- 4) join the performative zone as a large group into a finale.

---

**BODY>DATA>SPACE**

- We create a series of clear dramaturgical flows for the public experience linked to the site we're in. These playful inputs may be very simple or more complex, linked to participants' own experience e.g. just touching hands, hugging, or having on stage professional freestyle footballers, hip hop, martial arts, Tango or Lindy Hop experts.

The performative zone has floor based and overhead realtime interaction so those who enter will be engaged in creating a series of realtime sounds and image shifts for themselves and for the public watching.

We want as many people as possible to enjoy these virtual immersion experiences - In order to do that we will prepare clear invitation methodologies which will be put in place with local team linked to decisions on whether people sign up in advance or turn up and queue.

### **The Experience - Collective Reality**

The public interact in real-time and will additionally be empowered, through social media, to reach back into the outside world engaging in conversations about their experience with the "remote" audience and with a wider trans-national online public. => Stream Live

## **SCENOGRAPHY AND EQUIPMENT LIST**

**Key for project are the projection surfaces and projectors** overall

- **Staged area for performative zone** - circular zone in middle of floor, low level
- **Furniture** - Bean bags / cushions, little stools for around the performance stage or other seating
- **Surround sound system** -
- **Tracking cameras, IR Light sources, Tracking Host, Video Content Host, Audio Content Host-**
- **Cabling / fixtures** -
- **Hazer, Vaporisers if possible** - can add atmosphere and smell

## **THE KEY TEAM**

**Conception** Ghislaine Boddington with Joseph Hyde, Phil Tew and Nick Rothwell - body>data>space

**Direction** - Ghislaine Boddington - body>data>space

**Creative Technical Director** - Nick Rothwell - body>data>space

**Visuals / Sounds** Lead - Joseph Hyde with Nick Rothwell, Yuli Levtoy - body>data>space

**Software Programming**- Lead - Phil Tew with Nick Rothwell, Yuli Levtoy - body>data>space

**Movement Direction** - body>data>space with performers gathered for this work

**Consultancy** - Chris Bird UVA/d3







## Collective Reality: Feedbacks and quotes from the audience at FutureFest London Sept 2017

Over 2,800 people experienced Collective Reality throughout the weekend. In partnership with the University of Greenwich we gathered feedback from 60 people over the weekend through questionnaire, asking them how they did experience 'Collective Reality' and how they see this type of installation developing in the future.

Here are some extracts:

'Beautiful, intriguing and fuzzling'

'A Kubrick Clockwork Orange without the violence'

'I can see it working at events and festivals and clubs, happenings where you want to bring people together and have a calming experience together'

'Stimulating, confusing, hypnotising'

'It gives you idea of ecology - it has solidarity, collectivity at its core and it can be used to express some knowledge'

'It promotes human interaction and that's great for the future'

'This would be needed in the community so people will be more comfortable in their own skin'

'A transformative experience'

'In night clubs it would change the atmosphere, and it would be relaxing in your house by having different lighting in your rooms'

'Beautiful, futuristic, trippy'

'It gets out of the comfort zone. it would be a good exercise to help people to become more open and interacting with the others'

'It would be great to have it in big public spaces as malls'

'I felt relaxed, inspired and chilled'

# FLOOR PLAN FOR PREMIERE .....NOT IN A DOME !

