

Actor and Spectator Digital Doubles

by Georges Gagneré

INREV-AIAC research team - Paris 8 University

EASTAP 2021 – 24th of September 2021– online conference
New Spectatorship in Post-Covid Times : Teatre and the Digital

Overview

- The creation-as-research *The Wizard without Shadow*
- Aesthetical context : CAstelet in Virtual reality for shadOw Avatar (CAVOAV)
- Animation of Shadow Avatar as digital double with AvatarStaging framework
- Impact of COVID19 lockdown on the creation process
- Answer given through spectator and actor digital doubles exploration

The Wizard without Shadow

- Techno-artistical goals
 - Exploring hybrid relationships between physical actor and avatars
 - Inside the concept of virtual shadow theater
- Artistic team, led by phd candidate Anastasiia Ternova from INREV team

The Wizard without Shadow

- Creative process following both
 - Creation-as-research approach, as defined by Chapman & Sawchuk (2012)
 - Computer Theater approach, as proposed by Pinahez & Bobick (1996)
- Story and deadlines
 - A young boy learns magic in the school of a master sorcerer
 - 5 performances in january 2021 for elementary classes in Villiers-Le-Bel (north of Paris)

The Wizard without Shadow

- Documentation

- <http://wip.didascalie.net/20som-vitrine>

- International Conference ARTECH 2021(13-15 of october in Aveiro, Portugal)

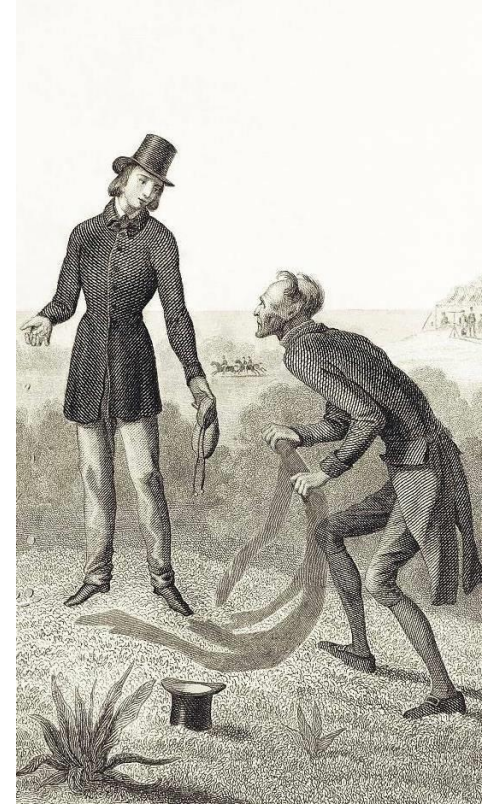
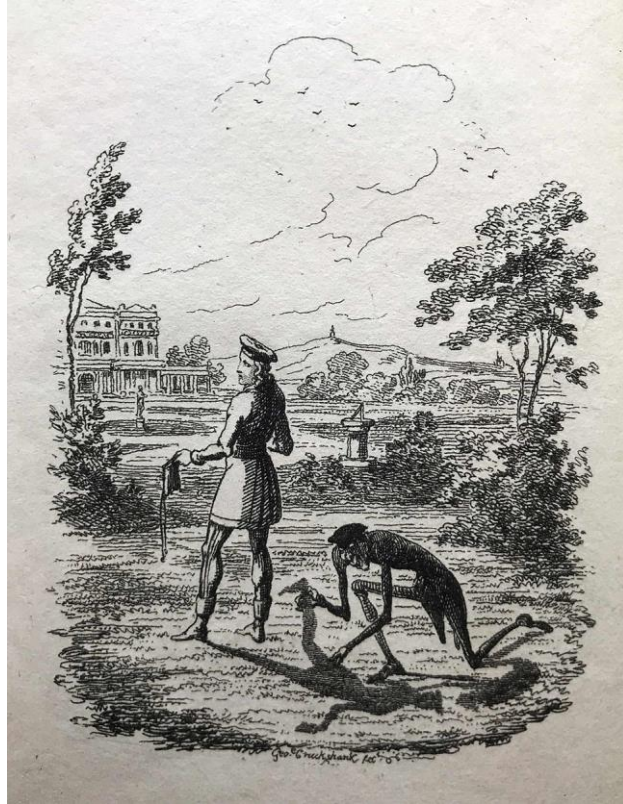
- Ternova A., Gagneré G., *The Wizard without Shadow*, in *Proceedings of 10th International Conference on Digital and Interactive Arts (ARTECH'21)*, 2021, Aveiro, Portugal, ACM, New York, NY, USA, 4 pages.
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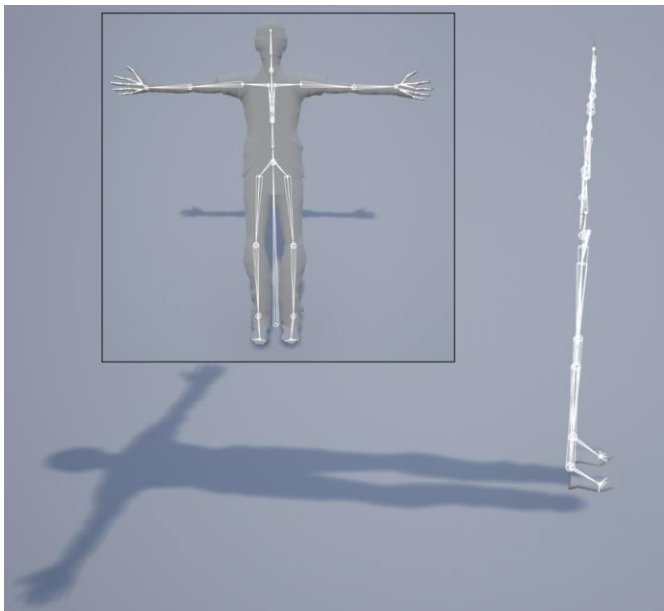
CAVOAV context



- A frame opening to a virtual plays-in-plays
- Eliciting mixed theatrical situations based on duplication by shadows
- Enriching the art of directing actors, shadows and puppets

