

# THE EDGE DANCE



# COLAB

SAT 22 APRIL

[www.edgearts.org](http://www.edgearts.org)



	Gallery 1	Gallery 2	Weston Studio
12:30	Registration 12.30pm		
1pm	<b>Collective Resonance</b> Workshop 12:50-1:50pm		
2pm	<b>Collective Resonance</b> performance 2-2:20 performance 2:30-2:50	<b>Gravity Shift</b> <b>Semblance</b> <b>Immersion Dance</b> <b>Z-World</b> 1:30pm	
3pm	break		
4pm	<b>panel discussion</b> 3:15pm		
5pm	<b>Solo for Two</b> performance 5:15-6pm	<b>Gravity Shift</b> <b>Semblance</b> <b>Immersion Dance</b> <b>Z-World</b> 4-6pm	

**Neon Dance**  
7-8.15pm

# PROGRAMME

## COLLECTIVE RESONANCE: BODIES IN MOTION

*Sci-Tech-Dance collaboration between Lisa May Thomas, Interactive Scientific and Bath Spa University students.*

Dance artist and PhD Researcher at the University of Bristol Lisa May Thomas, and flagship sci-tech company Interactive Scientific come together to facilitate performances based on new research. The team will use dance and VR technology to investigate ways in which we are 'in-touch' through the spaces of virtuality beyond the body. Directed by Lisa May Thomas, Bath Spa University dance and music/sound-technology students will be involved in the creation of responsive environments in which the movement of bodies creates responsive audio and visual landscapes. The dancers will move through a short series of structured dance improvisation scores to understand the responsivity of the technology and as an exploration of the ways in which unique audio and visual dynamics can emerge through the collective movement of bodies. The movement scores are devised in response to the way movement and organisation occurs within molecular dynamics.

### Collective Resonance Workshop

An introduction to some of the movement scores that Lisa has developed for the performances to enable participants to find ways of moving together and being collectively 'in-touch' in the spaces beyond the physical body.

Suitable for all ages, no previous experience necessary. Please wear loose, comfortable clothing and shoes suitable for movement.

## GRAVITY SHIFT

This video installation looks at how we might read gravity through witnessing another body. It aims to decentre the viewer's relationship to the installation through presentation of a dancer whose movement is affected by a moving pull of gravity.

A behind the scenes video is also presented in the Edge foyer.

## IMMERSION DANCE

A collaboration between Zubr VR and Julia Thorneycroft Dance, Immersion Dance is an Arts Council-funded R&D project using special 3D video cameras to record raw depth capture in dance. Immersion Dance is presented in the form of various short virtual and augmented reality dance pieces, choreographed and designed with ease of use in mind. Immersion Dance is the first ever implementation of 3D-scanned performance data on mobile devices.

## SEMBLANCE

Discover a new way of watching live dance and get closer to the virtual world by changing your entire environment in this live performance demonstration. Use a VR headset, or experience their viewpoint on screen, witnessing a dancer driving an avatar in real time, transforming into a ghost-like version of herself as she performs. The Centre for the Analysis of Motion, Entertainment Research and Applications (CAMERA) is an applied research centre based at the University of Bath. Working with Bio Chemistry Masters student and dancer, Anna Troya, CAMERA invite you to discover the world of virtual reality and motion capture through dance.

## SOLO FOR TWO

The piece looks at the positive, transformative aspects of loss rather than its associations with death, sorrow and melancholia. Focusing the notion of 'origin' not as a fixed point in time

or space but as always impure and contaminated points of departures, shared with others only to be left and lost.

Jean Abreu presents early development of this second production in a trilogy of solos in which he explores his own identity of 'in-between'. *Solo for Two* investigates the fluid nature of Identity and how loss impacts and influences us. Through the collaboration with Michele Panegrossi (Creative Technologist & Sound Designer) and Leon Watts (University of Bath Computer Science), Jean creates enchanting choreography and environment using interactive technology and projection.

## Z-WORLD

*Immersive virtual reality experience for Brain Injury Rehabilitation*

Interaction researchers, Zack Lyons and Leon Watts (University of Bath Computer Science) are researching how people move and explore in *Z-World*: an innovative immersive Virtual Reality environment. In the rehabilitation of brain injuries, analysis of how people behave can be used to predict problems that they may experience in everyday life and discover new therapeutic opportunities. This interactive demonstration shows how activities in a virtual environment can be designed to give meaningful feedback to clinical professionals in their work with the brain injury population.

This research project is a collaboration between the Centre for Digital Entertainment, Designability, and the Brain Injury Rehabilitation Trust.

## PANEL DISCUSSIONS

Talks with artists and scientists involved in creating work that merges the two worlds together. We are pleased to invite our special guests Alexander Whitley and Dr Hugh Mortimer alongside our choreographers from the day to be part of this, offering you the opportunity to discover and question.

# BIOGRAPHIES

**Jean Abreu** · Born in Brazil, Jean choreographed his first work in 2003 and later that year was honoured with the Jerwood Choreography Award. Since then, his work has toured throughout the UK, Europe and Brazil including performances for London Dance Umbrella, the Royal Opera House and the Southbank Centre. This year, Jean is collaborating with renowned Belgian dramaturg Guy Cools to make a new work called 'Solo for Two'.

