Stage Digital - A Scenographic Expedition

Exploring digital aesthetics on augmented stages, sharing experiences and reflecting on the pertinence of new technologies in the performing arts: Installations, Performances and Discussions.

Theater der Künste, Bühne A, Gessnerallee 9, Zürich

Thursday, 29th of November 2012

11.00 - 11.15h Opening
11.15 - 11.45h Bühne A Presentation of the Space - Bühne A Technics Team
11.45 - 13.15h Interactive Light Space Prototype Demo - Alex Barchiesi / Andrew Sempere and colourlight-center ZHdK Florian Bachmann / Marcus Pericin
13.15 - 14.30h Break
14.30 - 16.30h Workshop Workshop - Chris Salter
16.45 - 17.30h Quadricone Prototype Demo - Selena Savic
17.30 - 18.15h Inter-Actor Prototype Demo - Andrew Sempere
18.15 - 18.30h Break
18.30 - 19.30h Lecture Lecture - Chris Salter
19.30 - 20.00h Der Polder Practical Test for an Urban Game experiment - 400asa
20.00 - 22.00h Apero und Bar

Friday, 30th of November 2012

10.00 - 11.00h Choreophony Performance - Pablo Ventura / Chris Ziegler
11.15 - 12.00h Corpus Pygmalion Performance - Chris Ziegler
12.00 - 13.00h Break
13.00 - 14.00h Film - digital analog Projection - Christian Iseli
14.15 - 16.00h Master Theatre Performance - Michael Simon / students MA Theatre ZHdK
16.15 - 18.00h Final discussion
18.00 - 19.00h Bar