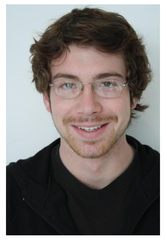
Cinematic Display for Telematic Performances

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The InterPlay

The InterPlay is a live telematic performance that occurs simultaneously in multiple sites across the globe, streamed over the internet through the Access Grid videoconference system, then processed, mixed and projected before an audience.

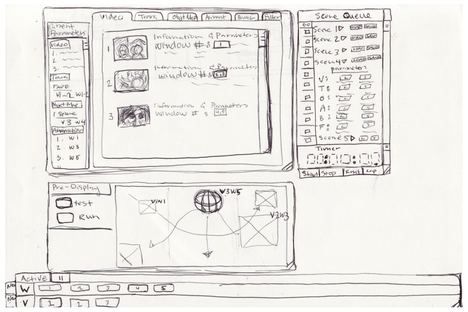
The Cinematic Display

The program that we are developing is used to control the Cinematic Display with transitions, effects and a user friendly and cinematic system for real-time window management.

The Control Room

The control room of the main site at the U of U for the InterPlay performance is comprised of as many as 20 computer systems and 3 to 4 technicians. This is where the video streams, those received from remote participating sites and those generated locally are captured, processed and displayed.

Conceptual Design



Goals

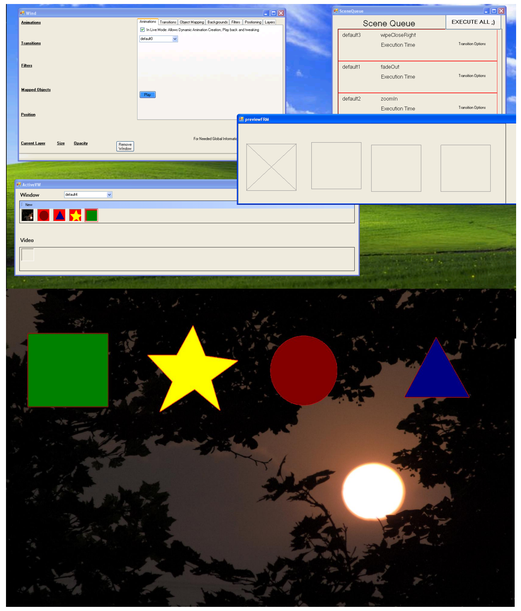
- Usability and Reliability
- More Cinematic
- Effects and Transitions
- Pre-set/ Live Interaction and Animation
- Invisible window management
- Maintain real-time video stream speed
- Address code manageability
- Take advantaged of established technology
- Maximizing screen space usage

Initial program design was based on past experience with the limited functions of the original Access Grid and Cinematic Display interface. This program is a customized tool that interfaces with the Access Grid videoconference technology.

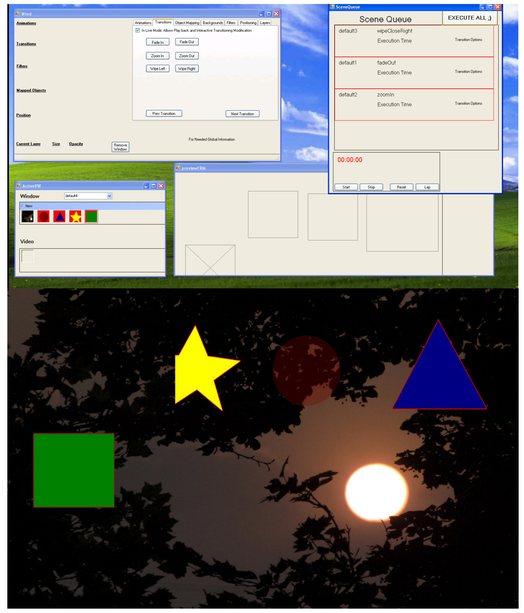
Interim Program Results

Controller Display

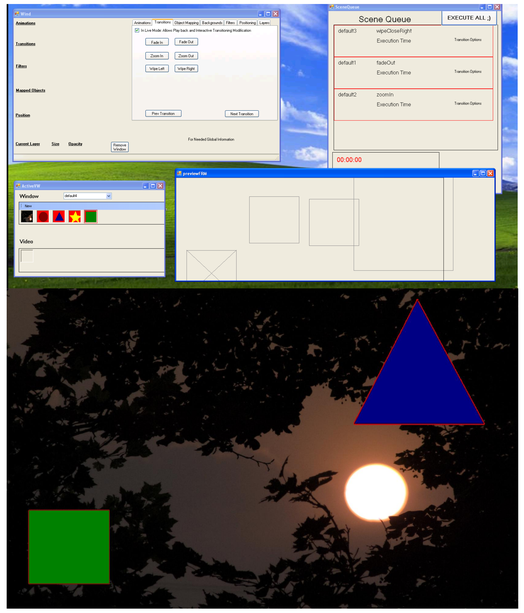
Cinematic Display



Initial Setup: Shapes representing video streams are placed where effects and transitions are applied.



Mid Movement: Some effects and transitions are triggered manually while others are executed by a pre-set queue.



Final Placement: The Square has moved, the Star has wiped, the Circle has faded, and the Triangle has zoomed in.