### ARTS COUNCIL ENGLAND REPORT SEPTEMBER 2022

### Engagement & Creation:

Triplicity (TVR) is a dance creation designed specifically for Live Performance, Streaming, Broadcasting, Dialogue, Discussions and Debates in real time and pre-recorded. The overall aim was to take advantage of time and resources to discover what digital technology can enhance in the viewer/audience experience, as well as reaching unengaged virtual and live audiences.

Triplicity R&D into Multimedia Creation, did not simply imitate, or replace live events, instead we were able to embrace the possibilities with technology, with MoCap, 2D Cameras, Virtual Cameras, to try something new and extraordinary.

A focus for project Triplicity, was to ensure that technological, audience barriers and the investment in a digital work, were addressed to ensure we engaged with live audiences in streaming/virtual/broadcasts. Additional focus was placed on quality of produced content rather than simply technological challenges, as from experience, poor quality can put off potentially new audiences.

Triplicity activities and creation began with Harriet Macauley and IDI team, thinking about what can be done in digital technology, that can't be done in live performances e.g., VR blended media, AR interaction, shifting viewpoints & forms of presentation.

In Triplicity, we also introduced the rental license of **TroikaTronix product Isadora (3)** for use, supported by MacOS 10.14. with MoCap/VR/AR to enhance the quality, interaction, access and delivery of live performance. Coupled with **VDO Ninja** for camera operation via mobile and projected devices.

Harriet Macauley InDance internatinal Project Triplicity

Partners: Leeds Conservatories, Limerick Dance, The Dance Studio Leeds, Institute of the Arts Barcelona – Leeds, Yorkshire, Barcelona Spain, Limerick Ireland.

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### **Engagement & Creation:**

Challenges were sourcing information on what type of online activities audiences are interested in. Information sourced from LIVE-TO-DIGITAL **"Understanding the Impact of Digital Development in Theatre on Audiences, Production & Distribution**" by AEA Consulting for Arts Council England, assisted with a better statistical and practical understanding of how to find, reach, influence and encourage participation online.

Barriers were presented in the lead up to the performance and streaming, as we had programmed a majority of our performances in the daytime, between 12 – 5pm. Evidence on Viewers, however, suggests the most effective time for online interaction/broadcasting is between 5-7pm.

Other factors were based on geographical location and region. For example, in Barcelona, the most effective time is from 12-5pm, as most individuals/families/organisations take time for family, late evening drinks & dinner.

In Limerick, the times varied and we discovered that weekend to late evening activities were more widely received than daytime. As a consequence, we had to create a new Road Map within the activity specifically for the flow of streaming/PR/Marketing to not only reach our key audience, but also to ensure our levels of engagement/participation were met.

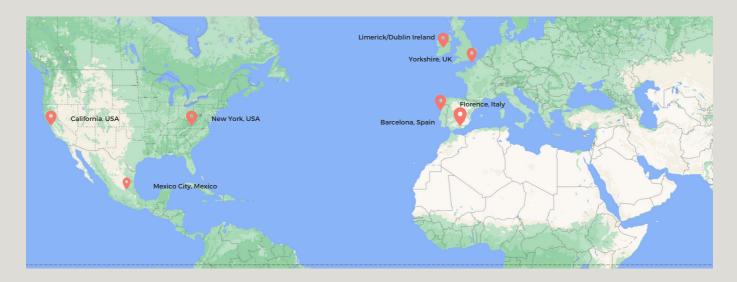
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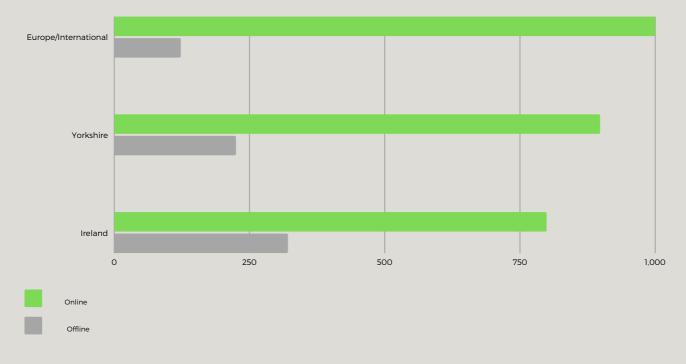
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### Geographical Results & Reach:

 $\partial$ 



### Performances/Virtual/Broadcasting/SNS/Workshops/Engagement:



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Images of creation in Leeds, Limerick, Dublin, University of Limerick.



Choreographer Harriet Macauley



Dancer Meg Lumsden Leeds



MoCap Testing



Limerick Gallary Discussions R&D



University of Limerick Sharing



Leeds Creation Period

Photo Credits: David Lindsey & Lucy Dawson & Harriet Macauley

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Images of Triplicity Participants, Dancers, Collaborators.



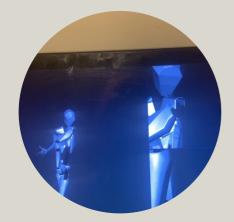
Students/Audience Members Dinner Leeds



Creation Dublin & Limerick



Freelance Dancer Chus Western



Early Video Testing



University of Limerick



Leeds MoCap VR/AR

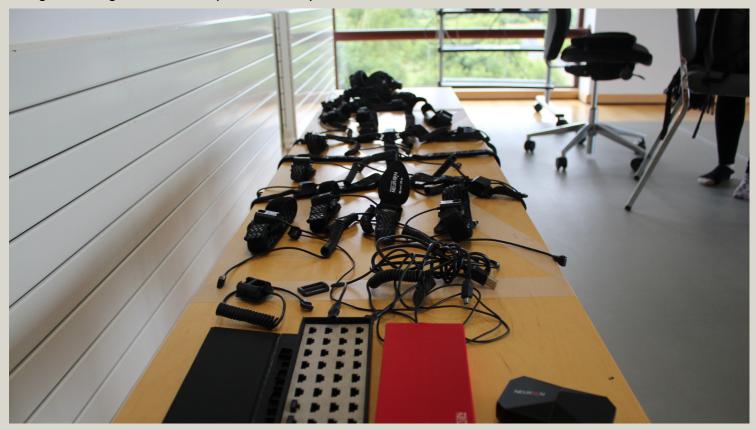
Photo Credits: David Lindsey & Lucy Dawson & Harriet Macauley

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Yorkshire, Barcelona Spain, Limerick Ireland.

Images of Digital Kit Perception MoCap 32 bit.



Images of Immersion Creation Leeds, Yorkshire.



Triplicity R&D Leeds



Triplicity R&D Leeds



Triplicity R&D Leeds



Triplicity R&D Leeds



Triplicity R&D Leeds Team



Triplicity R&D Leeds

Triplicity Digital Immersion

Triplicity Mobile Phone Live Feeds











### TRIPLICITY AUDITION

MULTIMEDIA CREATION INTO PERFORMANCE (TVR)

Audition Date: 5th July 2022 Time: 10 – 6pm Location: Northern Ballet, Quarry Hill, Leeds, LS2 7PA













