IN-ROOMS AV-MULTIMEDIA PRODUCTION FORM

PRODUCTION REFERENCE : ROOM # 11 DISPLAY# 2 SUB #

GROUP IN CHARGE : DK G3 **IF MULTIPLE CONTENT DISPLAY**

PRODUCTION TYPOLOGY :

- ☐ MATERIALS AND TECHNIQUES / ARTISTIC PROCESS
- ☐ CONTEXT
- ☐ INTERACTIVE MAP
- ☒ SPECIFIC INSTALLATION
- ☐ SOUND ATMOSPHERE DESIGN
- ☐ OTHER SOUND DESIGN
- ☐ OTHER

TITLE : Villa Sollilokken (bringing life in the room through evocation of a ball)

ABSTRACT AND OBJECTIVES:

The intent of this Specific Installation is to bring life into the exhibited room of Villa Sollilokken, actually the ball room, in order to create another layer of meaning and emotion to visitors.

This is first achieved through a relevant sound design derived from authentic music of the period, discretely displayed from a series of speakers in the hallway.

From time to time, a more immersive moment happens: the lights in the room are dimmed off, the windows show dusk and night coming, and moving shadows of couple dancing are displayed on walls and floor together with more music coming now through the glass wall. This indeed creates a striking and emotional sound and shadows illusion of a real ball taking place right there in the room behind the glass.

Technically, this Specific Installation and immersive moment are performed through a series of videoprojectors hidden on the top rear of the glass wall, LED screens behind the windows that recreate daylight in the normal state of the room and switch to dusk as an introduction to the immersive moment, and vibrant speakers behind the glass wall. A show controller manages the sync of the various displays, sound and moving images, as well as the coordination with the room lights system and the overall technical management system of the building.

DETAILED DESCRIPTION: (Only for second phase of Tender)

INPUT MATERIALS:

TYPE:

- ☐ PAPER DOCUMENTS
- ☒ PHOTOGRAPHS
- ☐ DRAWINGS/SKETCHES
- ☐ VIDEO
- ☒ SOUND TRACKS
- ☐ FILMS
- ☐ OBJECTS
- ☐ OTHER EXISTING MATERIALS
- ☐ NEW SHOOTINGS

LIST AND REFERENCES: