

The VIMMA project/University of Tampere (FI)
 &
 Queensland University of Technology/Deakin University/
 University of Queensland (AU)
 &
 ELO/LUME/Aalto University (FI)
 &
 The Scen utan Gränser collaboration forum/Ny Teknik
 och Innovation sub-project (SWE & FI)

present



HAMLET'S NORWEGIAN DOLLHOUSE

3D Real Time VR Workshops on Performance in Riddling Realities

20-24 May & 26-30 August 2013

Aalto University/School of Arts, Design & Architecture/Media Centre LUME

DESIGN Workshop

Mon 20 - Fri 24 May 2013

10 am - 4 pm

Media Centre LUME

Hämeentie 135 C

Helsinki, FINLAND

The students participating in the design workshop have the rare opportunity to design and study 3D virtual environments interacting with live performers - dancers and actors - in motion capture (mocap) work processes. The developed virtual sets will be based on and inspired by an existing theatre venue (the main stage of Nationaltheatret in Oslo) and two different 'source sets', Edward Gordon Craig's design for *Hamlet* (1911) and elements of early designs for Henrik Ibsen's *A Doll's House* (prem. 1879). An emphasis is laid on the students' creative vision and rendition of the mentioned design/elements, enabling the construction of a virtual set transforming or interacting with live performers' actions. The motion capture performance workshop in August utilises the designed sets as versatile, animate and unpredictable milieux for the performers.

The main modelling and design work by the set design students (2-3, Aalto Univ.) takes place in March and April 2013. It culminates in the May workshop by inspecting and refining the sets under supervision of Lecturers **Matthew Delbridge** (Queensland Univ. of Technology) and **Tanja Bastamow** (Aalto Univ.) and in collaboration with students of dramaturgy/directing (2-3, Stockholm Academy of Dramatic Arts) and virtual/interaction design (1-2, Royal Institute of Technology-KTH).

PERFORMANCE Workshop

Mon 26 - Fri 30 August 2013

10 am - 4 pm

Media Centre LUME

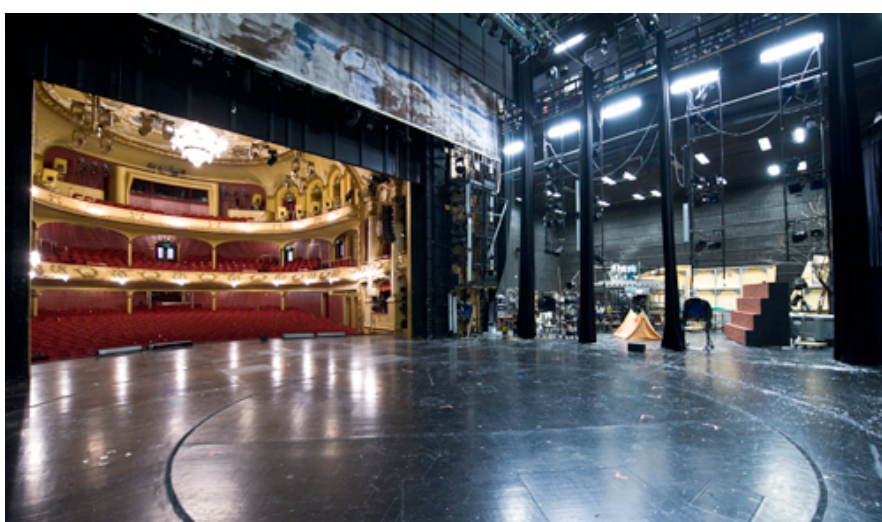
Hämeentie 135 C

Helsinki, FINLAND

Apart from exploring the dimensions and peculiarities of the virtual sets, the dance students (3-4, Univ. of the Arts), acting students (3-4, University of Tampere) and designers (see above) participating in the performance workshop seek to transform, expand, (re)animate and destabilize the virtual and concrete performance environment(s) created. The aim of the August workshop is therefore to study the convergences and disparities of the virtual and the physical sets and how they could/should be approached and reworked with forms of real time performance and creative design.

Various discussions on the virtual performer and space in real time motion capture performance take place during the workshops, including introductions by **Teemu Paavolainen**, **Riku Roihankorpi** and **Mika Lehtinen** (Univ. of Tampere), **Matthew Delbridge** (Queensland Univ. of Technology), **Daniel Skovli** (Deakin Univ.) **Tanja Bastamow** (Aalto ARTS) and a number of visitors (to be confirmed). As the dialogue of *Hamlet* and *A Doll's House* are used as material in the workshops, the participants are asked to familiarise themselves with the mentioned texts.

Due to the workshop schedule, students involved in the work processes are chosen by order of enrolment and asked to confirm their presence in the workshops **no later than 28 February 2013** to the representative of their own organising institution: **Tanja Bastamow** (Aalto Univ.), **Riku Roihankorpi** (Univ. of Tampere), **Ari Tenhula** (Univ. of the Arts, Teak), **Johan Scott** (Stockholm Academy of Dramatic Arts) and **Leif Handberg** (Royal Institute of Technology-KTH). **All direct expenses to the students participating in the work processes (such as travel and accommodation) are covered by the VIMMA project (Centre for Practise as research in Theatre, Univ. of Tampere).**



VIRTUAL, INTERMEDIAL AND MIXED REALITY PERFORMANCE IN LIVE PRODUCTION AND CREATIVE CONTEXTS (VIMMA)

2013-2014

The Centre for Practise as Research in Theatre/School of Communication, Media and Theatre/University of Tampere



The VIMMA project establishes an unprecedented, internationally networked and economically vital locus of digital economy in Finland, with an eye to the emergent role of mixed reality solutions in live performance contexts. It develops and generates genuinely new user-centered concepts and production solutions for mixed reality, virtual and sensor-based performance in live productions – theatre, performance art, live broadcasting, new game concepts – and related strategic user training (performers, designers).

In the VIMMA project, **The Centre for Practise as Research in Theatre** (Univ. of Tampere) is responsible for coordination; various demonstration venues for the project; design and implementation of demonstrations with pre-established network of professional theatres (e.g. Riksteatern); theatre education; various media, broadcasting and games industry deliverables; provision of practical theatrical know-how within the project (lighting, sound & image design, acting, directing & stage design); adapting results to development and research in arts institutions; reporting results in the form of publications, workshops and demonstration events.

Cooperation is widely carried out with theatre education, research, nationally and internationally active professional theatres, media/broadcasting companies and research institutions in arts and technology contexts.

The project is funded by **Tekes - The Finnish Funding Agency for Technology and Innovation** (Strategic research).

Further information can be acquired from:
Riku Roihankorpi
riku.roihankorpi@uta.fi



NATIONAL PARTNER INSTITUTIONS

School of Information Sciences, Tampere Unit for Computer-Human Interaction - TAUCHI
Aalto University
University of the Arts, TEAK
Yle, The Finnish Broadcasting Company / Mediapolis
HEUREKA
Lappeenranta City Theatre
Musical Technocrat Ilkka Niemeläinen

INTERNATIONAL PARTNER INSTITUTIONS

The School of English, Media Studies and Art History , University of Queensland, AU
School of Media, Entertainment and Creative Arts, Creative Industries Faculty, Queensland University of Technology, AU
The Deakin Motion.Lab, Deakin University, AU
Riksteatern, SWE
Royal Institute of Technology KTH, SWE
Stockholms dramatiska högskola , SWE
Arts Technology Research Laboratory, Trinity College Dublin (TCD) , IE