The Tempest
VISGRAF Lab • 2017-2018

About

• The Project
• Team
• Schedule

The Project

Created by a group of researchers and performing arts professionals who want to push the boundaries of what’s possible in theatre and virtual reality.

It is the first time that actors – using VR – are fully immersed in a virtual set and their live performance is shown to the public on a movie screen, as a real-time computer graphics under the director’s interactive control.

Team

Gest
Program - The Tempest
Wishes - Gymnastic Dance
Acc.: Silvia Dall’ara
Screenplay and Production Design
Direction - Manuel Freytag
Virtual Cinematography and 3D design - Christa Siebel (IAC)
Makeup and Costumes - Riccardo De Leonard

Research
Project Coordinator - Luca Motola (VISP)
Technical Director - Luca Mattiuzzi (VISP)
Project Coordinator - Emanuele Traverso (MPI)
Website and Title - Joana de Souza (VISP)
Sound Design - Tito Bacci (MPI)
The Tempest

The Tempest is a play by William Shakespeare, believed to have been written in 1610–11, and thought to be the last play that Shakespeare wrote alone.

Critics see The Tempest as explicitly concerned with its own nature as a play, frequently drawing links between Prospero’s “art” and theatrical illusion.

• wikipedia

In Film

• Julie Taymor, 2010 (link)
  Featuring Helen Mirren in the role of Prospera

• Percy Stow, 1908 (link)
  - Clarendon Company / first movie

The Play

• The Tempest
• First Folio
• In Film
• Tech Productions
• Narrative Arcs
• Excerpt

First Folio

• wikipedia

Tech Productions

• Royal Shakespeare Company / Intel (2017)
  Part of commemoration of the 400th anniversary of Shakespeare’s death
  • Performance capture to render Ariel — a digital character live on stage

• link
Narrative Arcs

• Love
  - Miranda / Ferdinand

• Revenge
  - Prospero / Antonio / Alonso

• Comedy
  - Trinculo / Stephano / Caliban

• Magic
  - Prospero / Ariel

Excerpt - Scene Selection

Theme "Magic"
• Act I, Scene II
  - Prospero and Miranda (Tem I.ii.1 / Tem I.ii.186)
  - Prospero and Ariel (Tem I.ii.187 / Tem I.ii.304)

• Act V, Scene I
  - Prospero (Epilogue)

*booklet (pt)

Production

• Sets
• Props
• Characters
• Sound

Sets

• Location
  - Island

• Scenes
  - Cell
  - Clearing
  - Viewpoint

Island

• Reference: Ustica
The Cell
- Main Elements: Table / Chair
- Other Elements: Books / Bookshelves / Chemical Set / Candelabrum

The Cell - VR Stage
- Physical VR Stage | Co-located

The Clearing
- Trees / Stones / Ocean

The Clearing - VR Stage
- Two Separate VR Stages | Shared

The Viewpoint
- Global / Local *

Props
- Table / Chair
- Staff
- Books / Candelabrum / Chemical Set
Ariel - References

- Google Images

Sound

- Ambient Sound
  - Cell (wind)
  - Clearing (ocean waves)
  - Viewpoint (seagulls / wind + waves)
- Effects
  - Staff
  - Water Geyser
  - Fireballs
  - Day/Night
  - Explosion

Digital Actors

- Body
- Wardrobe
- Hood & Masks
- Eyes & Motion

Body

- Prospera
  - Helena Varvaki
- Miranda
  - Daniela Salles Abreu
- Ariel
  - Rick Yates

Prospera

- Model (MakeHuman) and Actress Ref.

Miranda

- Model (MakeHuman) and Actress Ref.
Ariel

- Model (Fuse) / Actor’s Reference

Wardrobe

- Ready-Made Assets

Masks - Concept

- Prospera / Miranda

Masks

- Prospera
- Miranda
- Prospera (Emotion)

Hood

- Marvellous Designer - (Animated)

Eyes

- Realistic Eye Movements - Unity Package
Motion

• Optitrack Motive / Final IK - Unity Package

Cinema

• Lighting
• Cinematography
• Effects
• Music

Lighting

• Cell
• Clearing
• View

Lighting - Cell

• Candelabrum / Window

Lighting - Clearing

• HDR Light Map (Time-of-Day) + Particle Fire

Viewpoint

• HDR Light Map
Cinematography

- Multi-Camera Switcher
  - Selects the active view
  - 12 pre-programmed cameras
- Director’s Interface
  - Camera Groups
    - 8 multi-purpose cameras
    - sequential list of custom cameras
    - Triggers and Controls
- Built on top of Cinemachine Unity Package

Cameras - Cell

Cameras - Clearing

Cameras - Viewpoint

Effects

- Hood
- Water Geyser
- Water Flood
- Balls of Fire
- Day / Night
- Tree
- Explosion

Music

- Opening
  - Ride of the Valkyries
- Ending
  - Lullaby
The Staging Processs

- Storyboards
- Blocking
- Rehearsals

Storyboards

- Version 1.0
  - First Draft
- Version 7.3
  - Cameras
- Version V 9.6
  - Blocking

Blocking

- Cell Scene
- Photos Markers

Rehearsals

- During 3 Months
- 2 Days a Week — 1 or 2 Rehearsal per Day
- Full Recording for Review and Analysis
  - Video, Audio and Motion (3D)
- Schedule
  - August / September: Cell Scene (Prospera & Miranda) / Epilogue (Prospera)
  - September / October: Clearing Scene (Prospera & Ariel)
  - October / November: All Scenes (Prospera, Miranda & Ariel)

Technical Report

The Tempest
Tricks of the Trade
The End?