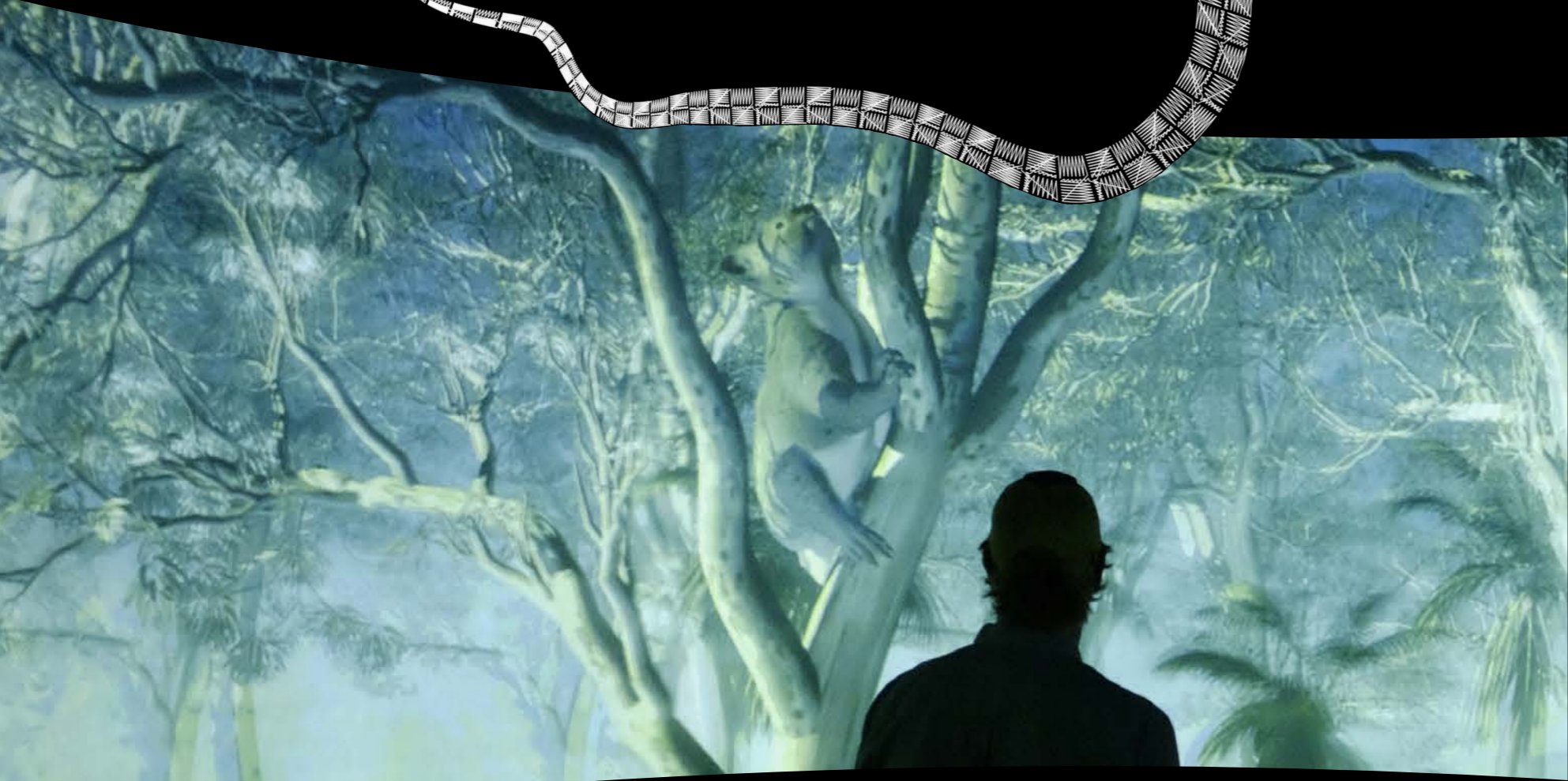
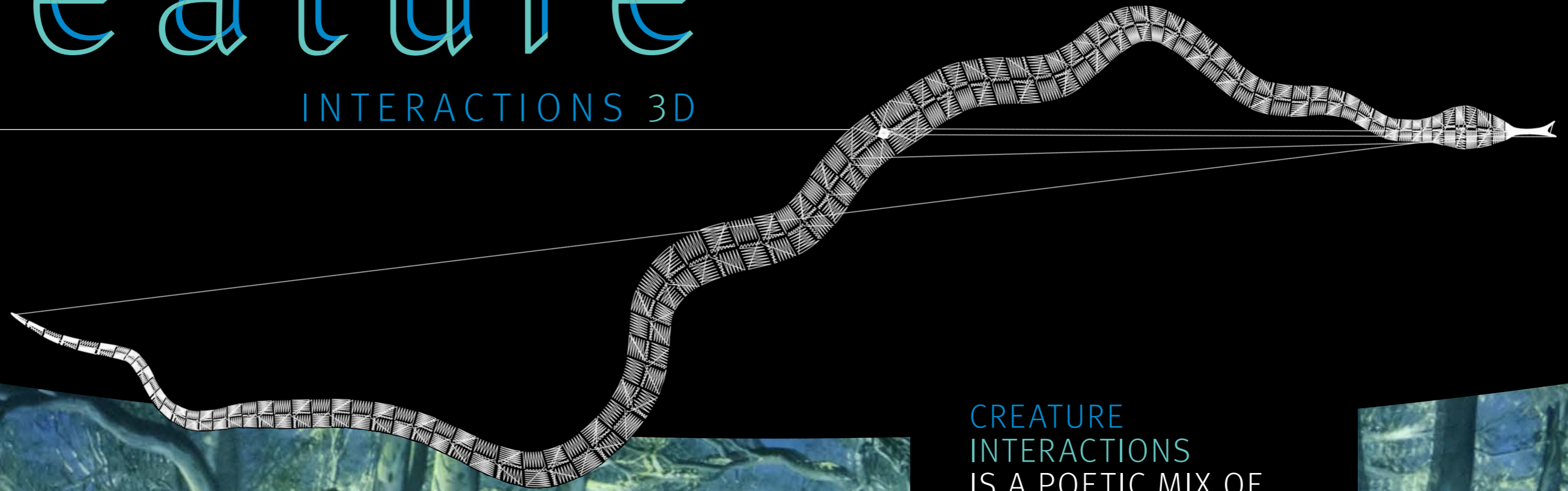