Peter Schlemihl's Miraculous Story, by Chamisso

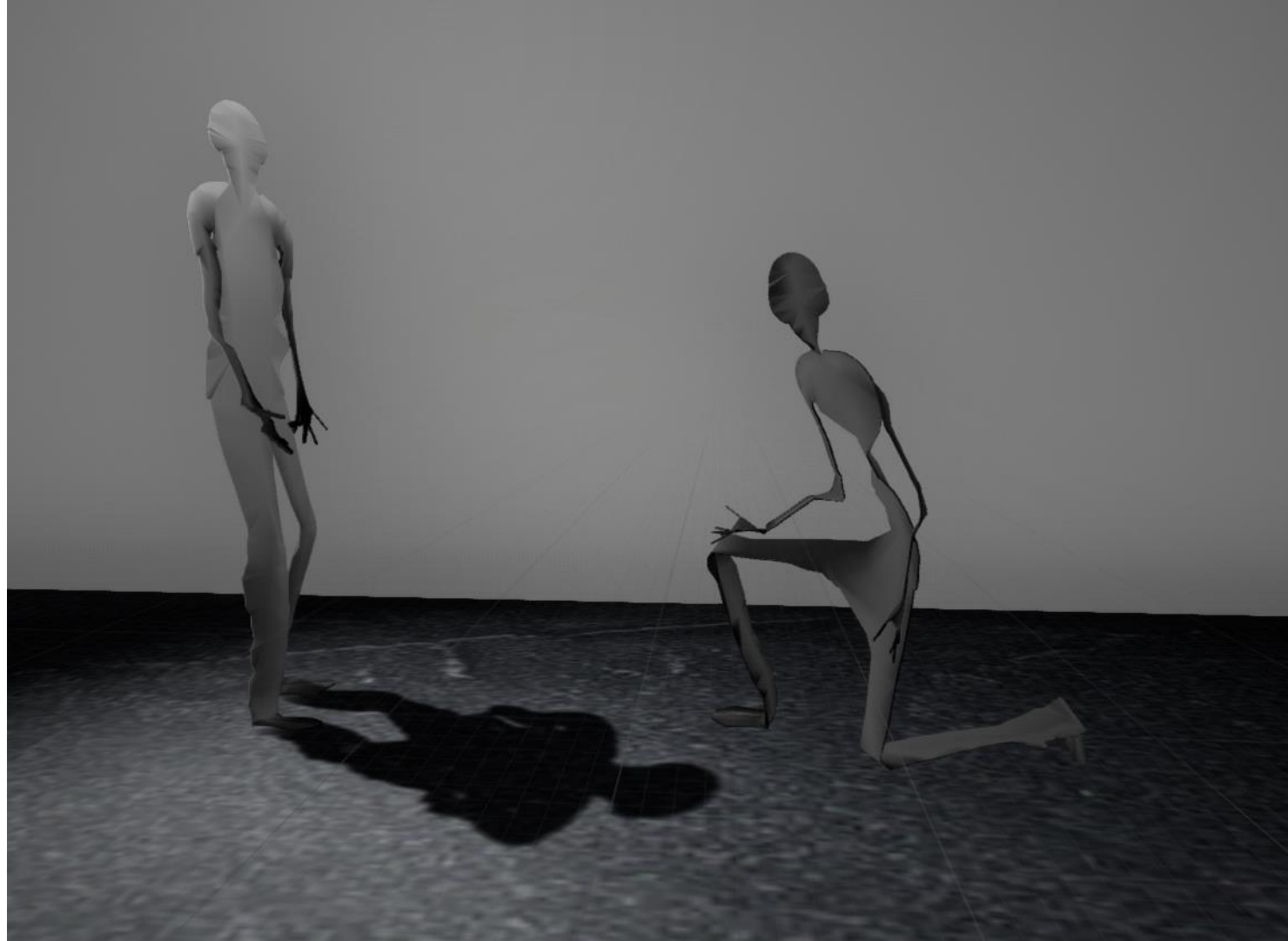


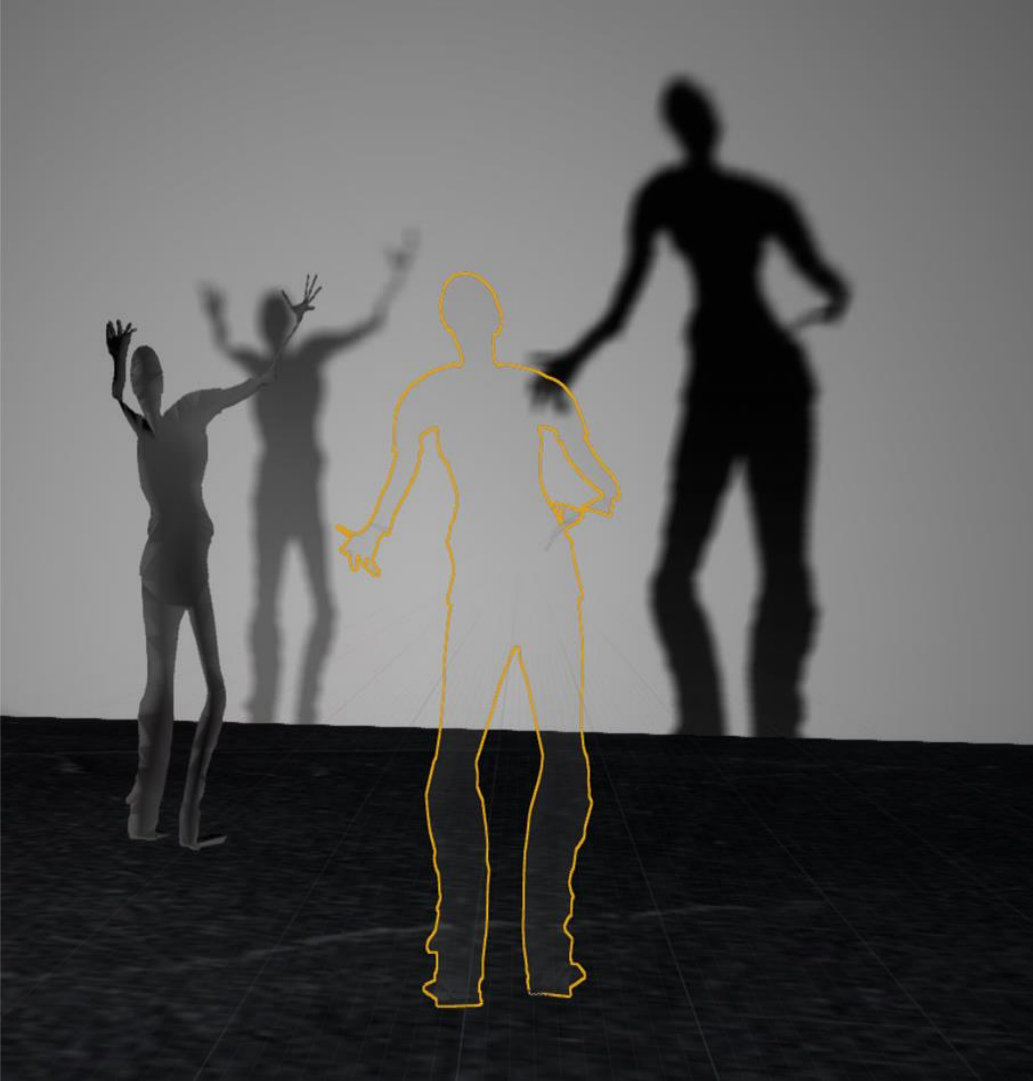


- Flat human silhouette
- Rigged on a plan

- Transition from 2D to 3D
