

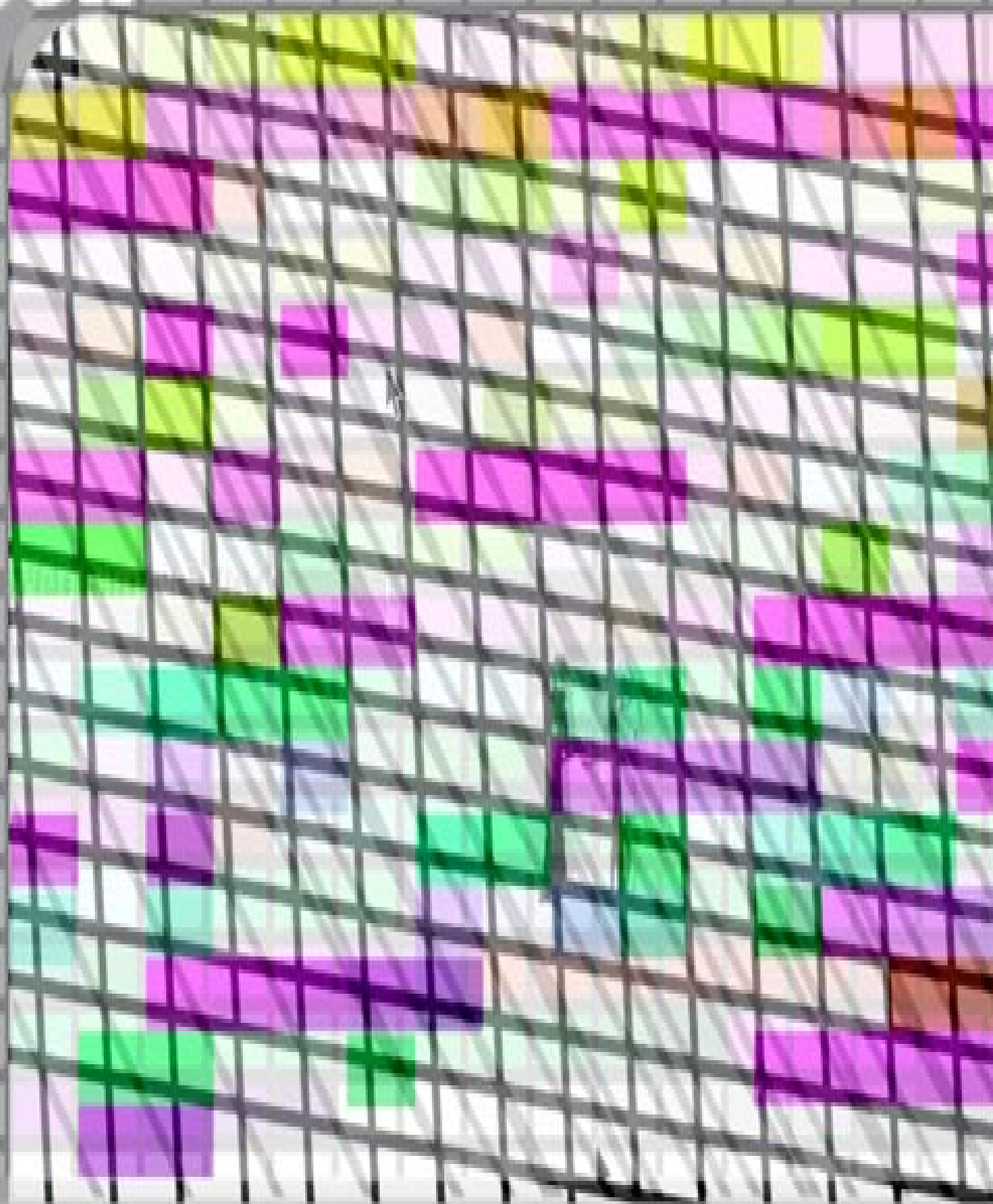
Spek

a macroplaystation

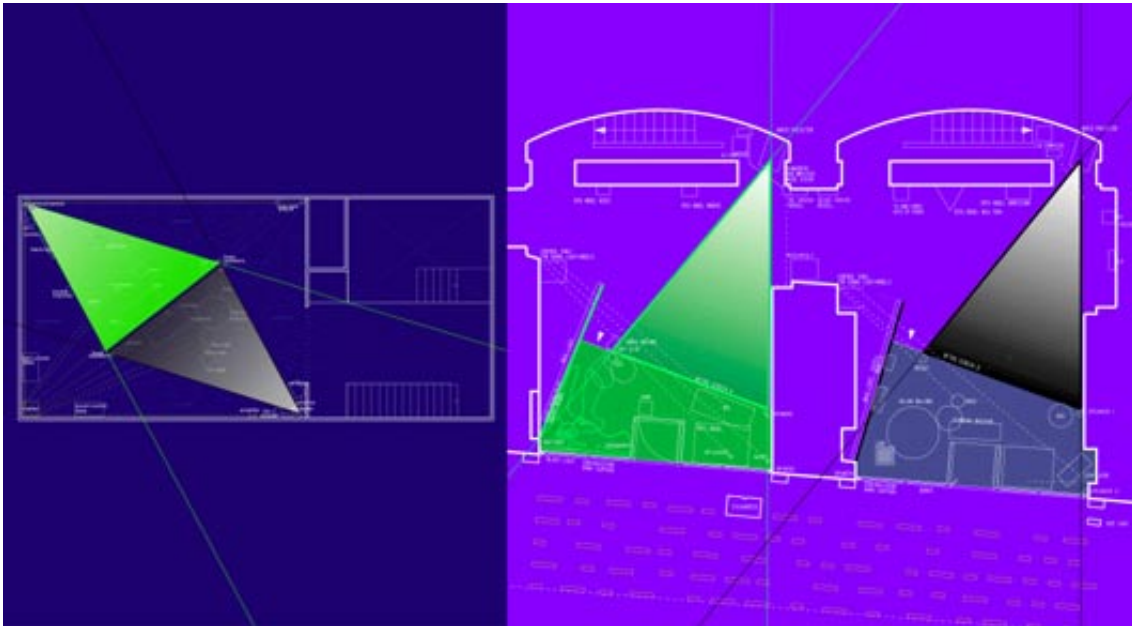
(Vevo, Vevo)

data meets fantasy

Produced by Clou



SPEK



Concept:

We see through an angle of vision.
Images are projected through an angle of light.
3 projectors counter pointed create a triangular space.
To enter a triangular space.
To enter the game.
A space to chill out.
A space to discover territories.
A new cosmos created with landscapes.
Architectures of new advanced geologies.
Have you been there?
Performers living the space.
3 new realities:
Magic-Architecture-Sport.
That's entertainment.
Have you seen it?
3 new sensibilities:
magnetic fields as interface,
Interactive landscapes to play with
and a meta reality life event
=
* **A Macro Play Station.**

Technology:

3 screens
3 gasses
1 floor
3 vulcanos
1 false ceiling
3 ufos

3 LCD Projectors
3 computer Labs
3 multimedia animated works
3 performers
3 costumes
3 props
3 magnetic fields
3 lasers
3 audio

Audience:

kids
but just kids?
are you one?



Calle peatonal frente a la galería, Berlín 20h 16 de septiembre.

