

# Vision

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## Introduction

During my **Creative Technology** internship at Dutch Rose Media, I will develop my vision for the **future of hybrid festivals**. This vision consists of three concepts that will be used as possible building blocks for those festivals. Unfortunately I spent most of my internship working on the **body projection mapping** and I experimented with the **Holosys Live** as well. Most of my vision will be shaped from the body projection mapping and also a little bit of the Holosys Live.

The following are brief descriptions of the three project.

### **Body Projection Mapping:**

A system that can project animations on a performer by using body tracking and a special system to then project these.

### **Holosys Live:**

An augmented reality live performance that can be viewed anywhere.

**Smartphone Orchestra:**

Allowing festival visitors to participate in an orchestra by turning their smartphones into sound devices. All the devices of the entire audience create an orchestra.

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## **Visions**

**Body Projection Mapping**

A tool that allows small venues to extend the vision of their performing artists by using interactive dynamic projections on a live stage, creating the illusion of the performers being part of the visual content. Additionally, it can also allow for creative and dynamic visuals that would be difficult or impossible to achieve with traditional lighting or set design. This can help to make the performance more visually striking and memorable for the audience.

**Holosys Live**

Live volumetric capture can enhance a live performance by adding an extra dimension of realism and interactivity. It also allows further post-production editing, such as adding special effects and changing the background, giving the opportunity to have a more creative and engaging final product.

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## **Main Vision**

Body projection mapping and live volumetric captures can enhance a music festival by providing a visually dynamic and immersive experience for the audience.