- Casting a shadow or not







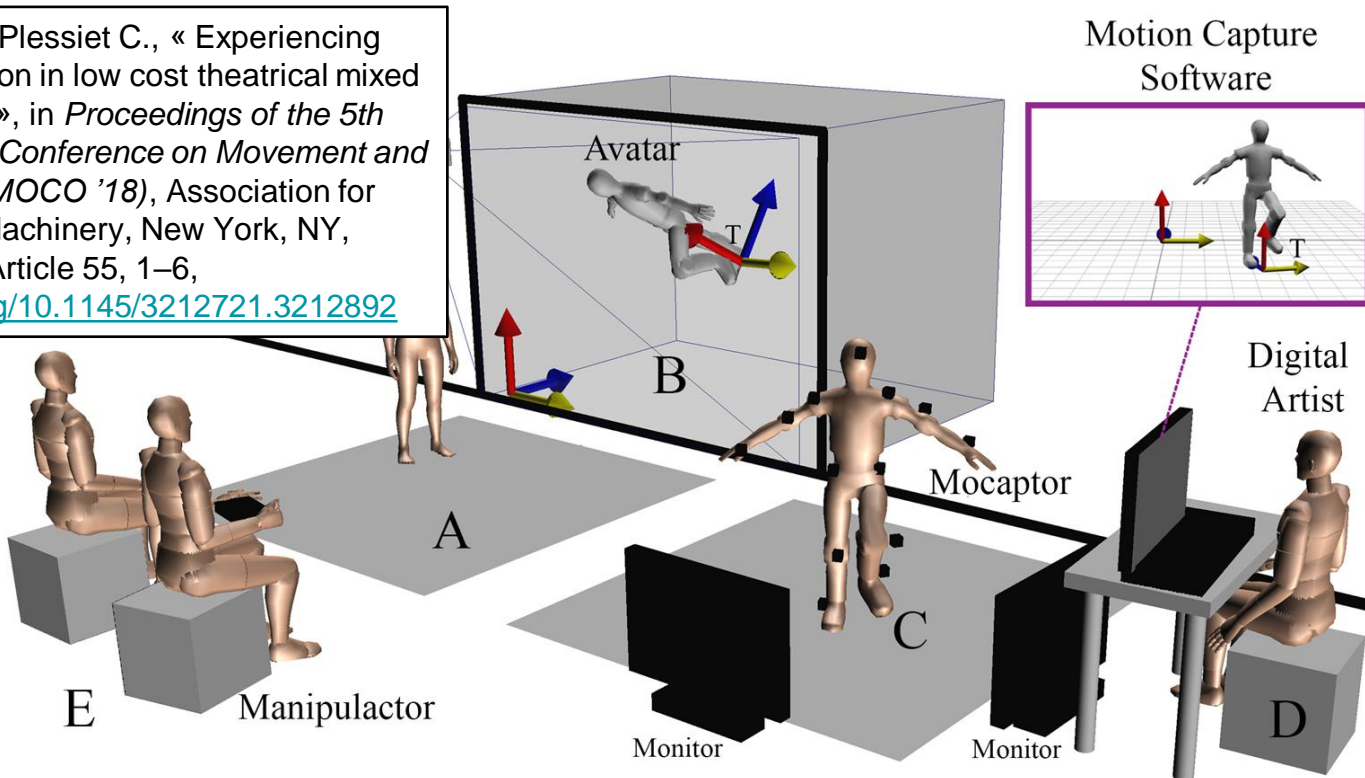
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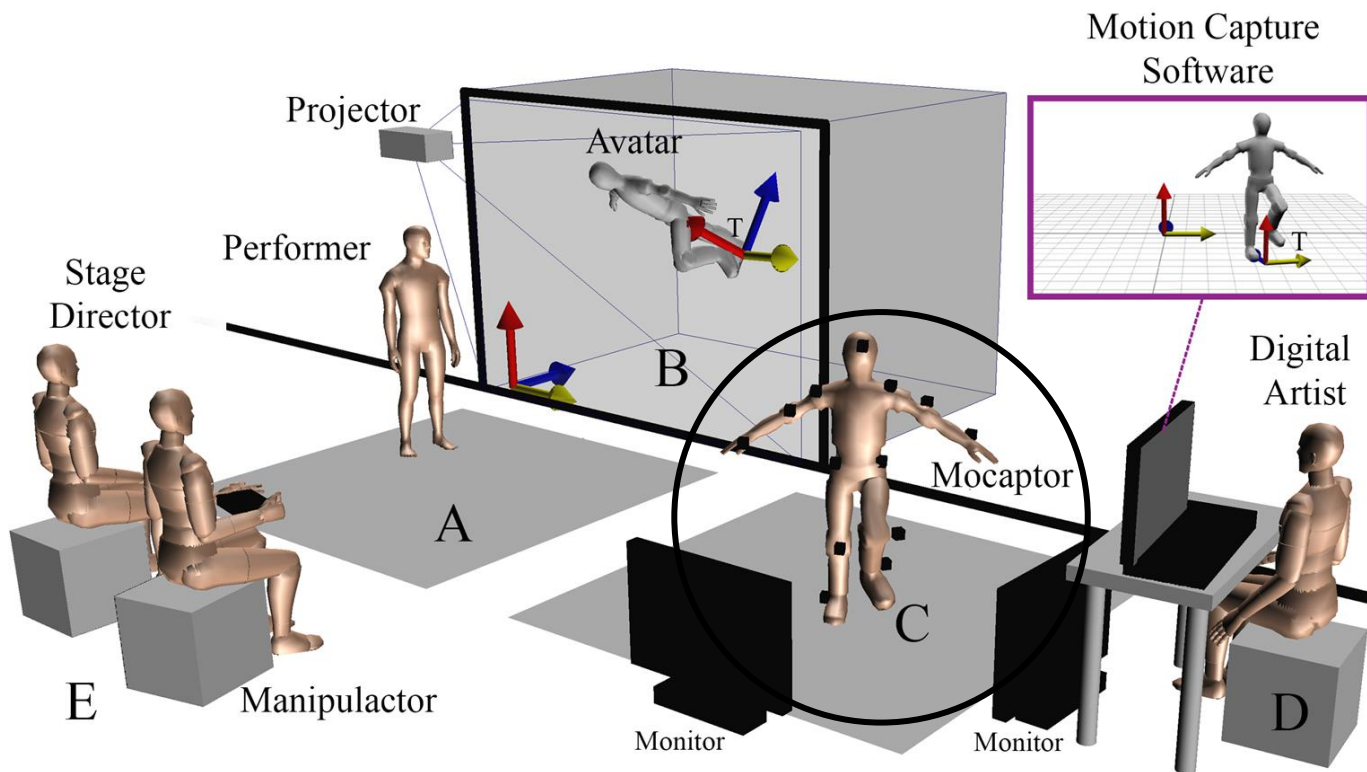
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AvatarStaging