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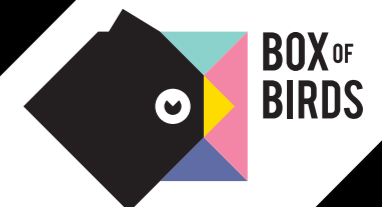
INTERACTIONS 3D



CREATURE INTERACTIONS IS A POETIC MIX OF PHYSICAL THEATRE, TRADITIONAL STORYTELLING AND GROUND-BREAKING 3D ANIMATIONS.

IMMERSE YOURSELF IN A WONDEROUS PLAYSPACE DESIGNED TO INSPIRE LOVE AND UNDERSTANDING OF THE AUSTRALIAN BUSH HABITAT.

CREATED BY BOX OF BIRDS
www.boxofbirds.net



CREATURE INTERACTIONS IS A JOURNEY INTO THE HEART OF THE AUSTRALIAN BUSH

EXPLORING THE RELATIONSHIP BETWEEN ENVIRONMENTAL AWARENESS, TECHNOLOGY AND CREATIVE IMAGINATION

Creature Interactions presents a uniquely immersive and interactive re-imagining of the flora and fauna of Australia.

Box of Birds have created a wondrous play space for both young and old alike; allowing us to rediscover and play in a re-creation of our natural world.

With global warming on the rise and bushfires ever present in the Australian landscape, Creature Interactions is both pertinent and timely.

Creature Interactions provides both a vehicle for learning and an opportunity for us to re-immers ourselves in a delightful representation of the Australian landscape.

You wave your hands and a cloud of 3D butterflies surrounds you. You see them, but so also do all the people in the room with you. Virtual reality without the isolation of the limiting goggles.

You then go on to see the full moon rise and play with the stars amongst the bush.

Rain will fall, or perhaps you see in the distance a bushfire begin?

What will you do to protect the animals and plants around you?

Your journey in the space can be deeply personal and self-directed or can also be facilitated by guides to assist your experience.

Our guided experience was initially made for young children and takes them on a step-by-step journey through a range of landscapes and creatures. We learn to pay our respect the world we are part of.

The experience can be customised to facilitate a range of environmental concerns and be made suitable for adults or for children as required.

TO ENCOURAGE AND EMBRACE SOCIAL PLAYFULNESS WITHIN THE REALITY OF OUR DIGITAL FUTURE

Box of Birds is a collective of artists working together to launch the virtual world off the screen and into the play spaces around us.

Back in 2011, director David Clarkson invited two interactive digital artists – Andrew Johnston and Andrew Bluff – to collaborate on Encoded, a dance theatre work for his company Stalker Theatre.

