

# another language

performing arts company

Season XXII

Volume 4 Issue 3

July-September 2007

## Events

AUGUST 16, 2007  
PRESENTATION  
NEUMONT UNIVERSITY,  
SALT LAKE CITY  
SPONSORED BY  
JENNI LOU OAKES



InterPlay: Nel Tempo di Sogno Dress Rehearsal Photograph: Rusty Kirkpatrick

OCTOBER 4-6, 2007  
PRESENTATION  
"HUMANITIES AND  
TECHNOLOGY ASSOCIA-  
TION" CONFERENCE  
TERRE HAUTE, INDIANA  
[www.rose-hulman.edu/hta2007](http://www.rose-hulman.edu/hta2007)

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## Spotlight



Pictured: Chun-Chen Chang and Travis Eberhard performing in *InterPlay: Nel Tempo di Sogno*

Another Language Performing Arts Company is traveling to ENGLAND!!! To present at the *Digital Resources for the Humanities and Arts* (DRHA) Conference held at the University of Dartington, UK, September 9-12, 2007.  
[www.drh.org.uk](http://www.drh.org.uk)

**DRHA is a series of annual conferences whose goal is to bring together the creators, users, distributors, and custodians of digital resources in the arts and humanities.**

### Mission Statement

*The Digital Resources for the Humanities conferences are a major forum for all those affected by the digitization of our common cultural heritage: the scholar creating or using an electronic edition; the teacher using digital resources as an aid to learning; the publisher finding new ways to reach new audiences; the librarian, curator or archivist wishing to improve both access to and conservation of the digital information that characterizes contemporary culture and scholarship; the computer or information science specialist seeking to apply new scientific and technical developments to the creation, exploitation and management of digital resources.*

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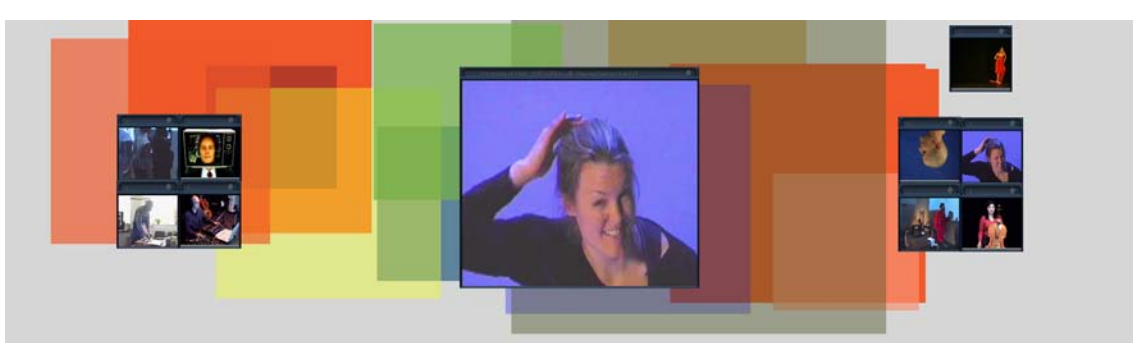
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**Beth Miklavcic**

Artistic Director

**Jimmy Miklavcic**

Executive Director



Utah InterPlay Performance Screen Display – Pictured: Carrie Baker (Center) - Eliza Wren, Peter Rogers, Paul Heath, Robert Putnam (Left) - Chun-Chen Chang, Julie Zdanoski, William Ferrer, Junko Simons (Right) - Graphics: Miho Aoki

Over the last decade the annual *Digital Resources for the Humanities and Arts (DRHA)* conferences have constructed an unusual kind of meeting place: a space in which researchers, curators, and distributors of digital resources could meet and share perspectives on their complementary agendas.

Last year, that forum was expanded to include participants from the creative and performing arts, giving the event a new flavour and a new direction. This year, the conference aims to explore further major issues at the interface between traditional humanities scholarship and the creative arts, by focusing on their differing or complementary approaches to the deployment of digital technologies.

Jimmy and Beth Miklavcic will be presenting: *InterPlay: Performing on a High Tech Wire*, the presentation covers the development, history, art, and technological concepts of the *InterPlay Series*.

Here is a short excerpt from the co-authored forty-page paper:

*InterPlay* is a multifaceted, real-time, collaborative digital performance event that occurs simultaneously at multiple sites throughout the world. We create works where artists and technologists from several institutions synchronously perform and collaborate in real time, utilizing media and technologies of various forms, such as streaming digital cinema and audio, computer animation, remote MIDI control, motion capture, Access Grid and interactive distributed virtual reality.

*InterPlay* should be viewed as a visual and sonic painting in motion. A myriad of colors, text, shapes and textures float about the expanded video space to the resonance of sounds, music and words. Within these visual and audible constructions, stories hover and pass through the viewer's thoughts. Images of the live performance component add a human dimension to the visual fabric, allowing the viewer the possibility of a narrative, but stopping just short of telling an identifiable tale. It is similar to what we believe is the process that the brain performs during the formulation of a dream. Images that have been stored through recent past experiences simultaneously emerge in pieces and the brain mixes them into a surreal sequence that loosely resembles a story. Video, audio and data

streams, being sent from several sites across North America and Canada, are combined in a richly woven audio-visual tapestry.

Electro-acoustic musicians, dancers, actors, digital graphic artists, virtual reality designers, video artists, motion control engineers and others come together and integrate their ideas into this large scale distributed performance. Each site generates two or more video/audio streams and transmits them onto Internet2. At the host site, these video streams are collected, processed, mixed into the digital mix and then is transmitted back onto the network for the other sites. This multimedia content is then integrated with each site's local live performances, creating a live distributed cinematic event.

The *InterPlay* can also be perceived as a massive earthwork stretched across the globe. It is a work that cannot be viewed in its entirety. It can only be experienced in portions and viewed through portals that are established at each site. Each participating site has a different physical layout, and each node operator displays the video streams and scene layout differently. Each site's live performance is only a part of the larger whole where the audience experiences the effects, visual correlations and development of the scenes in a unique manner.

— by Beth & Jimmy Miklavcic





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