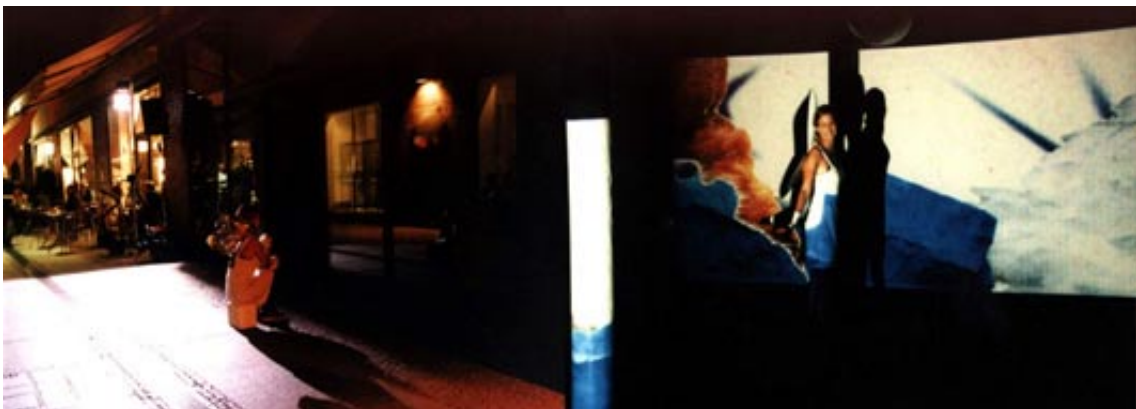
Un showroom real y un showroom virtual.

100 personas, 100 cajas de hielo y 100 mantas isotérmicas de plata y oro.

La iluminación asciende del cian en real al magenta en virtual.

El público sentado observa la como la performance transcurre y salta de derecha a izquierda.

Un "tenis" de acciones simultáneas crean el link entre real y virtual.



Scene 1 – Stewardess

Power 1: WELCOME

She is still outside.

- OFF: Good evening ladies and gentlemen, I would like to welcome you on board of this Spek Madrid Trip.

- We have two stages, two stages, two:
one is real - one is virtual
one is on the right - one is on the left
on the right - on the left
Ministerio's galery....

- ...is NOT a galery now

- We have 2 million Landscapes for your personalized trip.
Enter the game
She enters

- You must take action! This contains 256 colours for you to choose.do a graffiti.
tempo

OFF: - Great! You have created your own personalized landscape!
tempo

- So, how does this sound?
music

- Now you can go to the next level and play!
she plays squash

- Bonus!!! Get your message!
message
Cloud 9 - your office on the air- an antigravitadory space

- Architecture and more. oohhhhhh
model of Cloud 9 with wings and balloon image

- OFF: VEO, VEO, QUE VES



Scene 2 - OLD LADY

Power 2: TIEMPO

LONG SILENCE
she is dressed unpowerful

- OFF: Time is what we make out of it

- Relax and Create!

- The wish is the boss of each project

She sleeps

- What to dream?

- dream

- dream

- dream

- dream

- Oh , I see!

- Because of new Technologies, new sensitivity, new realities.....oh

wakes up and she puts on the virtual reality glasses and does TaiChi

- built your dreams

- The distance between Utopia and Reality is getting very close

- You have one minute to design a city

- ready....GO!

Scene 3 – Kids

Power 3: INCONSCIENCIA

All 6 Kids enter and each one creates a colour field

excitement - chaos - kids moving crazy

- Kid 1: Tengo 6 años....Build your unconscience!

- Kid 2: Tengo 6 años y medio.....Is experience a value?

- Kid 3: Tengo 6 añosThe geniusity of Kids

More and more heads appearing

- OFF: Leave some empty space in your brain without knowledge

- OFF: Starting from the age of 8 our sensitive organism is under devolution

- OFF: Creativity has an enemy when you believe you understand

- Kids 1-3: The geniusity of the kids -

but just kids



Scene 4 - Bad Architect

UNPower 4: DISHONESTY

- Twin 1: Please wait
 Please wait
 Please wait
 Please wait
 Please wait

action: the architect drops plan roles down on the floor

again

again

again

again.....

