

INTERPLAY: ANARTOMY

Groundbreaking telematics created and performed in Salt Lake City by Another Language Performing Arts Company with collaborators throughout the United States and the United Kingdom.

Where: INSCC Auditorium
University of Utah
155 South 1452 East, Salt Lake City, UT

When: Friday 3/27 - Saturday 3/28: 7:00 pm MDT
Sunday 3/29: 4:00 pm MDT
&
Friday 4/03 - Saturday 4/04: 12:00 pm MDT
Sunday 4/05: 9:00 am MDT

Admission: General \$7.00
Members, Seniors \$5.00
Students Free with valid ID
Tickets available at the door or
www.anotherlanguage.org/store/tickets

***InterPlay* Description**

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

Electronic and acoustic musicians, dancers, actors, digital graphic artists, virtual reality designers, video artists, motion control engineers, a variety of technologists and others come together, integrating their ideas into this large scale distributed performance. Each site generates two or more video and audio streams then transmits them onto Internet2. At the host site, these video streams are collected, processed, combined into the digital mix and then transmitted back onto the network. This multimedia content is integrated into each site's local live performance, creating a live distributed cinematic performance event, a richly woven audio-visual tapestry.

Project Description:

Conceived and directed by Beth & Jimmy Miklavcic the *InterPlay: AnARTomy* performance centers on the art of the body.

The human body is a complex system of thought and action where the simplest impulse can generate the most amazing human motion. The subject of AnARTomy is an exploration into our very personal receptacle as a connector through which humans operate, activate and live.

InterPlay: AnARTomy is a multimedia performance that, through rich layers of imagery and content, celebrates the human body as an art form. The work will coalesce through live physical motion, electro-acoustic music performance, animated computer graphics, real-time life drawing by several artists and more than fifteen high definition and standard video streams criss-crossing the global network.

Access Grid Research at the University of Utah Center for High Performance Computing

Argonne National Laboratories developed the Access Grid; it is an integrated system of computers, display technology, video/audio devices and open source software that comprises a high quality videoconference system. More than two hundred forty six educational and research institutions from twenty-seven countries throughout the world have adopted the Access Grid technology for their interdisciplinary and collaborative research.

The boundaries of its original purpose have been stretched by repurposing and expanding the Access Grid from standard video conference meetings to using it as the tool to present, create and collaborate during live, distributed performances. By keeping up on the latest improvements, finding the best ways possible to use what is available and to continue to move forward as fast as the developments unfold, we, along with other users have influenced its refinement within the Access Grid Community, and have fostered its development at the University of Utah.

This year, there are exciting developments in AGtk 3.2 (beta) and a new HD-VIC, developed at the Human Interface Technology Laboratory New Zealand that encodes AVCHD video from the Blackmagic Intensity Pro video capture cards. It is currently available only on Windows XP, but will be available soon for Linux and Mac OS. The new HD-VIC brings the Access Grid technology to a new level of performance collaboration and lends itself to sending high definition video streams without consuming precious network resources compared to other types of high quality video streaming technology such as DVTS or HDVTS. Three instantiations of the new HD-VIC, at 15 fps, does add load onto the processors, pushing them to eighty percent of utilization.

Network Infrastructure

Internet2 is the foremost U.S. advanced networking consortium. Led by the research and education community since 1996, Internet2 promotes the missions of its members by providing both leading-edge network capabilities and unique partnership opportunities that together facilitate the development, deployment and use of revolutionary Internet technologies.

The InterPlay projects have been pushing the network capabilities to its limits and by doing so it has encouraged consistent improvements in multicast networking on campus. Through the dedicated work of Joe Breen, Assistant Director of Networking at the Center for High Performance Computing and network engineers at Utah's NetCom and the Utah Education Network (UEN), multicast has been adopted as a vital protocol and is now considered to be integral to the network infrastructure throughout the campus. Joe Breen heads up a staff of engineers that provide day-to-day and advanced networking for many research groups as well as collaborate with research groups around the University of Utah in support of their networking needs, especially in the areas of new protocol deployment and grid computing integration.

Related Technologies

The cinematic component of the InterPlay performances consists of several layers of visual and kinetic media. The animated backgrounds are one aspect of this component and are being designed by Miho Aoki of the University of Alaska, Fairbanks.

Digital drawing pads connected to video capture cards will display the real-time sketches and drawings of the live performers. This additional visual facet will be combined with the assorted video content contributed by the global collaborators.

Internet Viewing Options

Internet viewers will have several alternatives of viewing InterPlay: AnARTomy. The Digital Mix will be streamed in QuickTime from our website, anotherlanguage.org, and in Second Life at Marriot Library Island. It will also be streamed in multicast via VideoLAN's VLC player. Access Grid sites can attend the performances in the Theatre of the ArtGrid Virtual Venue. For more information on how to connect to the network performances of InterPlay: AnARTomy, visit:

www.anotherlanguage.org/interplay/007_anatomy/viewingoptions/