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THE SPECIAL PLAYER  
INTERACTIVE LIVE TEMPLE SHOW



## 02L > Outside Standing Level

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## THE SPECIAL PLAYER INTERACTIVE LIVE TEMPLE SHOW

### > WHAT DO I BELIEVE ?

According to the Bible, a philosophically static god and a morally stuck man have nothing to talk about.

The special player hangs between augmented opportunities and cyberspace, getting out of itself and entering a virtuality which is turning to reality.

A non-believer won't ever curse God.

### > WHO AM I ?

Animals: bats can see through sounds, with a deep knowledge of the interactions between vibrations and physical essences.

Even with no light they perceive orientation: vibration's world is witnessing how an interaction with a free space sequence can create interactive depths.

The Special Player flies towards the inner core of this process, morphing unconsciously its passive statement in a quasi-active spontaneous protagonism, being the mass sensor itself as one, unique operative unit that has never existed before.

### > WHERE AM I ?

Not too far from the beginning of the millennium.

The Special Player is a kind of first generation bat: digital artist, musician, poet, videomaker, crossmedia surfer that thinks, creates, operates and distributes his content by the means of the

interactive approach.

A life passed riding his passion far away from everyday contexts, he used to perceive reality through flashing shots: frames of happening sequences that compose reality's phonemes.

Up to the distortion of perceptions.

If you know where you're going, you might wind up somewhere else.

### > WHAT IS SPECIAL ?

Special is secret, a brilliant unknown, „special“ is like an innocent face, which hides more than a lying tongue.

The Special Player is especially in everybody else and it's in everyone like you, in an unwritten novel between live media acts and cutting edge styling movements.

It might be enough to play the game and discover the secret code: just let yourself be intrigued with your most dangerous enemy.

You.

### I AM YOU: THE SPECIAL PLAYER

THE SPECIAL PLAYER is an interactive performance presented for the first time in the context of the festival transmediale 08 - conspire. Involving a sophisticated responsive motion tracking environment, four contemporary dancers and its visitors, THE SPECIAL PLAYER explores a massively disquieting conspirative narration.

In the performance, the ambient digital environment provides the dancers with a complex 'Digital Aura', which reveals the network behind the obvious. Relaying to the ancient human fears, THE SPECIAL PLAYER throws its visitors right in the center of a sinister conspiracy. Using a secret motion analysis algorithm, THE SPECIAL PLAYER selects single visitors and equips them with overwhelming power.

### I AM YOU: THE SPECIAL PLAYER

The SPECIAL PLAYER is a result of an interdisciplinary cooperation project between international choreographers, contemporary dancers, the italian interaction design group 02L > Outside Standing Level, the Berlin-based Picamotics/ATTOMAAKU-Platform and libavg, an open-source high-level multimedia platform with a focus on interactive installations.

Links:

<http://transmediale.de>

<http://www.02l.net>

<http://www.libavg.de/>

<http://picamotics.com>

<http://www.c-base.org>

## ● THE SPECIAL PLAYER

( ... is for everybody else )

### > WE ARE

02L > Outside Standing Level and Picamotics, in collaboration with ATTOMAAKU, libavg, c-base, Torino Share Festival and Planb created an international and multidisciplinary projectual group.

Designers, artists, musicians, software programmers, journalist, dancers will join and find together through the edge of experimentation, your personal Special Player. YourSELF!

### > OBJECTIVES

Creation of multimedial and interactive set through motion tracking techniques and cutting-edge installations.

Main objective is the success of interactions between spectators and the multisensorial/technological structure.

Due to the learning of gestual codes, the user makes movements (without physical contact) which produce the emission of acoustic and visual interactive stimulus in a local area of feedback and in a periferic one.



### > CONCEPT

Five are the senses, many more the combinations of feelings.

If senses describe reality, their combination is an ideal and intangible depiction.

The Special Player let itself be explored, narrating the ideal by the means of the sensible, in a seamless synesthetic chain of sensations.

