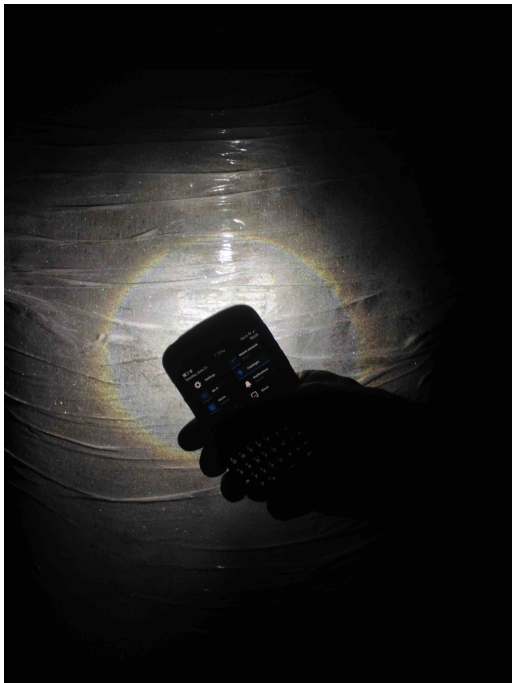


I'll walk you through the recent collaborative 'mixed reality' installation that led to the 'immersive' dance presentation proposal for INDIGETEK [special places].

Images are from *The Cave*, an installation for *Wreck City | Demo Tape*, held in Calgary 19-28 June 2015...



*The Cave* is a *transmedia* presentation. When a person entered the installation (through a 'squeeze and release' passageway, giving the visitor a few moments for their eyes to adjust to the darkness before entering the space), an infrared camera captured a trace outline of their geometry, and then assigned a specific 'sound' to follow them throughout the room...



A halo effect completely encircles the users hand when the mobile phone's 'flashlight' shines directly on the iridescent stalactite.

There are 18 discrete sources of audio effects – crafted soundscapes (inclusive of a persistent low frequency rumble), transmitted by five speakers optimally placed and masked in The Cave...



Plexiglas stalagmites lit with a strip of LED lights glow brighter when a participant is tracked in close proximity; the 'sound' assigned to the person increases as the glow intensifies, and then follows them around The Cave...



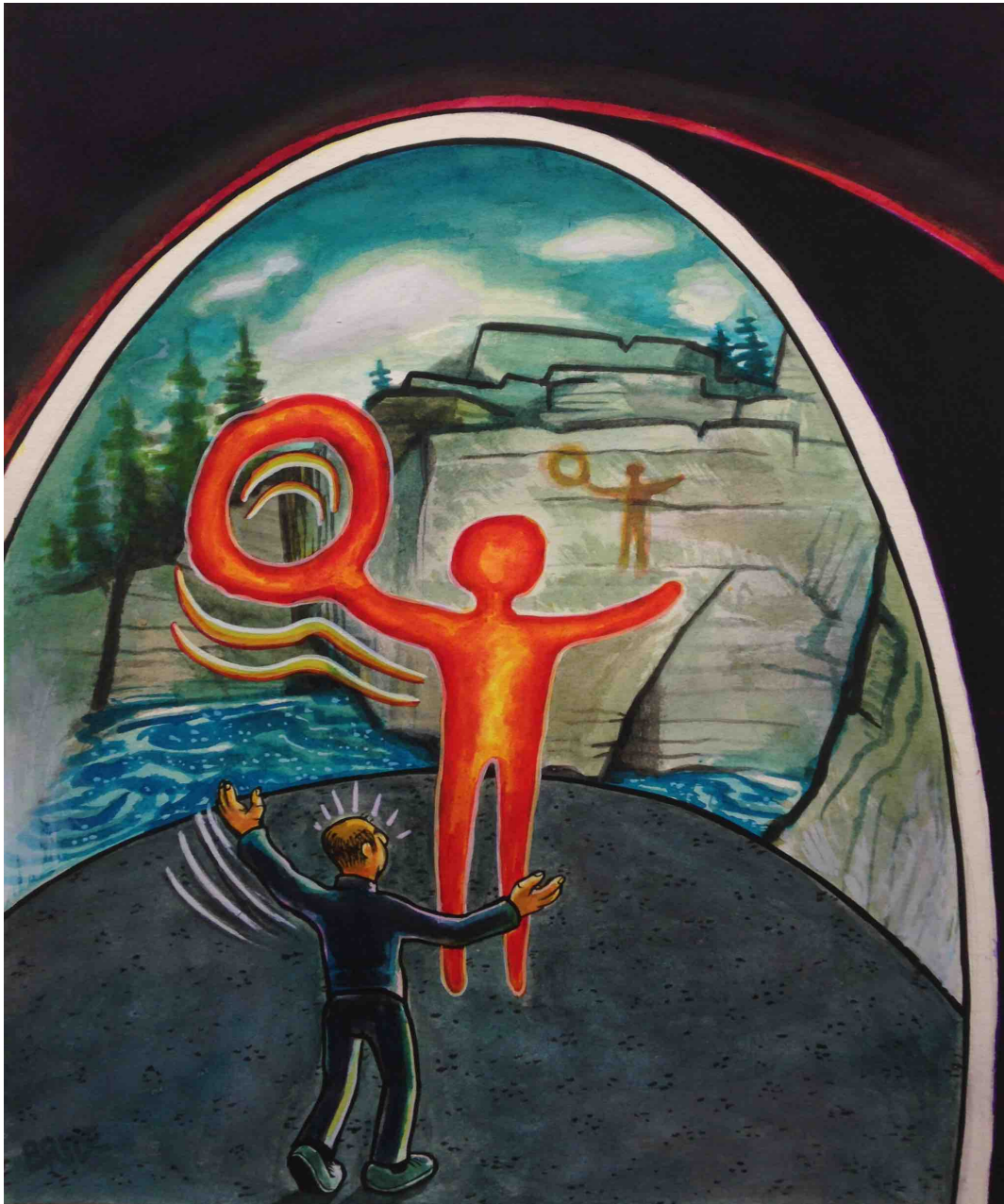




The more people in The Cave, the more sounds mix and reverberate throughout the old 'truck' car wash enclosure; it's never the same way twice.

Artists in the collaboration: Don Hill (soundscape artist), Jayda Karsten (visual artist), Edward Keeble (software designer), Sarah Prodor (intern architect), and Alicia Yip (intern architect).

The next two images are panels from a storyboard for INDIGETEK [special places]...



A single-user has agency in 'immersive' virtual reality (head mounted display). The pictograph is responsive to gestures (using Leapmotion); the 3D soundtrack (binaural) reacts to movement and reshapes the virtual space; the 'sonic driving' complements the 'color field' induced imagery (demonstrated by AUTOMAT [analog 1] >> <https://vimeo.com/75072934>)...

illustration: Jack Bride



Scaled up for portable domes and planetariums:

A group – it is not necessary for individuals to wear a head mounted display – have agency and interact with animate pictographs that seemingly float in an immersive analog/digital mixed reality (using technology and techniques derived from The Cave); the dance is complemented by a soundscape that follows individuals around the ‘special place’ projected inside the dome.

illustration: Jack Bride