

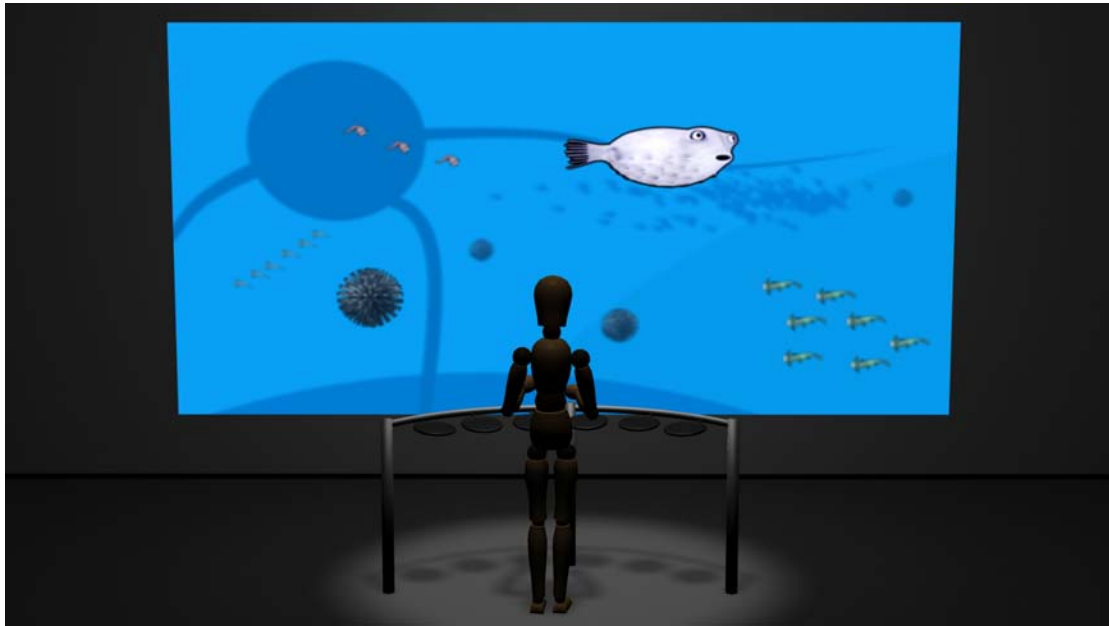
The Sancho Plan: **Spacequatica**

An Interactive Audiovisual Installation

DESCRIPTION

Through the careful combination of animation, sound, music and technology, The Sancho Plan create fantastical worlds in which animated musical characters are triggered by a variety of electronic drum pads.

Instantly engaging and universally understandable, *Spacequatica* invites you to explore an "audiovisual aquarium" populated with many species of musical sea creatures.



Visually and sonically, the user plays along a journey down through a musical ocean - from the surface, where schools of small exotic creatures can be performed like phasing xylophones, through the deeper waters populated by dangerous robotic sharks, and on to the pitch black depths, where all that can be seen and heard are rare self-illuminating species occasionally blinking out of the darkness.



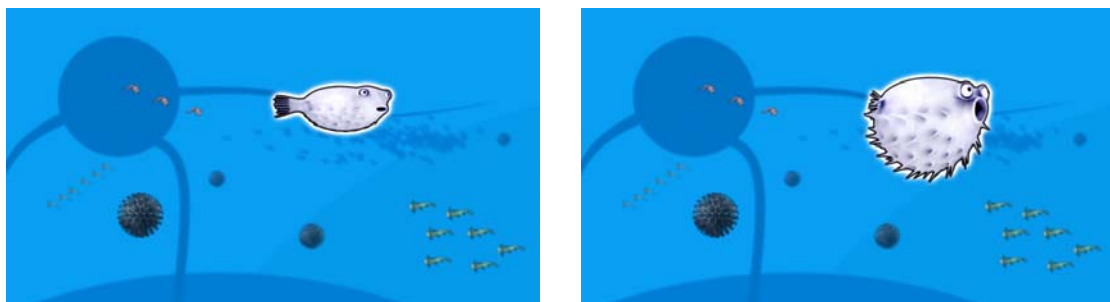
As the users play, they "sink" lower...



... and lower, unlocking different creatures to play.

To see these creatures in motion, a short video clip of Spacequatica being performed live is available on The Sancho Plan's website:

<http://www.thesanchoplan.com/liveperformance.html> (the first video)



The various characters can be played like an audiovisual instrument.

