

ACO VIRTUAL

PLAY WITH THE BAND

ACO AUSTRALIAN
CHAMBER
ORCHESTRA
RICHARD TOGNETTI, ARTISTIC DIRECTOR

MOD
PRODUCTIONS



A CREATIVE COLLABORATION BETWEEN
THE AUSTRALIAN CHAMBER ORCHESTRA AND MOD PRODUCTIONS

THE EXPERIENCE

Imagine standing on stage surrounded by the Australian Chamber Orchestra's virtuoso musicians, feeling the energy of Artistic Director Richard Tognetti playing his priceless Guarneri del Gesù violin or getting up close to Principal Violinist Satu Vänskä's Stradivarius.

ACO VIRTUAL, the Australian Chamber Orchestra's ground-breaking new virtual orchestra installation, promises this and more.

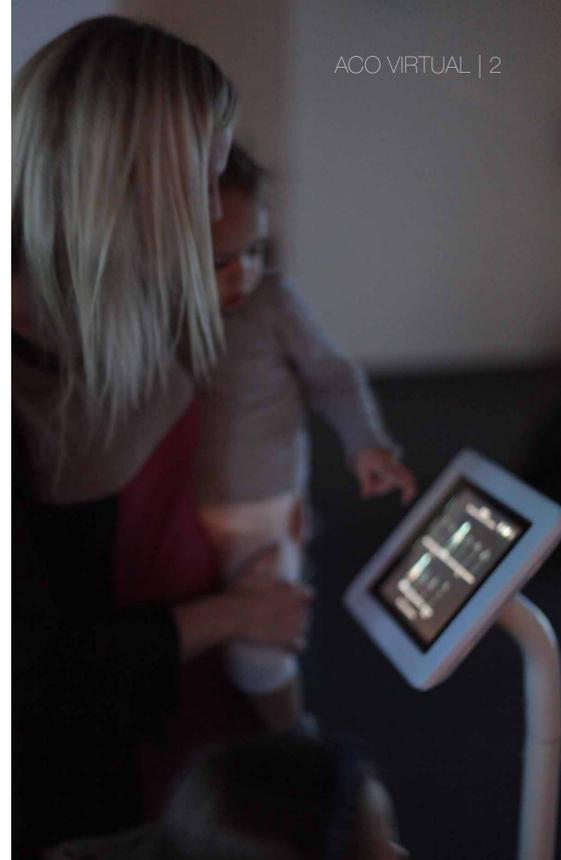
In 2012, 13 members of the ACO were filmed against green-screens, capturing audio and 3D images of each musician. ACO VIRTUAL features projections of this footage, with the sound of each musician coming from the direction of their individual projection.

Audiences are surrounded on all sides by projections of the musicians and encircled by the rich recordings. A touch-screen 'music stand' allows visitors to spotlight the sound and visuals of the ensemble, highlighting one particular musician, a section of

instruments, or their own desired selection of players. A streaming score runs under each musician, allowing the audience to understand the complexity of the musical arrangement – and even play along!

A free smartphone app provides information about the composers, the musicians and their instruments.

ACO VIRTUAL runs for 30 minutes and comprises carefully selected music by Bach, Grieg, Smalley and Piazzolla. It delivers a unique and inspiring learning environment, giving visitors the opportunity to engage with – and learn from – world-class musicians they would not ordinarily be able to see.



ACO VIRTUAL offers a memorable experience to anyone who loves music, visual art or technology.

EDUCATION

The experience is further enhanced by a supplementary education kit, filled with resources and activities for teachers and students to deepen their understanding before, during and after visiting the installation.

INSTALLATION REQUIREMENTS

ACO VIRTUAL has been developed to work within most spaces, with optimal impact achieved in areas with symmetrical or circular layouts. Installation may be configured to suit spaces outside of the technical requirements in consultation with our technical adviser.

Technical requirements:

- The walls must be at least 2.8m high
- The exhibition space needs wallspace to accommodate seven projections each measuring 3.5m wide – remember to exclude windows, doors or other surfaces unsuitable to project onto.

- The projectors are ceiling-suspended from mounts that are a maximum of 58cm long. Projectors should be suspended as close to head-height as possible so the musicians' faces are close to eye-level of the visitors. If a venue has very high ceilings, rigging must be installed.
- The area must have a controlled light source. Ambient light from nearby windows and doors needs to be blocked.
- High speed ventilation or air conditioning which creates obvious noise is notably degrading to installation audio quality.
- An adjoining but separate space (no public access) where the two large computers that run the installation can be positioned. There must be access for extensive cabling to run from these computers to the projectors and audio speakers positioned in the exhibition room.

Please contact Jill Colvin via jill.colvin@aco.com.au or 61 2 8274 3883 for more information.

ACO VIRTUAL FOUNDING PARTNER



ASSOCIATE PARTNER



DEVELOPED WITH THE ASSISTANCE OF SCREEN NSW

