



Disparate Bodies

A three-way network performance piece

Pedro Rebelo, 2007

Disparate Bodies

Pedro Rebelo, 2007

Disparate Bodies is a network performance that explores multi-modal remote presence. The performance happens simultaneously in three sites (Belfast, NY and Stanford, California). The stage performance in NY features a laptop musicians and two Remote.bots. These are robotic entities that host the physical and musical gestures which are performed by the remote participants in the various locations. They consist of reflective elements which move according to the analysis of each audio stream and project glimpses of 3D rendered imagery around the performance space. The performance is based on the notion of performance entities as reflected by telepresence, robotics and sound systems. As such, each performer (local and remote) has a specific sound diffusion set up and a chosen 3D avatar which consists of abstract representations of movement and gesture. The performance is improvised with reference to strategies that intend to explore the relationship between sound and movement.

The performance uses high quality audio streaming software developed by CCRMA and gesture, robotic and 3D rendering technologies developed at SARC.

Disparate Bodies Performance Technologies were developed by Pedro Rebelo, Alain Renaud and Tom Davis

Notation

The Score represents a timeline implemented in Frequencyliator for synchronisation of events and performance cues. Each location's audio stream is filtered according to the instructions on the score which refer to resonance file (Res 1 - Res 5) and variations of Frequency Scale the filters. The filtered sound is mixed with untreated sound. The Remote.bot column relates to cues which are visualised in each location by countdowns and graphic score displays. Graphic score elements are to be interpreted freely by the musicians while paying particular attention to changes in score (i.e. every minute), and to graphics that are repeated one or twice throughout the duration of the piece.