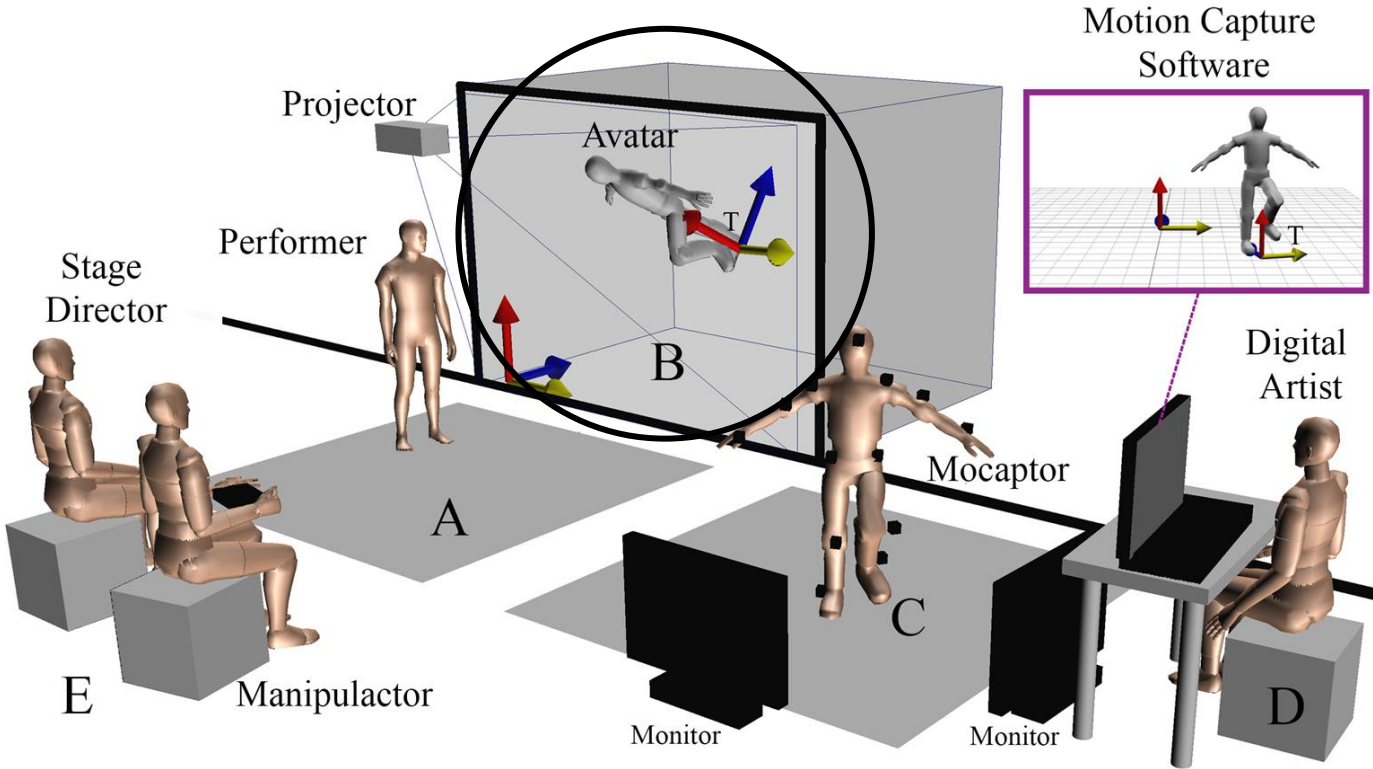
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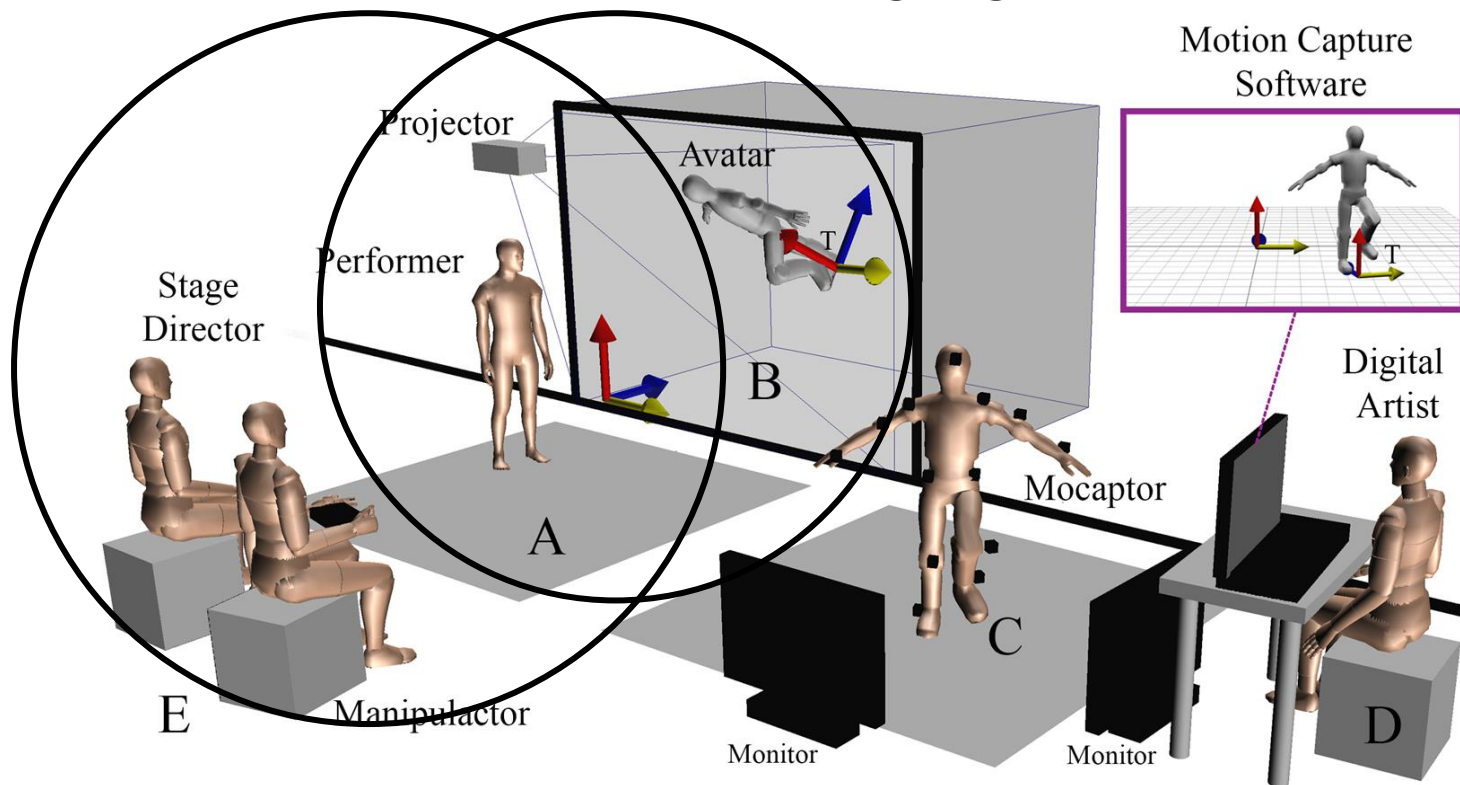
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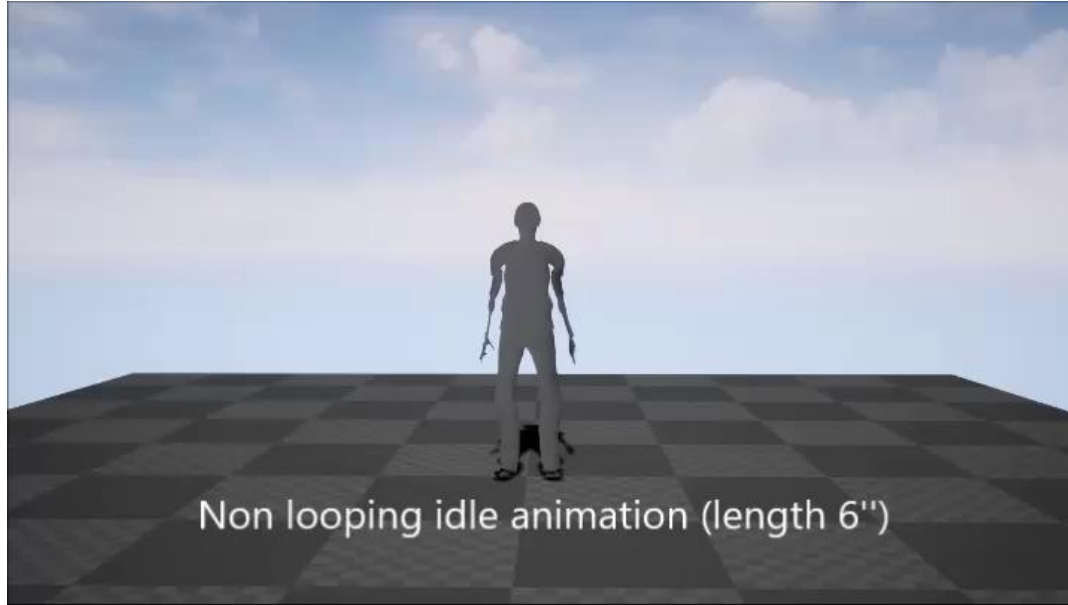
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AvatarStaging

