

JEFFREY SHAW *virtual world voyaging*

POINTS OF VIEW #1

Mickery Theater, Amsterdam, Holland 1983

during '83/'84 also at Apollohuis, Eindhoven; t'lloogt, Utrecht;
Kijkhuis, Den Haag; de Lantaren, Rotterdam

This work was conceived as a proposition of theater where the stage and protagonists are represented as a three dimensional wire-frame computer graphic simulation which is video projected onto a large screen.

The action of the piece is controlled by any visitor. In front of the screen are two specially made hand-operated devices (joysticks), and by moving these the spectator moves his own point of view in relation to the simulated representation of stage and actors. The space of movement given to the spectator by this work is 360 degrees around the stage, 90 degrees up and down from ground level to aerial view, and forwards and backwards from a very distant position to a position right in the center of the stage. In this way the spectator can move his point of view freely in a large three dimensional space that contains the three dimensional computer graphic representation of the stage and actors.

The representation of 'actors' in this work is derived from the Egyptian alphabet. Each figure is a hieroglyphic character and sign carrying a particular meaning; visitors are given a dictionary which explains these meanings.

The structuring of sound is an an integral aspect of this work. There are fifteen different spoken texts most of which are taken from literary sources. These are accessed from continuously playing auto-reverse cassette decks. One of the joysticks that controls the movement of the image also controls the selection of the sound tracks. The fifteen sound tracks are spatially positioned around the image, so that as the spectator moves his point of view, he also shifts from one soundtrack to another. Each soundtrack has a specific physical location, which embody relationships of meaning in the longitude and latitude axes of the image space. As the spectator moves his eye position around the image, the soundtracks mix and cross- fade from one to another.

It is the particular audio visual journey made by a spectator who operates the joysticks which constitutes a 'performance' of this work. The movement through the sound tracks becomes an improvised collage of text and music, the movement around the image becomes an infinitely varied structuring of the wire frame hieroglyphic signs.

(c)1983/4 Jeffrey Shaw, Javastraat 126, Amsterdam, Holland