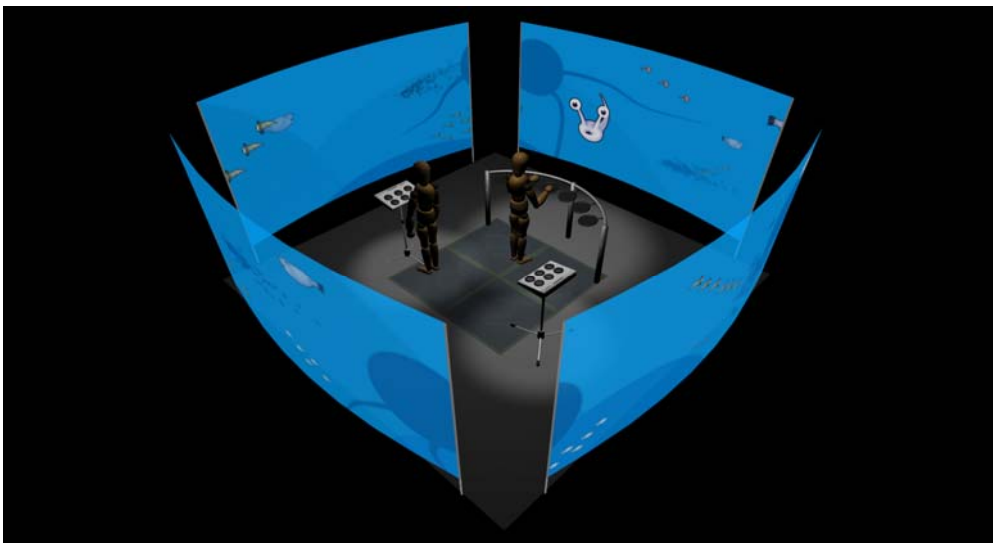
THE SANCHO PLAN'S INSTALLATIONS IN ACTION



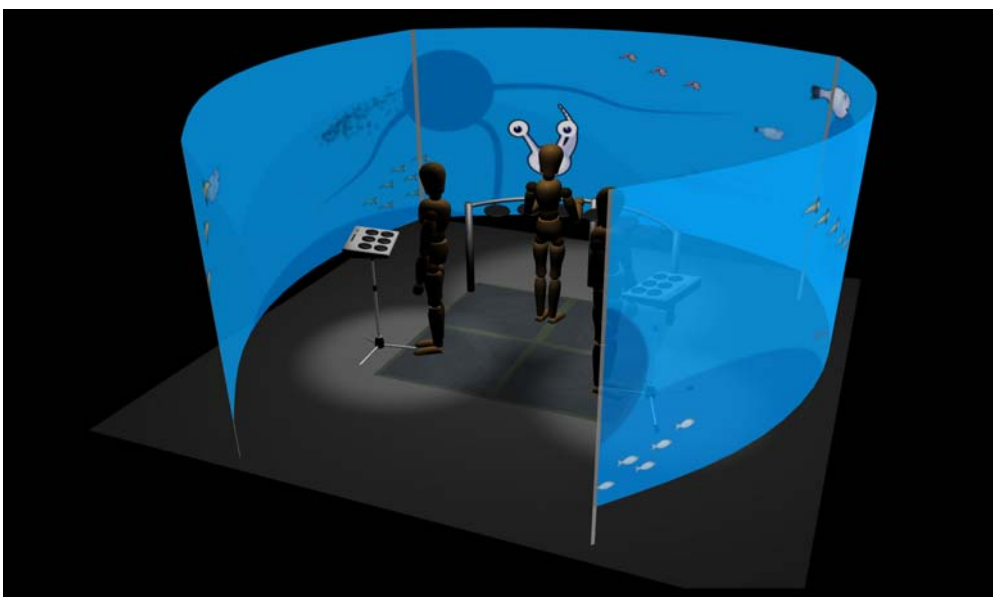
OPTIONAL UPGRADE: “3D” IMMERSIVE SOUND & VISUALS

In December 2006, The Sancho Plan were invited to create Spacequatica as a live performance designed especially to utilize the 3D audioscape facility run by the Illustrious Company (www.illustriouscompany.co.uk). To show off the piece, they have been the headline act of almost every show of the Future Of Sound UK tour, a series of events organised and hosted by the electronic music legend and pioneer Martyn Ware (founder of The Human League and Heaven 17). As Spacequatica is performed, the sounds of the various characters move around the audience in 3D space through this unique multi-speaker immersive surround sound audio system. The 3D positioning of each sound is controlled in real-time through MIDI controller data. Having developed the audio for the piece in 3D, the next exciting stage for our future development would be to expand the visuals into a multi-screen, panoramic/wrap around projection of the visual environment – allowing viewers to experience a truly immersive audiovisual, 3D cinematic experience...

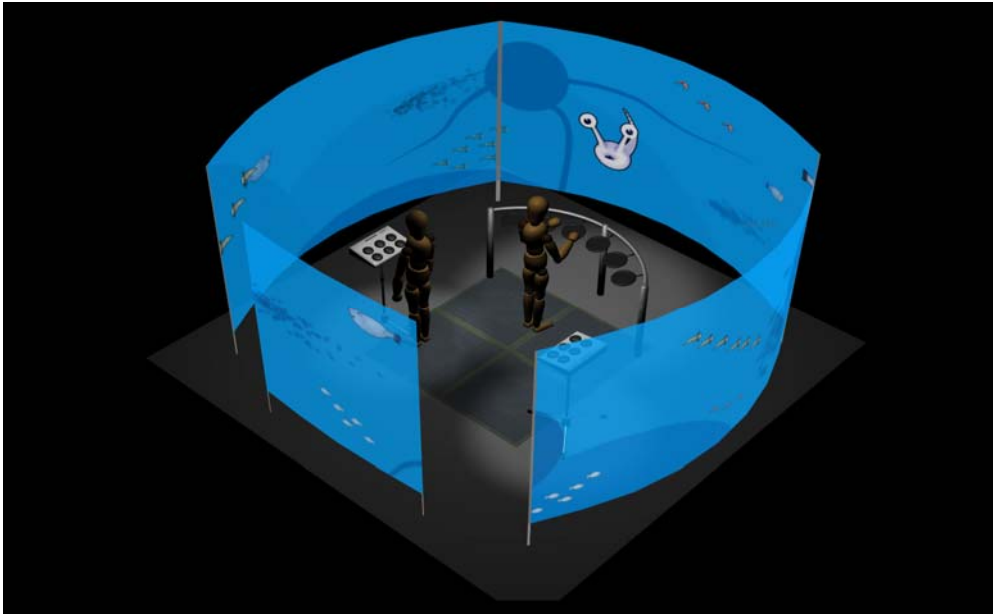
There are various options available for creating the visually immersive environment – our proposed visual system would be able to display a seamless 360° panorama spread over four visual outputs:



4 screens standing separately would allow users to enter from any corner.



A 3 or 4 screen environment, with the screens placed to allow one larger entrance



A 4 screen environment, with a separate entrance and exit

OPTIONAL UPGRADE: “3D” TECHNICAL REQUIREMENTS

SPATIAL

Possible set-up configurations as above - we imagine the immersive space inside the screens to be approx 3 metres² to 4 metres². Outside this area we shall place approx 12 speakers (they can be small for this size installation), the projectors for each screen (assuming we'll be back-projecting), and a secure place for two PCs & additional hardware (MIDI interfaces, etc).

VIDEO

4 identical data projectors (min 3000 lumens) & screens
Each video input = VGA/ DVI, 800 x 600 screen size

AUDIO

Paul Guilleron 3D audioscape software: The sound system for this 3D system is based around speakers being placed in a Low Ring and a High Ring - the number of speaker positions can vary, but for the purposes of this specification we will define a Six High and a Six Low system. With a Six High and Six Low speaker position 12 Full Range Speaker Cabinets should be used with the addition of one Sub Bass Cabinet for low end, which is treated as Omnidirectional. Each Speaker needs to be driven from one unique amplifier channel which will be routed as such from a 12 output mixer and thus from a Multitrack Player with each channel of the multitrack routed to one out the 12 outputs only on a one to one basis . The placing of the 6 speakers on the lower ring should normally be at about 1.5 m from the floor and the 6 Speaker on the High Ring should be flown or on stands ideally at a height of < 4 meters (the higher the better). Each High Speaker position should be directly above it low position unless otherwise agreed.

LIGHTING

Spotlights and/or Blacklight positioned above drums

SET-UP & CABLING

Basic cabling remains the same as with standard installation, additional audio cabling required to connect speakers and additional VGA cables connected to projectors.

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