Encoded went on to tour extensively in Australia, Europe and Asia and was followed by several other ambitious works. These shows, crafted for both outdoor and indoor performances, have since been seen by over a hundred thousand people around the globe.

WHO IS BOX OF BIRDS?
WE ARE PERFORMANCE MAKERS,
DIGITAL INTERACTIVE ARTISTS,
STORYTELLERS, AND DESIGNERS
WHO SEEK TO OFFER AN
EXPERIENCE LIKE NO OTHER.

Building on this extensive collective experience in creating large scale, immersive dance and interactive projection works, Box of Birds are now crafting unique and spectacular 3D 360° live experiences.

Box of Birds' immersive experiences use media servers and bespoke technology developed by the team. They also have established collaborative relationships with technology and structural supply companies.

SOME PREVIOUS WORKS INCLUDE:

ENCODED

MOUNTAIN

FRAMESHIFT

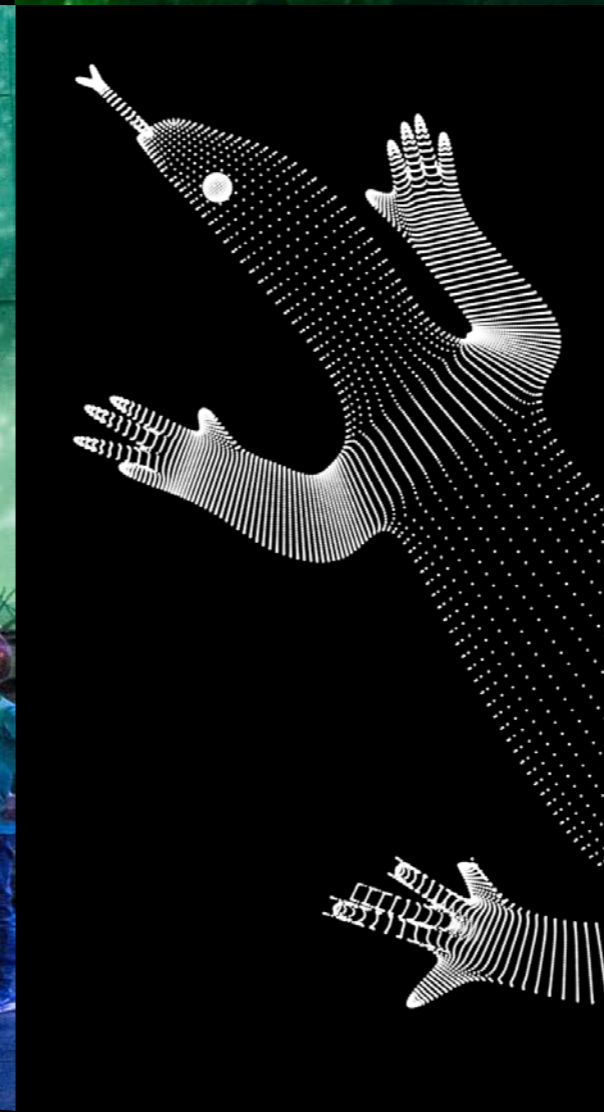
CREATURE: DOT AND THE KANGAROO

CREATURE INTERACTIONS 2D

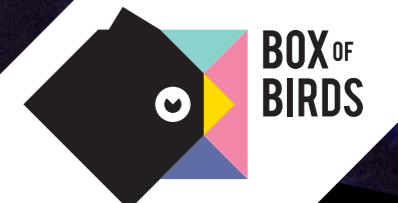




TO EMPOWER THE
CREATIVE HUMAN
SPARK THROUGH
SOCIAL INTERACTION,
ENVIRONMENTAL
AWARENESS,
STORYTELLING AND
TECHNOLOGICAL
INNOVATION



creature
INTERACTIONS 3D





IMMERSIVE TECHNOLOGY THAT EVOKES A CHILDLIKE WONDER

Creature Interactions emerged from a residency the Box of Birds team undertook at Bundanon, New South Wales on Arthur Boyd's iconic bushland homestead.

During the residency, Box of Birds projected onto the Bundanon homestead a range of interactive images of the local flora and fauna.

The audience were entranced and played with the projections for hours. This inspired Box of Birds to further develop both the concept and the interactive technology.

Creature Interactions was initially made for 2D presentation and partnered with the Office of the Environment and Heritage, NSW. It premiered at the Queensland Performing Arts Centre and has toured to the Opera House in Sydney and to festivals in China.

The 2D work was further developed with our customised media server, and is now fully functional in 3D.

DAVID CLARKSON:
ARTISTIC DIRECTOR

I was raised in the countryside of the South Island of New Zealand and from an early age had developed a love of the natural world around me.

Having now lived in Australia for over thirty years, I drew my inspiration for Creature Interactions from 'Dot and the Kangaroo' an iconic story written in 1899 by Ethel C Pedley.

It is a novella written about Dot, a young girl lost in the Australian bush, and her meeting, through innocent eyes, of all the creatures and plants in the environments she traverses.

Initially she is upset and confused, but with the help of a friendly kangaroo she learns to appreciate and love the world around her.

“TO THE CHILDREN OF AUSTRALIA, IN THE HOPE OF ENLISTING THEIR SYMPATHIES FOR THE MANY BEAUTIFUL, AMIABLE AND FROLIC SOME CREATURES OF THEIR FAIR LAND, WHOSE EXTINCTION, THROUGH RUTHLESS DESTRUCTION IS BEING SURELY ACCOMPLISHED.”

ETHEL C. PEDLEY

ANDREW BLUFF:
TECHNICAL CREATIVITY LEAD

In a world inundated with isolating digital technology, we wanted to transcend simple touch screens and truly immerse the audience inside a unique story world. We found that current screen technology was just not immersive enough to transport an audience.

To make the world truly come alive and jump off the screens, we had to develop our own omni-

stereo 3D rendering engine, VBAP surround sound processor and interactive particle system.

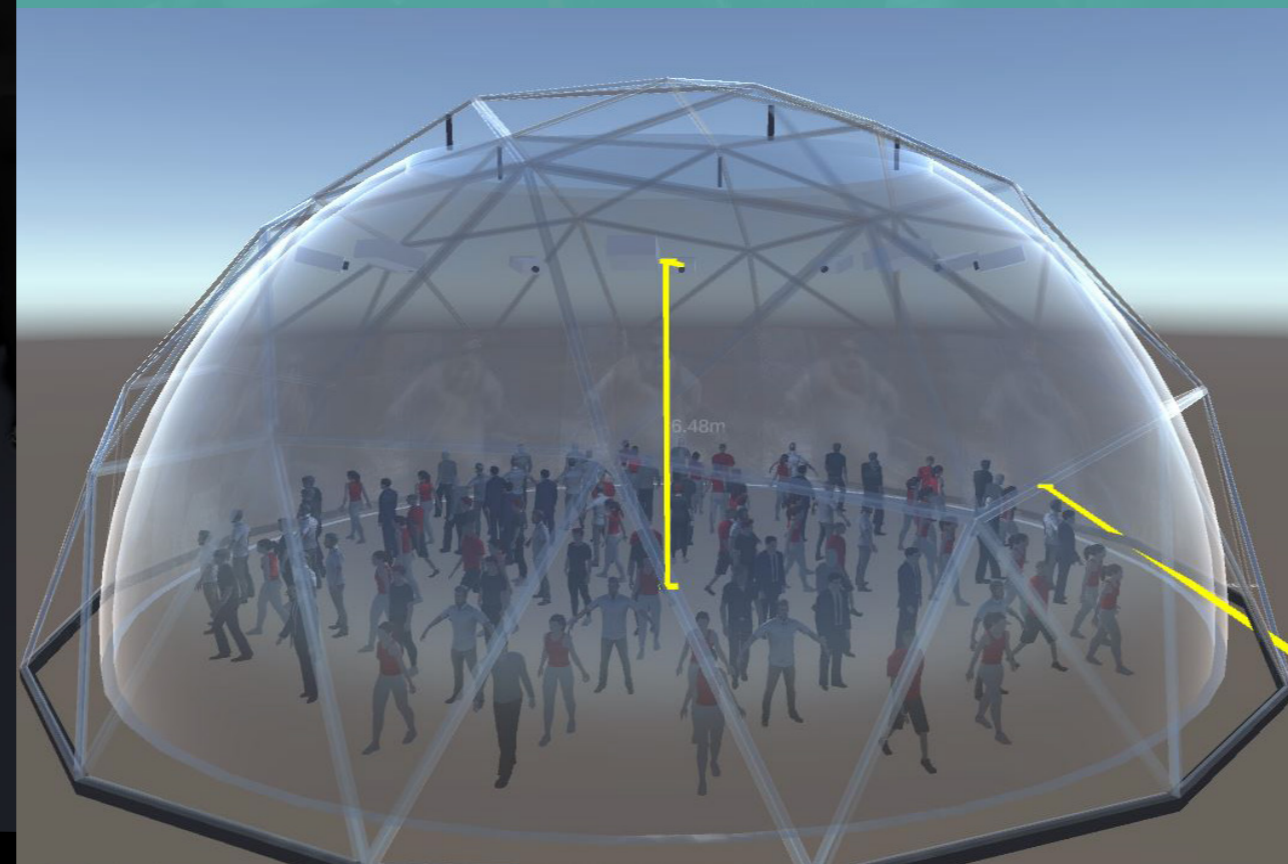
My favourite part is watching the audience smile in wonderment as digital butterflies fly through the space and land on a child's outstretched hand – from that point on the audience forgets about the technology and just surrenders to the magic of the shared immersive experience.