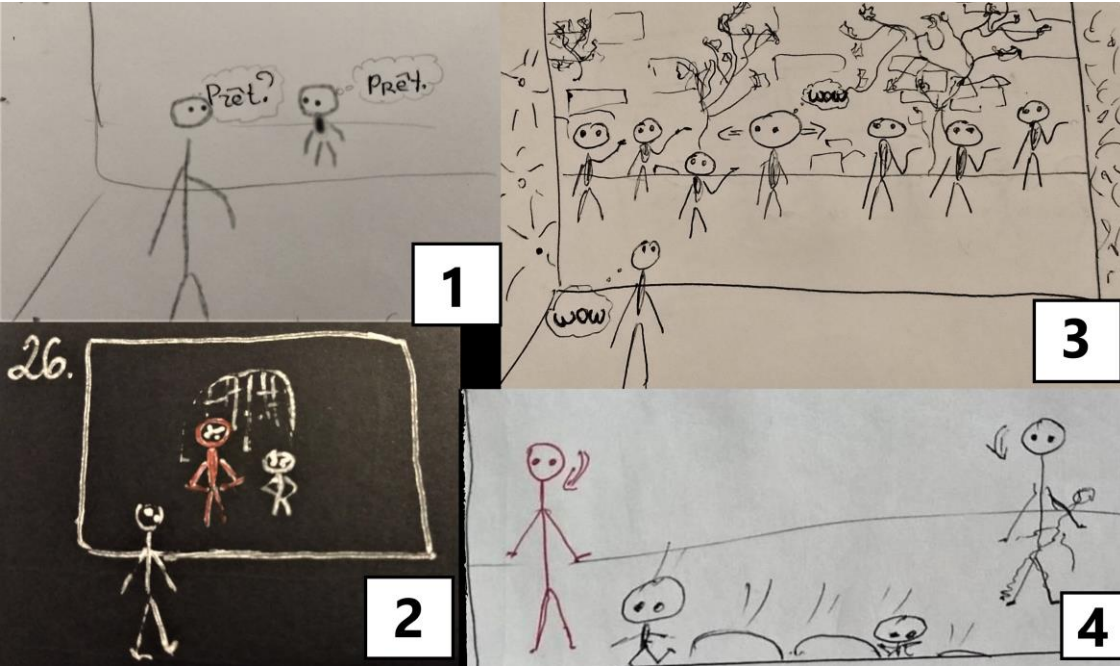


The shadow avatar as an actor digital double



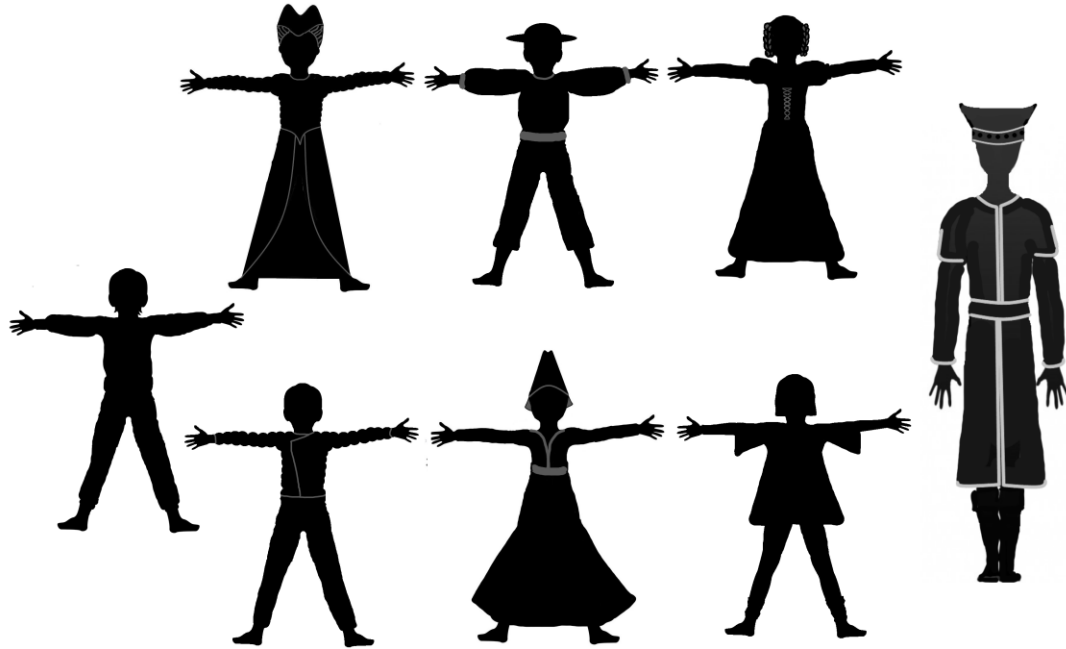
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Impact of COVID 19 lockdowns on the creative process



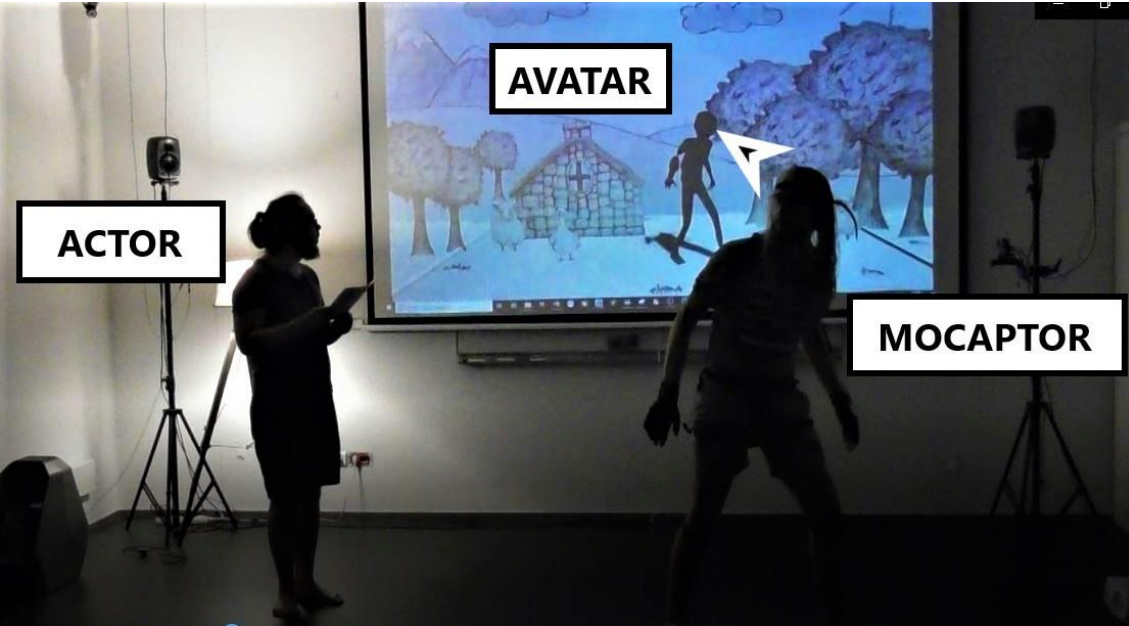
1. Writing a storyboard

Impact of COVID 19 lockdowns on the creative process



1. Writing a storyboard
2. Preparing the digital assets

Impact of COVID 19 lockdowns on the creative process



1. Writing a storyboard
2. Preparing the digital assets
3. Recording the animations

Impact of COVID 19 lockdowns on the creative process

Scène 1. Début

Action	Texte - Lecteur
Top110 Jaimie joue avec son ombre	
Le lecteur entre sur scène	Regarder autour de sois et Attendre le saut Salut !
Top120 L'avatar tourne la tête vers le lecteur, le salue de la main et revient vers son ombre sans plus faire attention au lecteur. Puis se tourne et s'approche vers lui flatté.	Aujourd'hui je vais vous raconter l'histoire d'un petit garçon, un des plus courageux et des plus insolents du monde. Regarder sa réaction. Un garçon plus malin que le diable qui est devenu un puissant sorcier! Qui a consacré sa vie à aider les gens et en a sauvé plusieurs d'une mort certaine. Permettez-moi de vous introduire... Regarder vers Jaimie et après parler

JAIMIE

sc 1, 2 prise 200904 Scene0-prise5 (Axis)	start	end	
0 - 8780			
idle00	0	127	127 mise
salient01	127	1513	1386 Jaimie joue avec l'ombre
idle01	1513	1640	127 attente du lecteur après la sa
salient02	1640	2536	896 salut-intéressé par les paroles
idle02	2536	2749	213 écoute du lecteur
salient03	2749	2811	62 "let me introduce you Jaimie
idle03	2811	2972	161 mains sur les hanches
salient04	2972	3448	476 "mort"
idle04	3448	3867	419 regard spectateurs

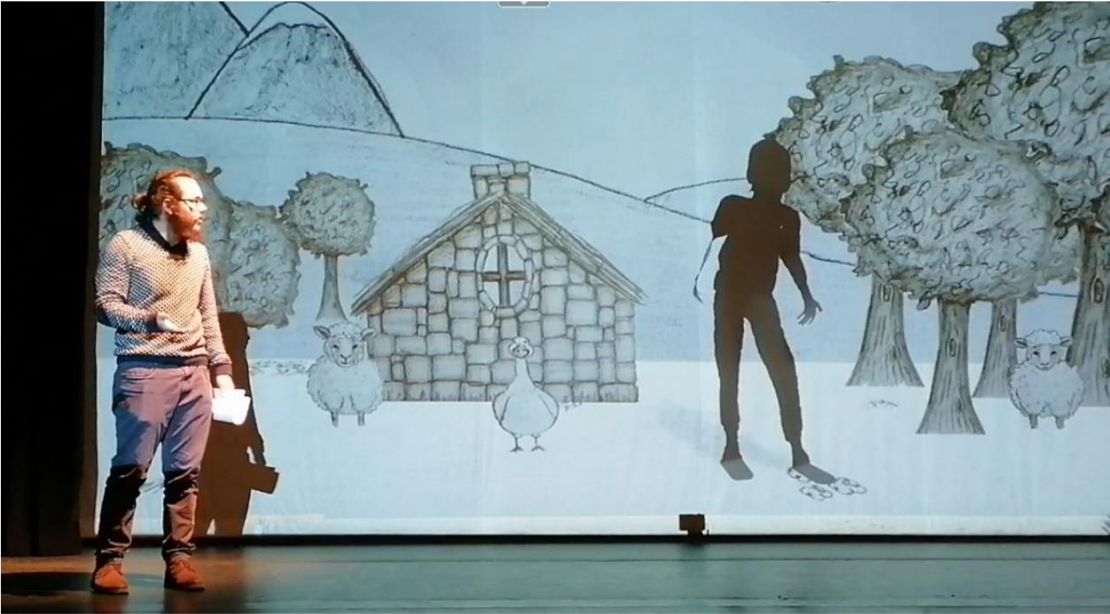
Top 110-Début

Jaimie

- Set Av Idle Salient
Target is AR3 Regie
- Target self
- Bypass
- Avatar jaimie
- Idle Salient Selected
- In Capsule
- Idle
jaimie-sct-idle01
- Play Rate Idle 1.0
- Transfer Idle (S) 1.0
- Idle Loop Transfer (S) 1.0
- Action
jaimie-sct-sal01
- Play Rate Action 1.0
- Transfer Action (S) 1.0

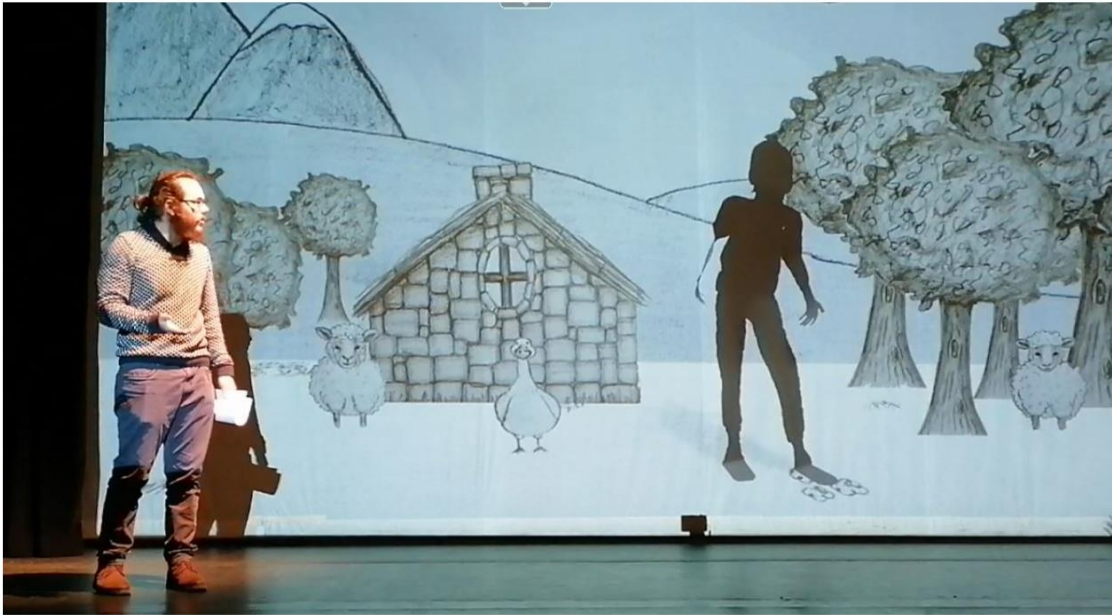
1. Writing a storyboard
2. Preparing the digital assets
3. Recording the animations
4. Programming the digital performance

