

0AR



0AR



Augmented Reality and Dance experience

Multiplayer, interactive. Available for tour in person and remote.

World Premiere | 5 October 2018 | Sadler's Wells, London (UK)

0AR (zero AR) is a collection of short dance works in Augmented Reality (AR) suitable for all ages. It is based on the 2005 groundbreaking production *zero degrees* - a collaboration between Sadler's Wells Associate Artists Sidi Larbi Cherkaoui, Akram Khan and Nitin Sawney, with sculptor Antony Gormley.

APE wanted to bring the liveness and collective aspect of the theatrical experience into AR, reimagining the application of this technology. *0AR* is therefore a communal experience where audience members using five connected devices can interact in real time with one another and experience extracts of the original work popping up in 3D.

0AR has toured to 15 venues and 12 cities in 5 countries. It was seen by 2289 audience members and 1923 people took part in our workshops, talks and demo events.

Presentation format: 10-minute experience suitable for all ages. A collective AR experience on tablets for 5 audience members. Suitable for any empty 5m x 5m delimitate space both indoors and outdoors.

Commissioned by Sadler's Wells, London

Co-Produced by Biennale de la danse de Lyon 2018

Supported by Arts Council England, Jasmin Vardimon Company, V&A, South East Dance, The Old Market Brighton, Akram Khan Company, Eastman and Ashford Borough Council.

In the words of the creators...

“0AR is another response to our constant exploration around bringing the audience into the heart of an artwork through the use of technology. The shared communal experience you find in 0AR did not exist yet in the AR sphere when we created the work, and so, together with our technical partner Mbryonic, we looked for creative solutions to bring to life what we had imagined and bend the technology to our specific needs. Our intention is never to make a digital version of a live performance but instead, to push the limits of technology so it complements the work and allows us to incorporate an element of public input into it. We are constantly driven by the challenge of finding the right balance between the technology, the choreography and the audience. This is what pushed us to take on the task that Sadler’s Wells gave us: to create a work using new technologies based on a dance masterpiece.

And zerodegrees was a true masterpiece! We would like to thank all collaborators for allowing us to play with their universe and we especially would like to thank Akram Khan and Sidi Larbi Cherkaoui for the extra inspiration and support we received from them. It has been an honour to work on this project, and it is an ongoing reward to watch the public’s warm response to 0AR.”

Esteban Lecoq & Aoi Nakamura



VIDEOS & LINKS

Website: <https://www.aoiesteban.com/>

Link to the presenters' page in English:

<https://www.aoiesteban.com/ftp0ar>

Password: WHISTVR2017

Link to the presenters' page in French:

<https://www.aoiesteban.com/0ar-french>

Password: WHISTVR2017

Trailer 1 – Indoor venue

<https://youtu.be/eXGaYACpggQ>



Trailer 2 – Outdoor Festival

<https://youtu.be/0FCKsHgsnfY>



Technical Set Up

Presentation format:

- This is an interactive installation experience for public spaces. No seating required.
- Audiences will hold a 12.9-inch iPad Pro and wear headphones.
- The full experience lasts 10 minutes. It needs to be reset and launched after each 10 minute session (not automatically on loop).
- To be experienced by 1-5 people at a time. iPads are synched, so the experience will launch on
- All 5 iPads at the same time. If there are less than 5 people at the beginning of the experience, 'latecomers' can join in whenever they want. No need for pre-registration.
- iPads need to be charged for an hour every 2 hours.

Ideal Space:

- 25 square meters minimum floor space.
- An open, public space with footfall.
- No food and drinks in the performance space.

Sound and Lighting:

- Good quality headphones will be provided to the audience.
- Bright general lighting, but NOT LED lighting.



Staffing and Schedule:

- Get-in: Up to 1 hour
- Ushers Training: 30 minutes + 2 hours with real audience
- Get-out: 30 minutes
- 2 reliable ushers at all times. (Can be conducted by our team)

Technical requirements:

Either we bring, or you provide all of the below. If you provide the equipment, you will need internet to download the app. Once the app is installed experience does not need internet connection to run the show.

- 6 x iPad Pro 12.9" or iPad of your choice (2017 version onwards with the latest iOS, 1 iPad will be used as master on hold) (Our model MQDA2B/A WiFi only, 64GB)
- 6 x iPad covers/cases with handstrap on the back.
- 5 x good quality headphones (Suggestion: Audio Technica M20x)
- 1x WiFi router – Our model: TP-Link AC1900 Wireless Dual Band Gigabit VDSL/ADSL Modem Router. It needs to be more than 600Mbps on 2.4GHz + 1300Mbps on 5GHz.
- Charging facilities: 7 x 13 amp electricity sockets and an extension cable.
- Table and chairs for audience and ushers
- Gazebo if it is presented outdoor

Please provide the following under all circumstances:

- Small table to display 6 iPads and 1 WiFi router in the performance area.
 - Dry smooth wall for marketing texts (experience title, description and credits), using vinyl wall
 - Decal or printed foam-board.
 - Safe lockable overnight storage for all equipment.
 - Insurance for all equipment to cover damage.
 - Please note that there are also additional costs to load the app on new devices after the first
 - Initial set up, which you should cover if the fault is not on us.
- Please [contact us](#) further enquiries.



Terms and Conditions

Performance fee:

1 performance day: 1000 GBP

2 performance day: 2000 GBP

Thereafter to be discussed case-by-case basis.

