technical Aspects

Network

This performance will make use of the Internet in its current form. Standard services of this medium like WWW, telnet and real audio are used as well as self designed protocols for the transmission of the lighting data and performance information.
The design of technology is tailor made for the present-day situation of the Internet which is limited in bandwidth and reliability.

Hardware

On each stage several Industry standard computers will control and supervise the performance, communicate with the other stages and provide the audience with visual information. This information can be seen on every stage and on the stage in the World Wide Web.
The communication and stage control runs on three Industry standard computers (Intel Pentium).

The visual aspects on the local stages are made possible by graphic computers connected to video beamers. A webserver makes the visualization available to the audience that participates via the World Wide Web.

Furthermore, there is the option of surfstations giving the local audience the possibility to chat with the audience of the other stages after the performance.

Sensortechnique

Sensors from the field of sport medicine are used to gather skin resistance and temperature and pulse frequency to transform the actors emotions into light effects.

Software

Real audio, the market leader standard software, is used for sound processing. Stage communication software is written by our world wide programming team. There is a wide range of free webclients already existent for various platforms available for the audience participating via the World Wide Web.

Light

medial Presence

The history of theater that makes use of the Internet is comparatively short. Since 1993, where the first theater performance in IRC (an Internet chat environment) took place, the theater scene in the Net is growing. Even a focus group of ATHE (the Association of Theater in Higher Education) that deals with the use of Technology in Theater and Education, is now being formed and has invited the Oudeis team to present their work on their yearly conference. Great international attention is now drawn on this project.

Status Quo

To document the ongoing progress in the collaborative work of the Oudeis team a monthly newspaper was established in Summer 1996. It is available via World Wide Web http://www.oudeis.org/status/, where it can also be downloaded as a printed version. Since its first edition it is growing steadily and is now documenting not only the development of the Oudeis project but also presenting other projects currently staged with the use of the Internet all around the world.