- Twin 1: Please wait

audiovisual:
Video of Phantasy girl

- Twin 1: Please wait

twin 1 action:
counting money

- Twin 1: I don't care

Scene 5 - Good Architect

Power 5: HONEST TEMPO

twin 2 is biting nails
thinking

- Twin 2: Martha Graham uses to say: The first thing i create is the line of the heart of the audience

twin 2 starts running

Maresme	-	Landscape _____ Project _____	Curiosity Visual
Garaff	-	Landscape _____ Project _____	Tension Cosmos
Paseo Gracia	-	Landscape _____ Project _____	Bits Non gravidatory
Martorell	-	Landscape _____ Project _____	Ephemeral Continuous
Vallès	-	Landscape _____ Project _____	Simultaneous Magic

Twin 2 stops the machine

continues biting his nails



Scene 6 – Data

Power 6: DATA

Databoy enters, plays Nintendo

chooses colours and gets landscapes

uses Mobile phone as a gun

- Data boy: I decide

has a powerbook labtop on his backback

surfs in the internet

- Data boy: I control

measures the light with an instrument

measures time with a chronographer

uses a remote control

- Data boy: I sense through data

(After Fantasy scene)

Kisses the image of the phantasy girl

Scene 7 – Fantasy

Power 7: FANTASY

chooses colours

- Fantasy Girl: I love blue nails

- Fantasy Girl: I sense the light

- Fantasy Girl: I am cromatic

- Fantasy Girl: ...millions of colours, 256 colours

- Fantasy Girl: ...pixels millions of colours

- Fantasy Girl: I sense the light

wind - ventilator - rain of coloured confetti

- Phantasy Girl: Bonus! Hi (to data)

Kisses the image of the data boy

end: data meets fantasy

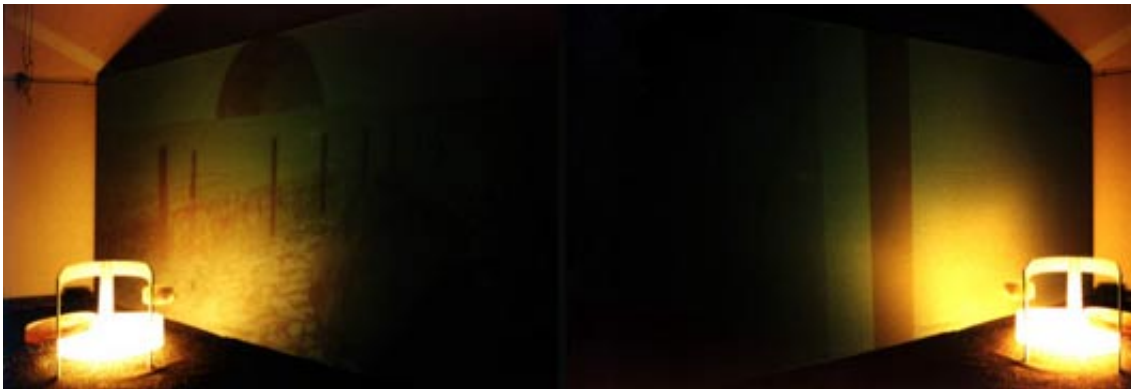


Actores virtuales se teletransportan a la galería.

Ellos son el bonus.

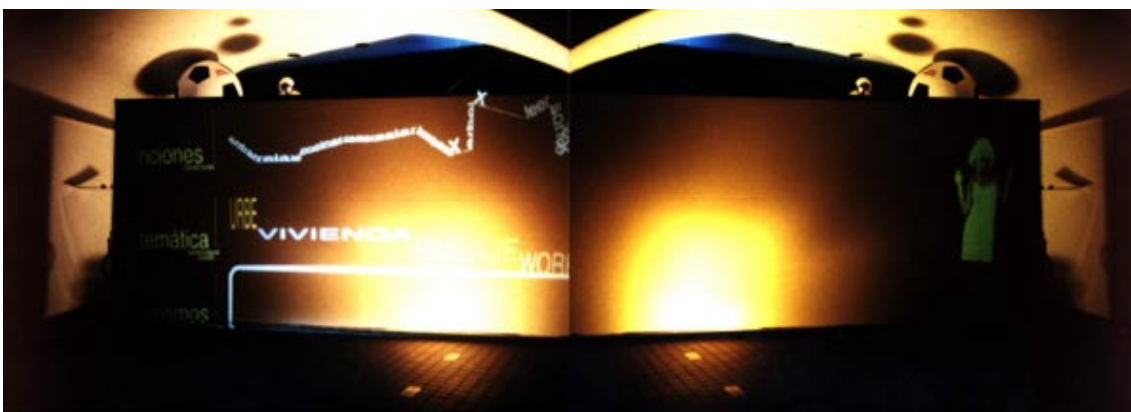
Fantasmas que transmiten 13 temas, en forma de relato, cuento, historia, mensaje, slogan, . . .

13 temas de conocimiento: wellcome, tempo, inconsciencia, bad architect, good architect, data, fantasy, light, interface, structure, Kinethic, optimismus, optimismus, en dosis de 20 segundos.



Spek chair

2 escenarios = 2 realidades



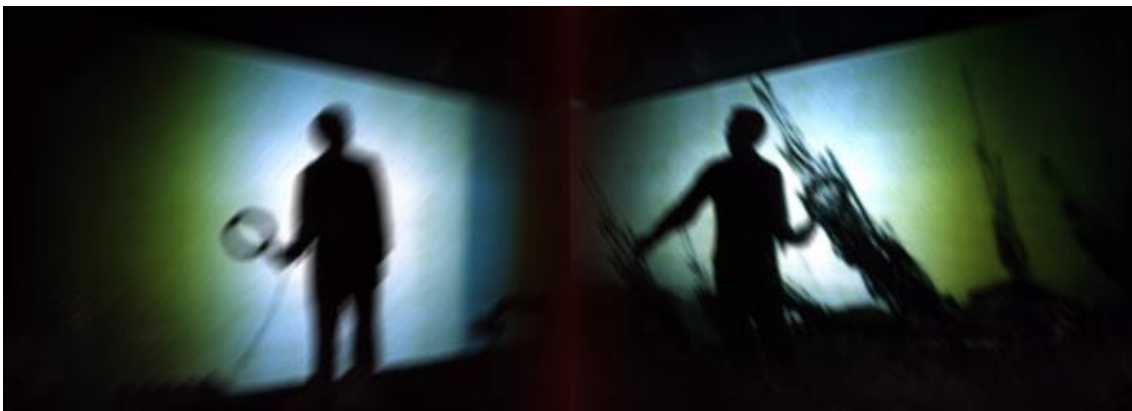
2 realidades = arquitectura y escenografía

Se presentan cohabitando el data y la acción.



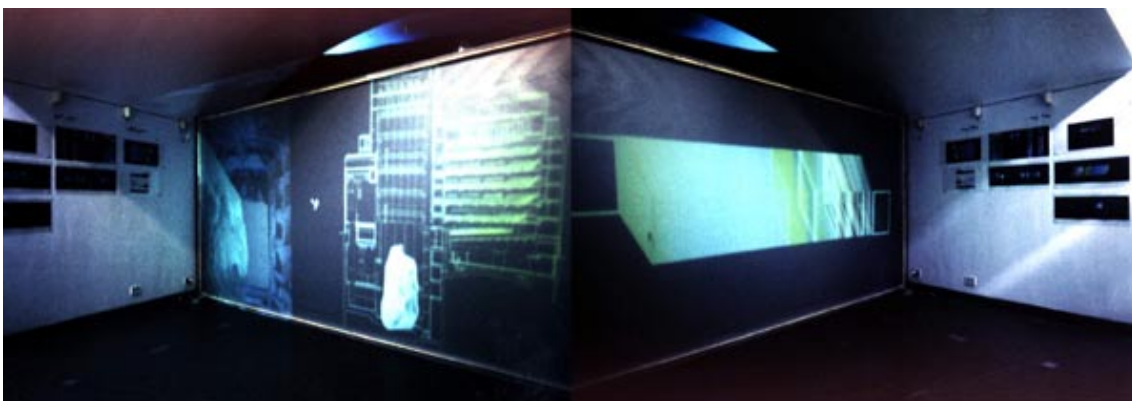
arquitectura y escenografía = mundo dual = paisajes tectónicos y paisajes antigravitatorios.

