Whispers of The Still City

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1. INTRODUCTION

Whispers of The Still City is a 15 min performance integrating interaction design, augmented reality, scenography and character creation. This performance installation conveys a nostalgic place with people who belonged to it once and now they only exist through traces of the past. In particular, *Whispers of The Still City* exhibits an affectionate space composed of a liquid architecture, which is not only a physical place but also a place with sensation. In other words, scenography of the place is anthropomorphized with life similar to a human character with sensation and memory.

Through this project we introduce 'Bioscenography' as a design method for creation of affectionate spaces suitable for architecture, film and theatre design. Bioscenography for the first time was applied in *Chronos of A Dead Machine*, a performance piece created by Parjad Sharifi that appeared in DRHA 2010: Sensual Technologies: Collaborative Practices of Interdisciplinarity.

2. METHOD

'Bioscenography' is a scenographic method suggesting designing characters with scenographic elements. It is constructed from two words of bio meaning life and scenography meaning the art of sculpting time and space for theatre. Scenography is similar to architecture with adding the element of

storytelling. It has always been a tool for creating mood, composition, visibility and action in performing arts. 'Bioscenography' claims that in addition to these functions, scenographic mediated tools can be employed to create dramatic characters.

The main concern of 'Bioscenographic' research is investigating the dramaturgical methods for creating characters with technology-mediated tools such as lights, video and sound. The claim of 'Bioscenography' is not constructing characters within one medium, but with the act of juxtapositions and compositions of mixed medias. This design method has the potential to solve many dramaturgical concerns arisen by the advent of new media in performing arts.

We present 'Bioscenographic character' construction method in *Whispers of The Still City* by using techniques of video mapping and interaction design. The city of this piece is a disembodied scenographic character composed of sounds and mapped video images, which are interactive such as the sensitive mouth of the character. In addition, there are some projection surfaces such as a head mannequin and few other surfaces providing a platform for mapped video projection. This interdisciplinary art research includes techniques of scenography, dramaturgy, animation and cinematic montage.