**CAMERA** · The Centre for the Analysis of Motion, Entertainment Research and Applications (CAMERA) is an applied research centre based in the Department of Computer Science at the University of Bath. They specialise in collaborative, applied research with industry and academia in; Motion Capture, Visual Effects and Video Game Research, Virtual and Augmented Reality, and Performance Analysis for elite sport, health and rehabilitation. CAMERA has a high specification motion capture research lab, which is available for both research and commercial use.

**Interactive Scientific** works to create meaningful digital aesthetics and immersive experiences. They use optimised computing to visualise data and make the invisible visible. With expertise in interaction, they take digital experiences away from the mouse and keyboard and make tactile human-computer experiences.

**Zack Lyons** is an Engineering Doctorate research engineer at the University of Bath's Centre for Digital Entertainment. He is currently investigating the potential of virtual reality technologies in acquired brain injury rehabilitation. His interests are in human-centred design, modelling of behaviours and engaging young people with science and technology.

**Dr Hugh Mortimer** works as a research scientist at STFC's RAL Space at the Rutherford Appleton Laboratory in Oxfordshire. He directs his own research into the development of a novel spectrometer for the analysis of atmospheric gases and is involved in various other international projects. Mortimer is especially passionate about the communication of science, its importance, its impact and its value in society. He is currently collaborating with choreographer Alexander Whitley.

**Jack Norris Zubr VR** · Jack Norris is a digital artist specialising in virtual and augmented reality technologies.

With a background in television visual effects and animation, Jack started exploring interactive digital media, developing one of the first apps for Google Cardboard in 2014 which was nominated for a BAFTA. Shortly thereafter he started exploring augmentation of 3D-scanned performers. He is the founder of Zubr VR; an immersive content company with a focus on crafting accessible, immersive experiences. Jack now leads Zubr VR in hiding the technological seams and creating magic in various visual experiences.

**Michele Panegrossi** is a Creative Technologist and Sound Designer. In his practice he works with interaction technology, design, digital audio and video, focusing on creating imaginative interactive experiences through sensors and 3D audio. His recent works include development for immersive theatre company Punchdrunk; a collaboration with the winners of The Oxford Samuel Beckett Theatre Trust Award; a permanent audiovisual interactive installation at Wilton's Music Hall; the 'Talking Tulips' installation in London Leicester Square and a collaboration for the Imagine Children's Festival at Southbank Centre.

**Nic Sandiland** is a UK based artist whose work explores new choreographic forms through installation, performance and film. He originally trained as an electronics engineer before studying dance and performance in the late 80s. Over the past 20 years he has made movement-based works focusing on simple pedestrian choreography. He is particularly interested in engaging the everyday movements of the viewer in a choreographic context and since 2000 has increasingly employed interactive digital technology to do this. Recent work has drawn on cinematic techniques, such as slow motion and moving camera mechanisms as ways to elevate the mundane and often overlooked choreography of everyday life.

**Lisa May Thomas** is a contemporary dance artist who has worked extensively with dance for the screen and with technology. She is currently a PhD researcher working in and between the fields of performance and computer science at the University of Bristol.

**Julia Thorneycroft** is the artistic director for Julia Thorneycroft Dance and has an established career in both artistic and educational dance delivery. Julia is a key driver in the development and support of the dance community in

Bristol. This includes being the Artistic Director for the successful Kinesis Youth Dance Company, Gerry's Attic Dance (over 55's company) as well as course leader for the FdA Dance Theatre Performance at City of Bristol College. Julia Thorneycroft Dance strives to create high quality widely accessible and relevant dance theatre, which explores comedy, current social and core human themes. JTD have recently a GFTA to collaborate with Zubr VR on 'Immersion' a project researching VR/AR possibilities with dance with support from Pervasive Media Studios.

**Anna Troya** is a Masters student at the University of Bath in Bio Chemistry (Protein Function and Structure). Having specialised in ballet and contemporary dance since a young age, competing in international competitions, Anna keeps up her training through dance classes at Edge Arts whilst studying and is excited to be part of this creative exploration between dance and technology with CAMERA.

**Dr Leon Watts** is a Senior Lecturer in the Department of Computer Science at the University of Bath. Leon has an international reputation for Human Computer Interaction research in the design and use of interactive communication technologies in all forms, including the creation of humanly meaningful robot emotion. He is interested in the use of interactive technologies in communication, including the mutual recognition of emotions through a virtual presence.

**Alexander Whitley** is a choreographer living and working in London. He has created work for several of the UK's leading companies including the Royal Ballet, Rambert, Balletboyz and Birmingham Royal Ballet. He is a New Wave Associate artist at Sadler's Wells theatre, an associate artist at DanceEast and his company, Alexander Whitley Dance Company, is an associate of Rambert.

Alexander collaborates across numerous art forms, working with filmmakers, designers, digital artists and composers to create innovative and wide-ranging work that seeks to broaden the scope of dance across many mediums. He is also a member of New Movement Collective, a group of acclaimed dancers and choreographers who seek to redefine the landscape of contemporary dance through creating site-specific and multi-disciplinary performance work.