Pantallas de retroproyección de 550x220cm, campos de presencia interactivos.



paisaje pasivo o paisaje activo = noarquitectura o arquitectura emergente

La arquitectura de cloud9 se presenta y se produce en tiempo real con la acción del visitante. En simultaneidad, si eres hombre/mujer de acción crearás. Just do it.



= gran conclusión:

quizas los juegos sean muy serios,
 quizas si juegas encuentres algo,
 quizas todos seamos Julio Verne.

Please enter the game.



ADN de la máquina de realidad real y virtual Spek =

escenario1 = real

escenario2 = virtual

menu = 256 colores

link = 256 elementos de paisaje naturales, de geografías reales del National Geographic.

composicion pantalla = random digital cada 50cm de pantalla

posibles paisajes = mas de 2.000.000

audio = 256 modulos linked a 256 colores

temas = 13

música = 13 melodias basicas = 13 escenas

proyectos de arquitectura = 13

bonus = actores virtuales, escala 1/1, retroproyectados.

actores = una pareja, unos gemelos, una abuela y 3 niños, total 8

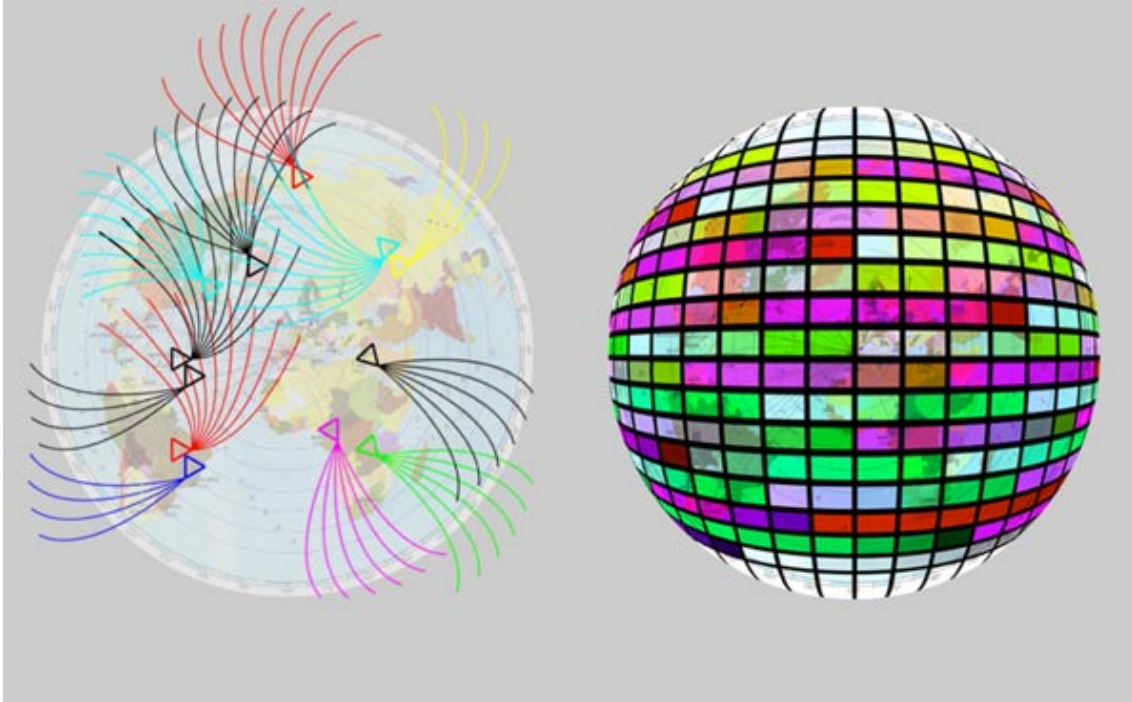
interactivo = pistola de colores, 2 unidades

campos = lectores de presencia, 2 unidades

juegos = golf y tenis

Programación interactivo = Director 7.0

orden de la estructura = colores, blur, elementos de paisaje, paisaje completo, musicas, juegos, bonus, arquitectura.



“stargates” de intercambio de conocimiento.

“matrix de paisajes
para representar el mundo”