### > PROJECT DESCRIPTION

The interactive set is grounded in 2 basic modular enviroments:

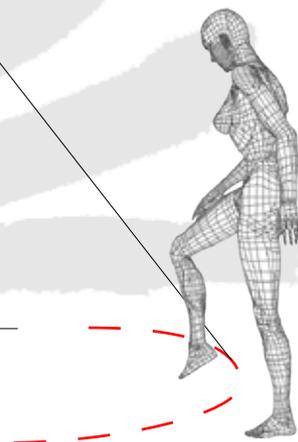


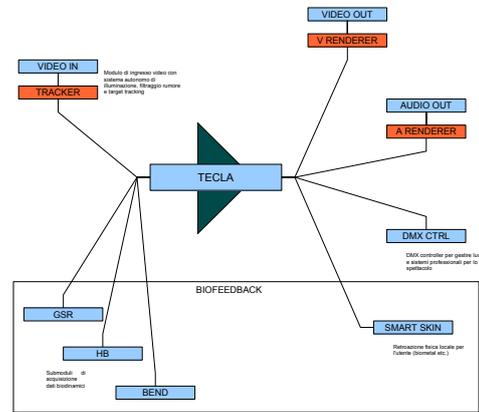
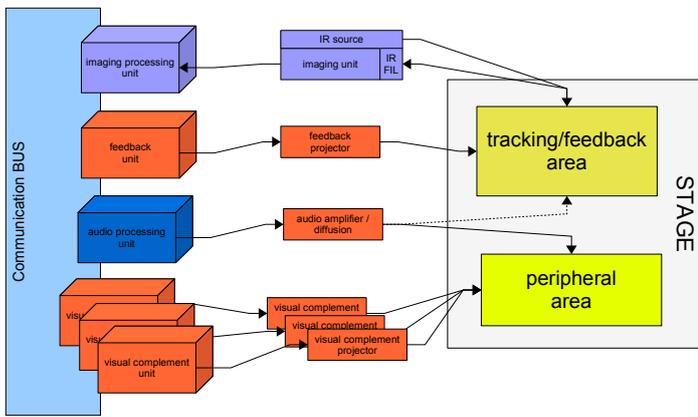
- dancers / performers
- audience without specific skills

The module is open, which means, there is neither entrance nor exit, although the visitors can access from each point to the defined interior space.

The module "augumented space" is signed with a fixed feedback area and with an acoustic base, which warn of a presence still to discover.

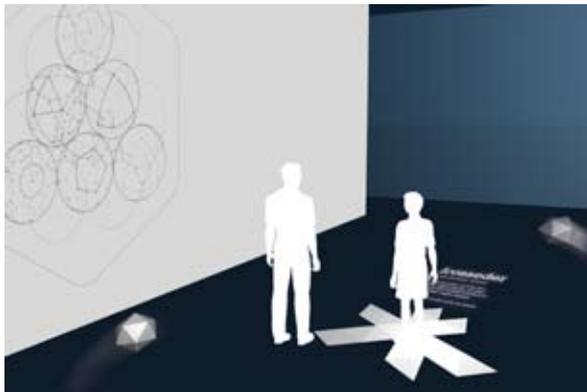
Visitors come into the installation area approaching to the tracked area; walk under an infrared camera and get into the identification zone of the movement, by the





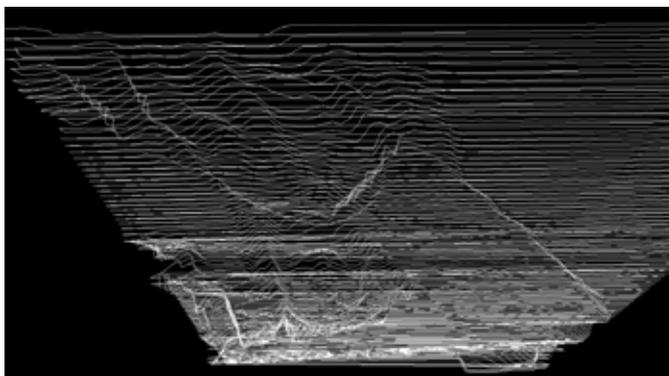
means of an abstract or concrete feedback projected on the floor. Gestures are connected to the technologic heart of the project and they drive it.

A cause - effect relation, activated by each user, produces the construction of an improvised audio-visual composition, visualized on the floor and on the screen wall.



The projected modules produce a minimal impact for the environment ( don't need the drilling of the ground floor to get anchorages, are temporary structures easy to mount and dismount, are adaptable to the surround, etc ). The technologic heart is integrated in the interactive set and lets system administration control, to the change the way the system reacts to activated events by the visitor.





> The Special Player is written, performed and produced by:

