

Chris Ziegler, Arizona State University / ZKM Karlsruhe

- A. Image - Body - Relation on stage
- B. Use of images on stage: representational vs index quality
- C. walk-in-screen #1 *forest* - walk-in-screen #2 *corpus*

McLuhan "medium is the message": screen and monitor technologies on stage as the messenger telling their own story within the message



searching for index quality of images as collectors of liveliness:

scannedV (1999-2001)

part 1 short video sequences are recorded as indexes to the first life theater part of the piece

part 2 resamples the "life" event of the first part of the performance, creating a second parts of the performance

http://www.movingimages.de/outvideo.php?video_id=39



Kris Verdonk - *M, a reflection* Body - by Heiner Müller: the dialogue with ist's digital double is not a line between two 'characters', but a triangle in which two 'characters' relate to an audience. *M, a reflection* is theatre as an immersive experience. The quest of what is real or virtual is part of the event.
<https://vimeo.com/169104812>

IMAGE - SPACES

"IMMERSION: WORK OF ART AND IMAGE APPARATUS CONVERGE"

OLIVER GRAU: VIRTUAL ART- FROM SIMULATION TO IMMERSION (2008)

"MULTIMEDIA PERFORMANCE ENABLES PARTICIPANTS TO EXPERIENCE THE
AUGMENTATION OF EMBODIED, LIVED REALITY THROUGH TECHNOLOGICAL
INTERVENTION."

ROSEMARY KLICH & EDWARD SCHEER: MULTIMEDIA PERFORMANCE (2012)

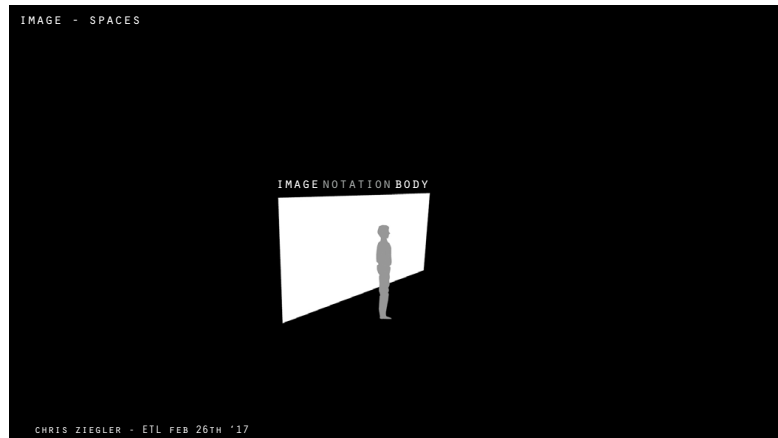
CHRIS ZIEGLER - ETL FEB 26TH '17



Composer Richard Wagner switched off the lights in the audience for RHEINGOLD 1876, creating an image space, expanding music creation to opera as “Gesamtkunstwerk”.



Scenographer Adolphe Appia developed dramatic perspective on stage. Visual Artist Alexander von Salzmann illuminated Hellerau walls with 3000 lights, “virtualizing” architecture. Appia invented Black Box with no proscenium and a flexible architecture. Émile Jaques-Dalcroze’s Eurythmic dance as “energy exchange” > architecture, performance and lights as “interactive environment”



Semantic relation of body and image: *Notation*



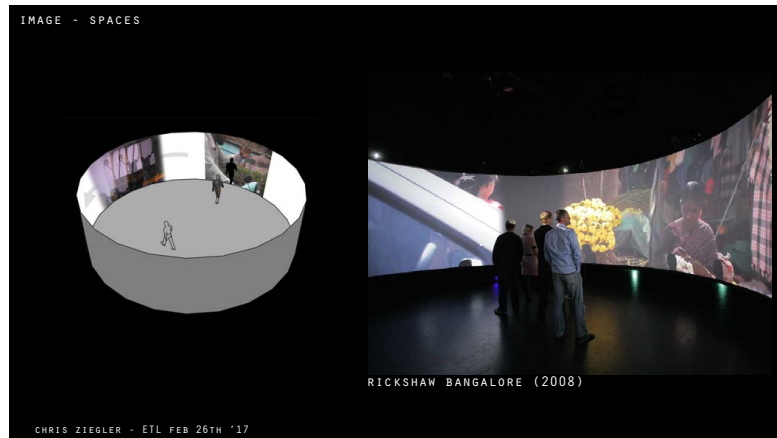
Bill Forsythe: "Improvisation Technologies" (CD-ROM):
Movement Architecture over Time, Resampling Space in Motion
<https://vimeo.com/133312375>