Impact of COVID 19 lockdowns on the creative process



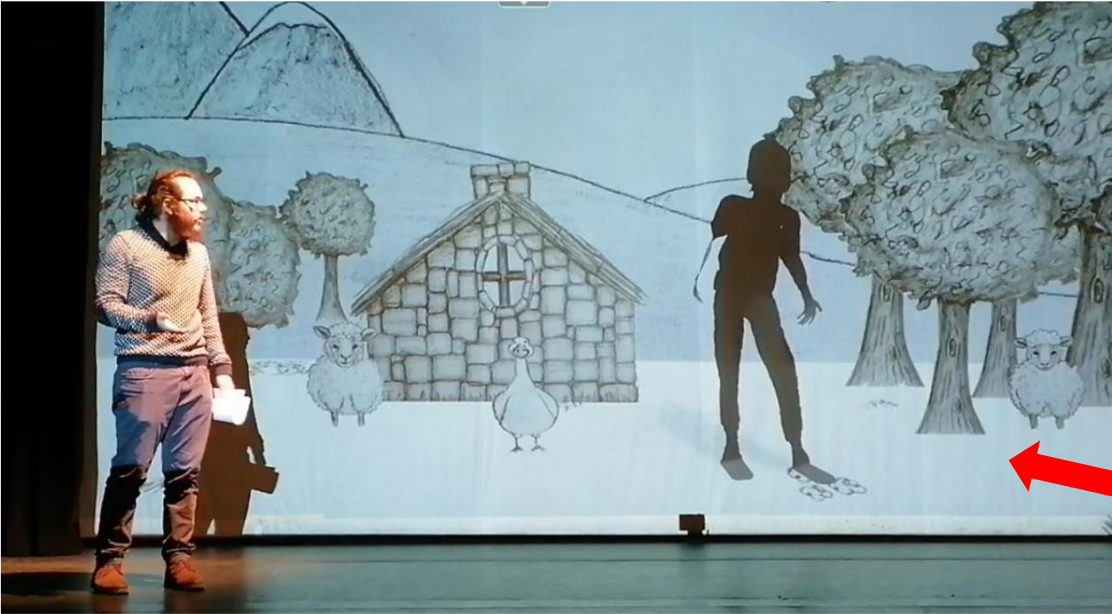
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2. Preparing the digital assets
3. Recording the animations
4. Programming the digital performance
5. Rehearsing in final conditions

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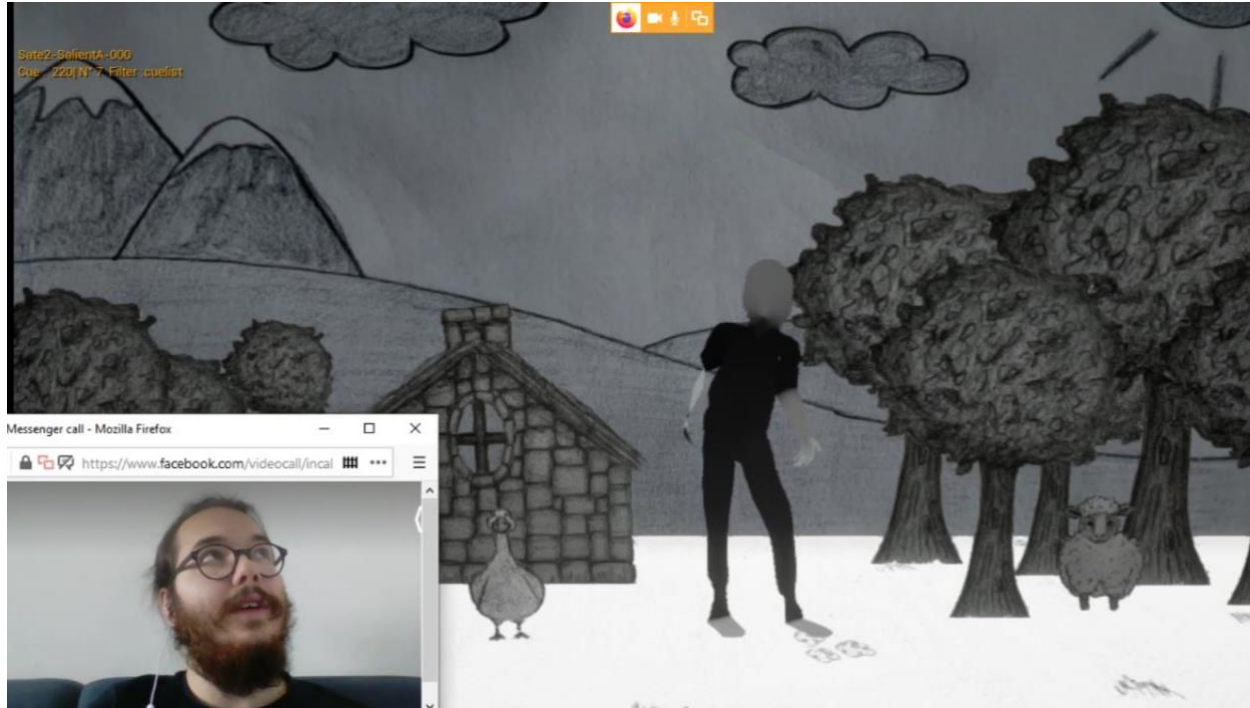
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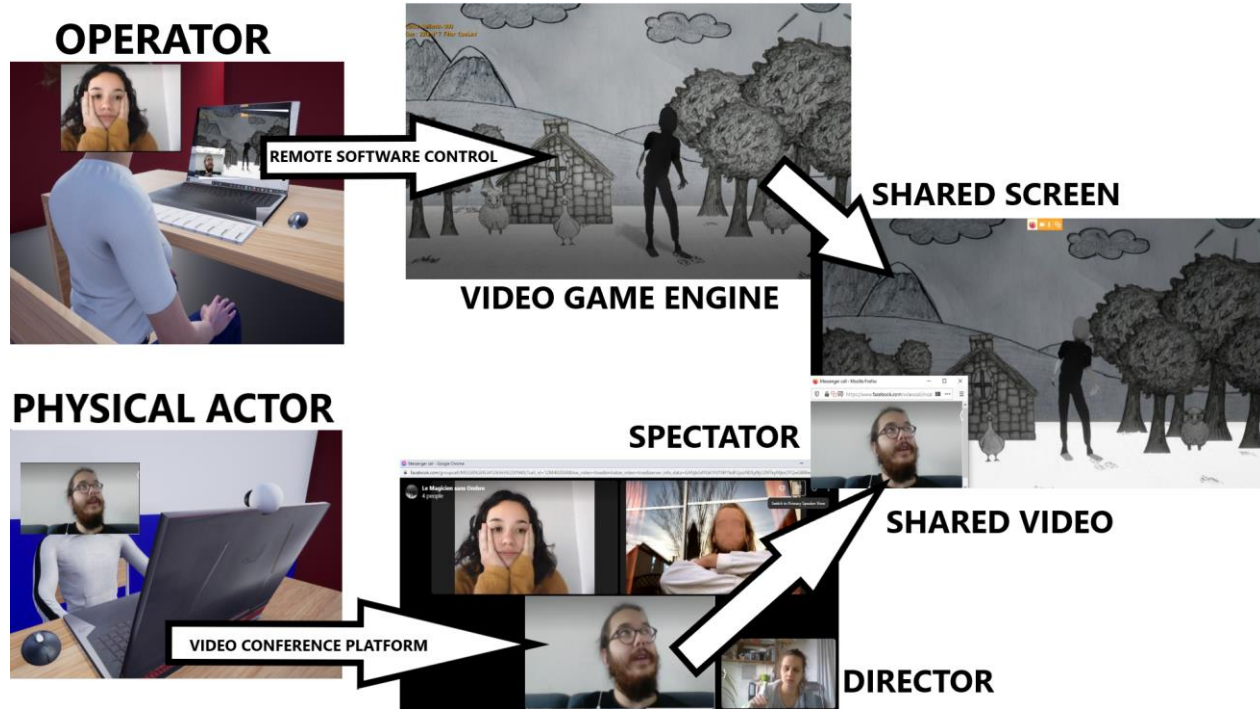