A FULLY IMMERSIVE
SPACE WHERE THE
TECHNOLOGICAL
AND NATURAL
WORLD COLLIDES

To capture the feeling of being immersed in the bush, as well as being able to transport the experience to regional, remote or urban environments we are proposing Creature Interactions being presented in a large transportable geodesic dome. This dome could also be utilised for a range of events be they community, festival or commercial.

Currently we offer two scales of dome with more options in development. The choice of size is determined by local parameters, audience size and budget.

Each dome will be equipped with 3D projectors and be kitted out with state-of-the-art tracking equipment allowing each member of the audience to engage with the story and share their journey with the people around them.



LARGE DOME OPTION

Diameter → 20m

Height → 10m

Approximate Floor area → 280 m²

Audience size → 100

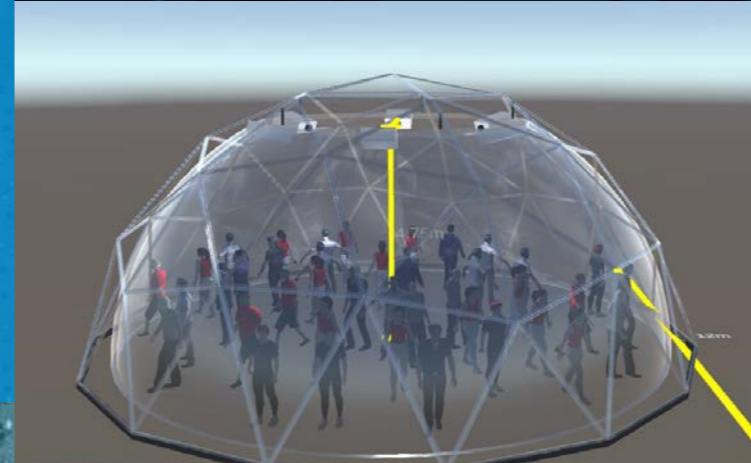
Projected image size → 7.5m

- 16 x Panasonic 21K 3D projectors
- 3D surround sound system
- Optitrack Tracking system
- Custom Box of Birds Media Server
- 3D Glasses – Active Shutter Edge

CREATURE INTERACTIONS IS
A JOURNEY OF HOPE, GIVING
US PAUSE TO PLAY AND
REJUVENATE OUR FEELINGS
FOR THE AUSTRALIAN
WILDERNESS

In Creature Interactions the participants are not only surrounded by the landscapes and creatures of the Australian Bush, but they are able to reach out and interact with them.

With no isolating VR goggles, people will experience and play as a group. It is this physical interaction that makes Creature Interactions not only a unique visually rich experience, but also a participatory, social and immersive one that will stay with the participant long after the night is over.



SMALL DOME OPTION

Diameter → 12m

Height → 6m

Approximate Floor area → 100 m²

Audience size → 40

Projected image size → 4.7 m

→ 6 x Panasonic 21K 3D projectors

→ 3D surround sound system

→ Optitrack Tracking system

→ Custom Box of Birds Media Server

→ 3D Glasses – Active Shutter Edge

CREATURE INTERACTIONS BLENDS ENVIRONMENTAL AWARENESS, PLAYFULNESS, PARTICIPATION AND MEANINGFUL ENGAGEMENT.

Box of Birds are seeking presenting partners to help us deliver this exciting new project in its full glory.

Box of Birds' experience in bringing audiences together, coupled with our technical innovation, will make Creature Interactions not only meaningful and memorable, but also one with the potential for further development and expansion.

FOR MORE INFORMATION ABOUT THIS PROJECT AND BOX OF BIRDS PLEASE CONTACT:

DAVID CLARKSON | DIRECTOR
Box of Birds & Stalker Theatre
david@boxofbirds.net

www.boxofbirds.net