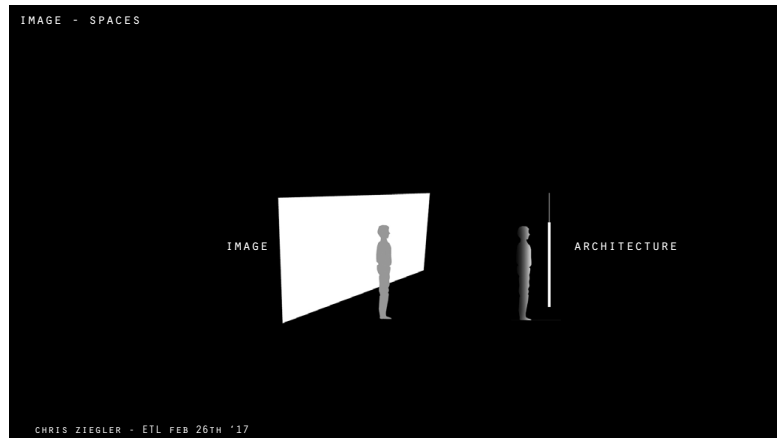
“Double Skin - Double Mind” (2007): A Movement workshop “movement qualities” in an digital installation setup and as book



http://www.movingimages.de/outvideo.php?video_id=127

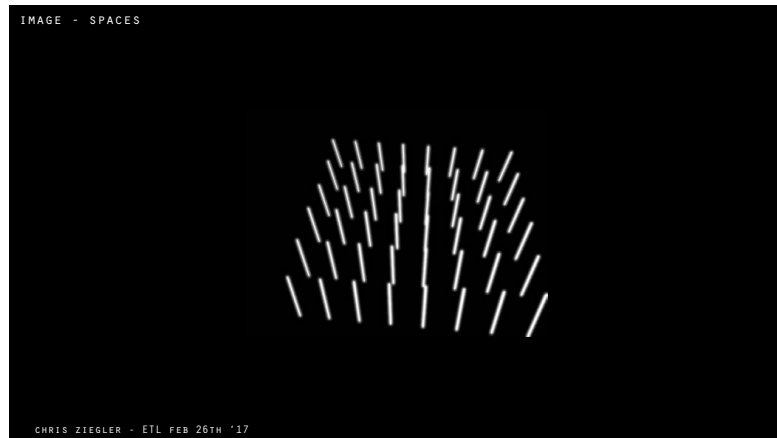


rickshaw bangalore (2008) interactive video installation: physical movement of a user creates a collection of images (of Bangalore, India).
http://www.movingimages.de/outvideo.php?video_id=44

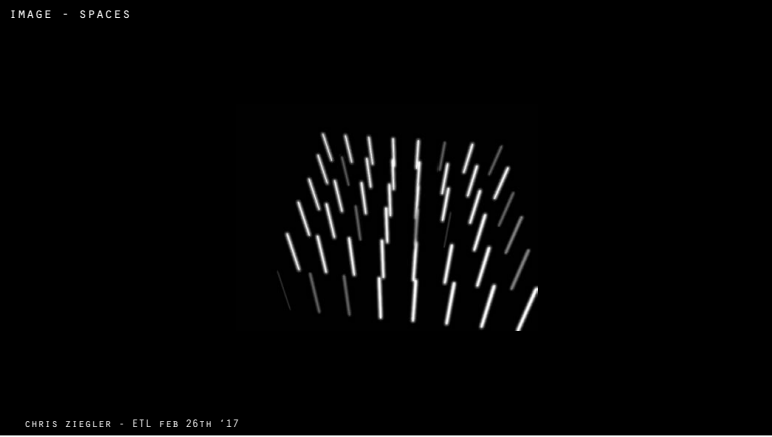


walk-in-screen #1

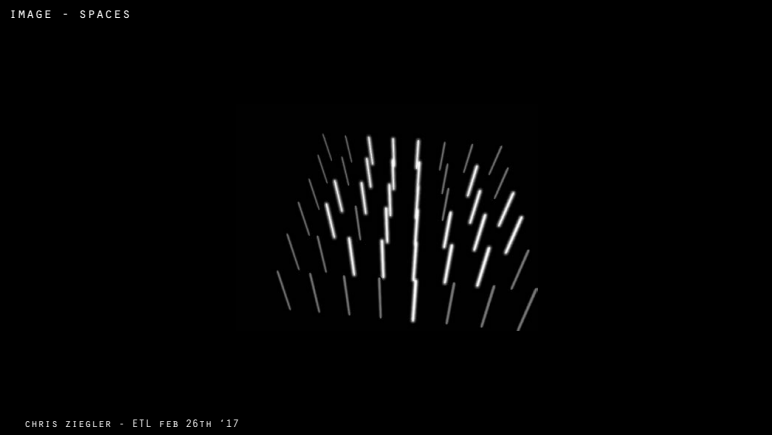
forest3: image - object relations in physical image spaces



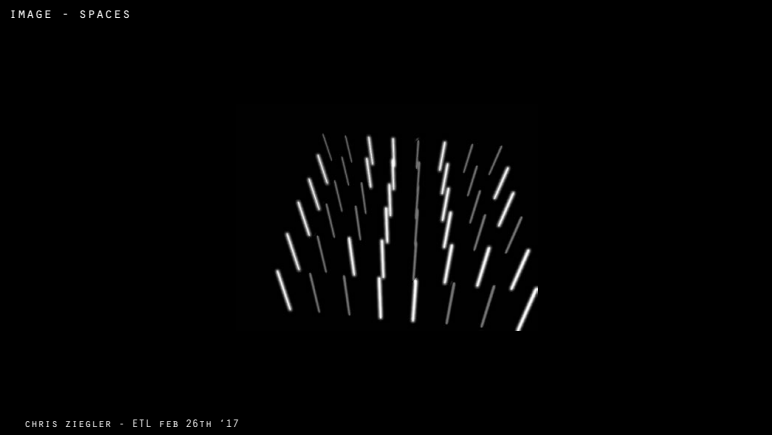
walk-in-screen #1
single pixels + depth create an architecture of light elements (forest or maze)



walk - in - screen stage1



walk - in - screen stage2



walk - in - screen stage3 ...



walk-in-screen #1

forest2 (artfestival perelinge Weimar 2007) - 1st Dance Media Academy with Palucca School, Dresden and Weimar School of Music - Interactive Scenography
http://www.movingimages.de/outvideo.php?video_id=67



walk-in-screen #1
body to image relations in *forest2*
<https://vimeo.com/208225866>



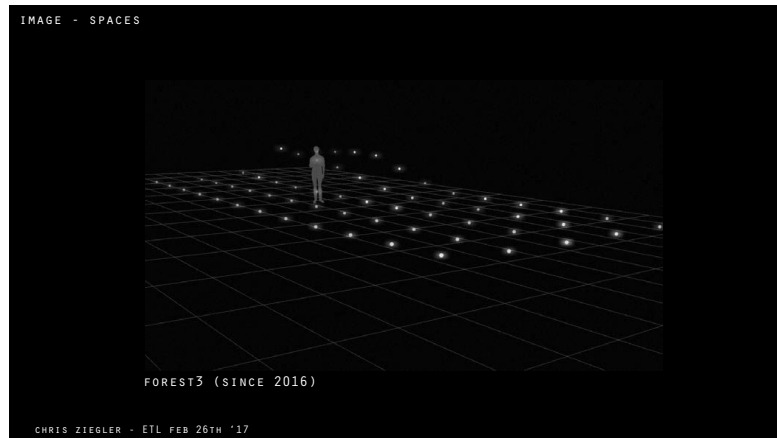
walk-in-screen #1
body to image relations in *forest2*
<https://vimeo.com/208225866>



walk-in-screen #1

forest2 - another midsummer nights dream at ZKM Karlsruhe

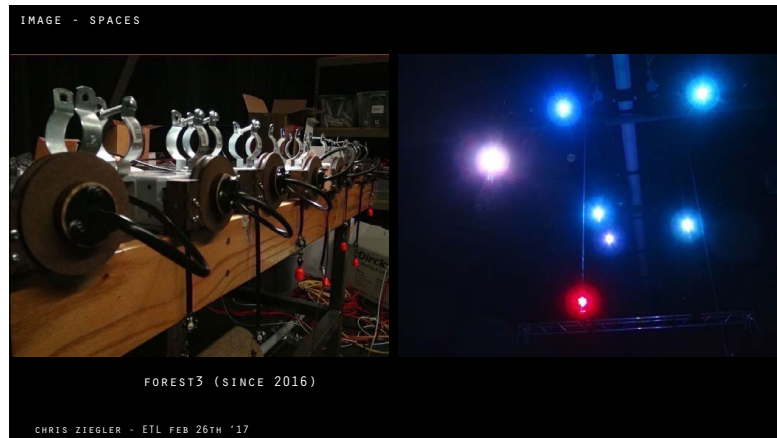
http://www.movingimages.de/outvideo.php?video_id=76