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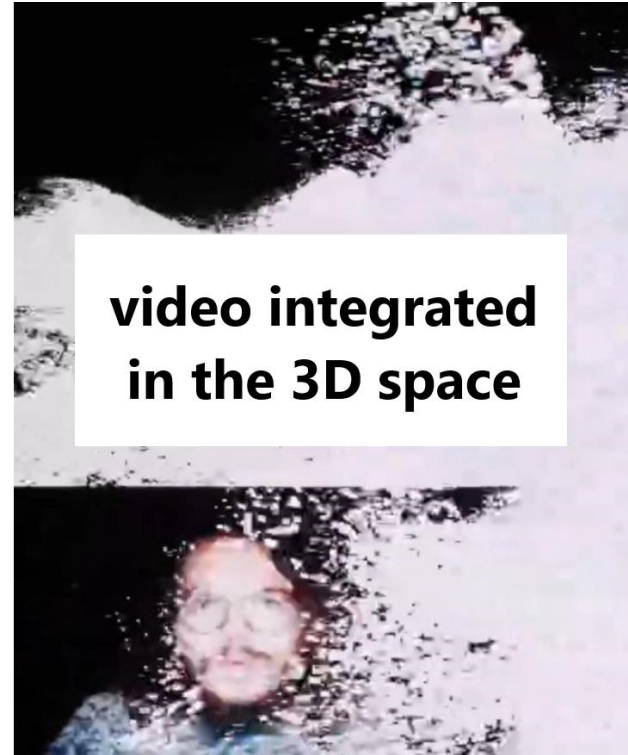
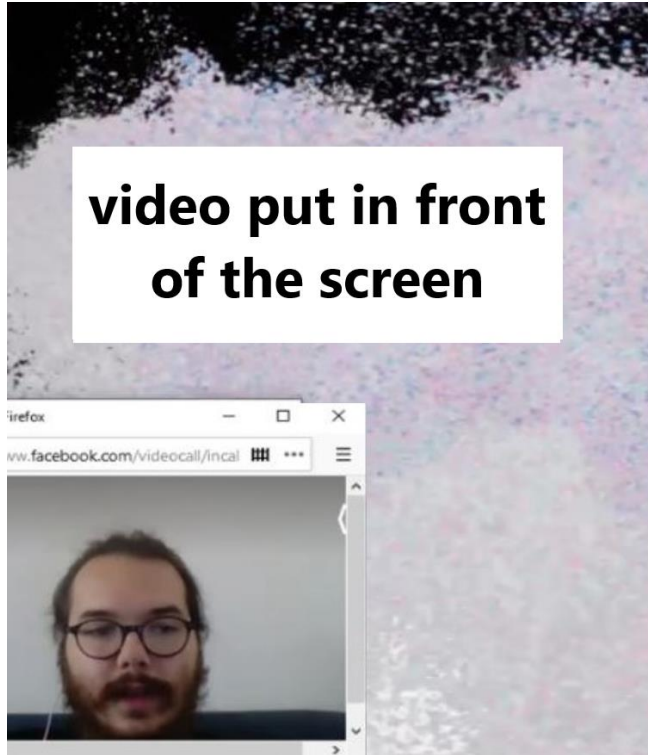
Impact of COVID 19 lockdowns on the creative process



Impact of COVID 19 lockdowns on the creative process



The 2nd actor digital double



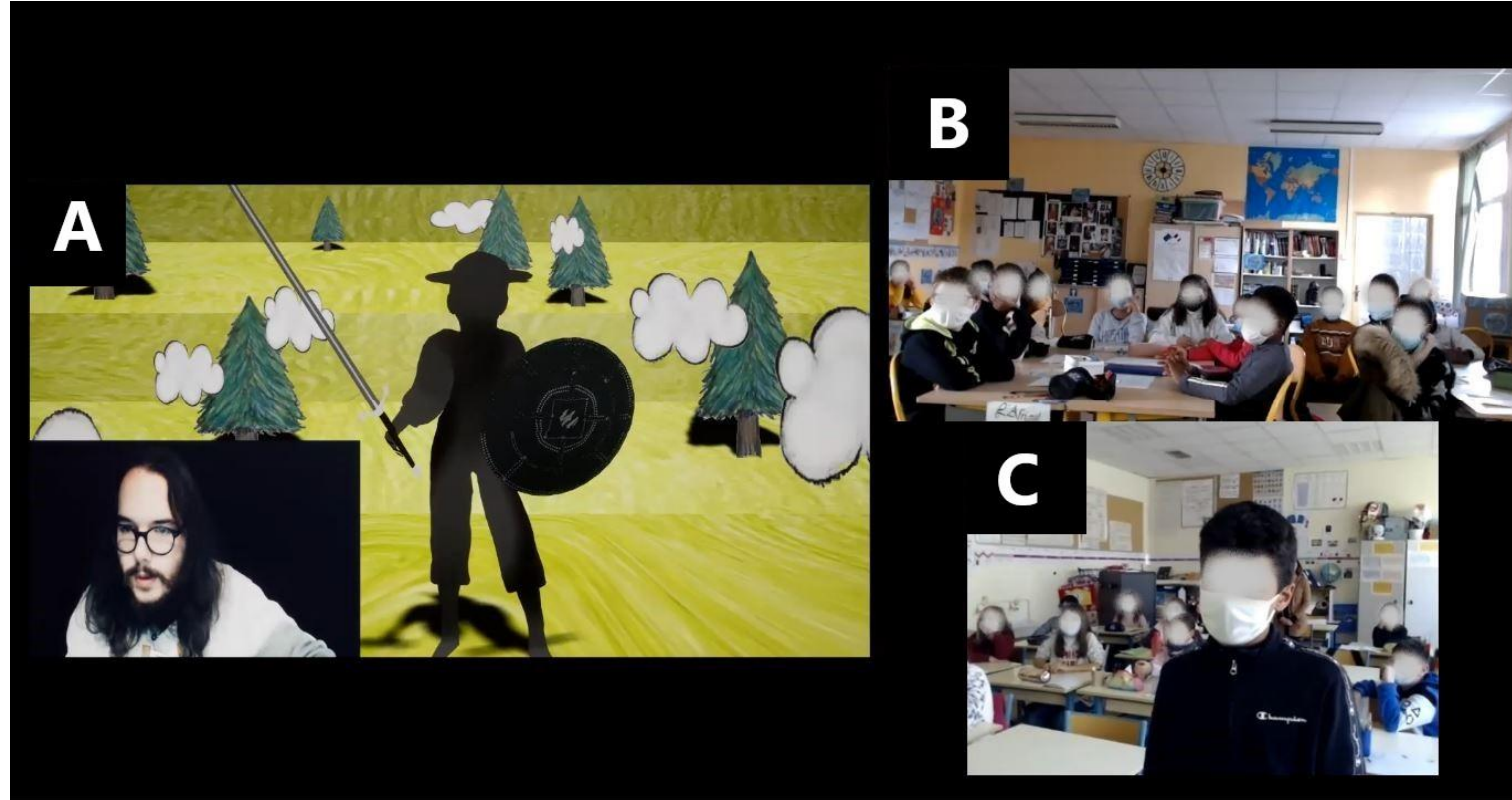
The recorded *Wizard without Shadow*



The improvised dialog



The digital double of the spectator





Conclusion

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THANK YOU FOR YOUR ATTENTION



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