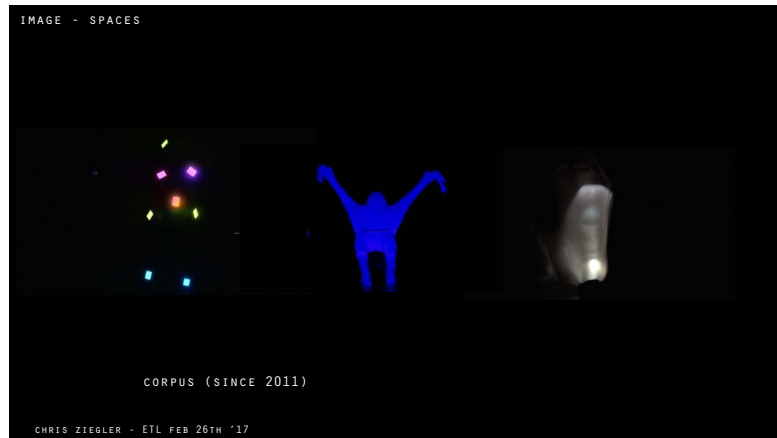
walk-in-screen #1

forest3 research on creating a physical image space > virtual scenography 'becoming physical'

<http://player.vimeo.com/video/169765799>



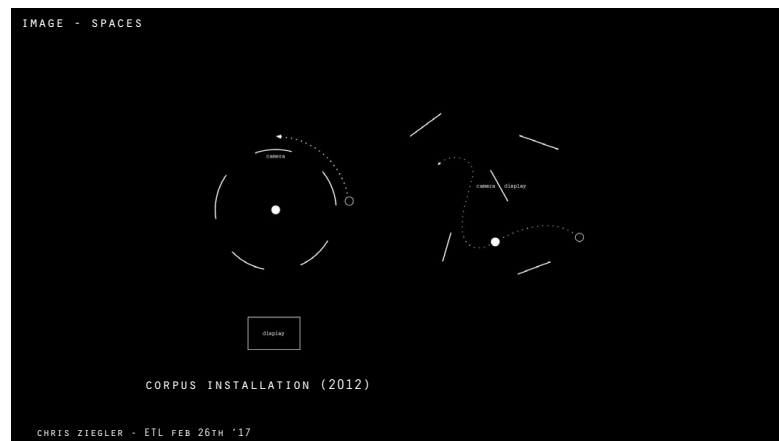
walk-in-screen #1
forest3 under development (since 2016)



walk-in-screen #2

corpus (since 2011) performance: dance as image event

<https://vimeo.com/169715920>



walk-in-screen #2

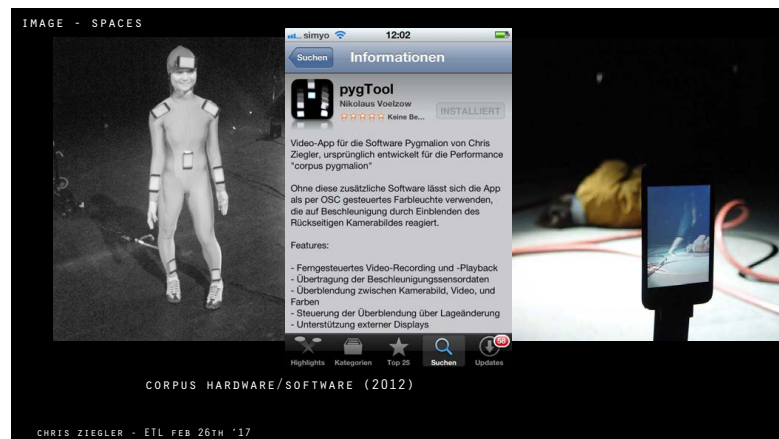
corpus (since 2011) installation: augmented cinematic space



walk-in-screen #2

corpus: augmented dance movie with a moving light

http://www.movingimages.de/outvideo.php?video_id=162



walk-in-screen #2
software and hardware elements of an interactive digital scenography.

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<http://movingimages.de>