Please note we prefer to tour minimum two days. The performance fee does not include travel, accommodation, per diems and ATA Carnet cost (applicable only if we are physically present at the location).

Insurance costs can also be involved should our team not be there to run the performances.

Wraparound Activities included in the fee* during show dates:

1. Workshops / Talks;
2. Demo Events;
3. Post Show Talks (delivered by Artistic Directors)

For more information about the workshops please contact us.

*If the workshop date is outside of performance dates, we will ask you to cover expenses (travel, accommodation and per diems) if relevant.

Touring party (1-3 people only for touring):

1 Show Manager/Producer 2 Artistic Directors

For longer runs: Only one person is needed for get-in and get-out, with help from local ushers. If it is cheaper and reasonable for us to leave after the opening and make another return trip for the get-out, we could train your team to run and maintain the show. We must stay for at least 1 performance day after get-in.

Technical:

Minimum floor area: 25m² – for performance only.

Additional preparation space required – to be discussed on a case-by-case basis.

Get-in: up to 1 hour, get-out: 15 minutes

Zoom call for instruction how to install the app and run the show is necessary if our team is not physically present at the show, Please see detailed information for technical set up on previous pages.

Travel (applicable only if we are physically present at the location):

Return travel from company members' base.

2 people from Ashford International, UK

1 person from St Pancras International, London, UK

Accommodation (applicable only if we are physically present at the location):

1x Single room for Show Manager/Producer
1x Double room for Artistic Directors (to share)
Ensuite bathroom and shower, free wifi, with breakfast. If longer stay Airbnb preferred. Early check-in and late check-out if company arrives before or leaves after standard check-in and check-out time.

Per diems (applicable only if we are physically present at the location):

£25 per night away if breakfast is included
£30 per night away if breakfast is not included

Wraparound Activities (one full day) delivered by Artistic Directors

For more information about the workshops please [contact us](#) or visit us [here](#).

*If the date of the workshop is outside of presentation dates, we will ask to cover expenses (travel, accommodation and per diems) if relevant.



Workshops and talks around the performance

Workshops

“Creating for immersive environments: Theatre, AR and VR”

- This workshop explores the similarities between making theatre and AR/VR experiences, so that drawing strengths from both worlds we can create strong immersive experiences.
- The session includes a lecture and some 360° film shooting.
- Content and angle could be tailored to dancers and other theatre-based professionals, or filmmakers and other non-theatre based professionals.

“The Basics of Dance and 360° VR Filmmaking”

- This workshop is focused on movement content creation, and is not a lecture.
- Participants can take part from the age of 6 through to university students and professionals.
- The ideal workshop length is at least 4 hours but we can be flexible. The more time we have, the more in-depth we can go on the subject.

Physical Theatre Workshop

- This workshop contains creative tasks to share the tools of creating physical theatre.
- Participants can take part from the age of 6 but the workshop can also be tailored to university students and professionals. The length differs depending on the age group.

Talks

The Artistic directors can lead Q&A sessions with the audience around the work presented.

“Aoi and Esteban were incredibly kind and informative in their workshop, ensuring the process was helpful for everyone. It was amazing to have created our own VR short film and it has inspired me to consider working with similar processes in my future performance making.”

Workshop Participant at the University of Kent, UK



Audience reactions & Press reviews

"Defly springboarding off of the celebrated Akram Khan/ Sidi Larbi Cherkaoui two-hander 'zero degrees.' 0AR is a succinct and seductive experience of augmented reality that superimposes striking virtual imagery upon a visibly real world - and all of it accomplished via a hand-held device. I was intrigued and transported by it. It's one of the first uses of technology in dance I know of that manages to impart a strange, perhaps, and even artificial yet vivid sense of spirituality as it unfolds. It's like a brief but exhilarating brush with another world that exists inside, or alongside, our own."

Donald Hutera - dance/arts writer (The Times), curator, dramaturg, performance-maker

"My daughter (7 years old) enjoyed the dancing and being able to interact with it"

Audience member

"Surreal"

Audience member

"I enjoyed how immersive it was"

Audience member



Previous Tour Dates

2023

2-10/06/2023 **Chaillot Theatre National de la Danse** (Paris, France)

2022

12-23/01/2022 **Macao Fringe Festival** (Macao)

03-27/03/2021 **Hong Kong Arts Festival** (Hong Kong) (CANCELLED)

02-02/08/2021 **Stockton International Riverside Festival** (Stockton, UK)

01-04/09/2022 **ZED Festival** (Bologna, Italy)

17-20/11/2022 **Beyond The Frame Festival** (Tokyo, Japan)

2021

23-25/07/2021 **Moovy International Dance Film Festival** (Cologne, Germany)

30/07/2021-01/08/2021 **Stockton International Riverside Festival** (Stockton, UK) (CANCELLED)

02-03/09/2021 **Armonie d'arte** (Catanzaro, Italy)

18-19/09/2021 **Out There Festival** (Great Yarmouth, UK)

25-26/09/2021 **Birmingham International Dance Festival** (Birmingham, UK)

03-13/11/2021 **Digital November/French Institute** (Casablanca, Fes, Meknes, Agadir, Morocco)

2020

07-08/03/2020 **Belfast Children's Festival** (Belfast, UK)

17-18/04/2020 **Sadler's Wells Theatre** (London, UK) (CANCELLED)

22-26/04/2020 **LAVAL VIRTUAL** (Laval, France) (CANCELLED)

30/05/2020 **Salisbury International Festival** (Salisbury, UK) (CANCELLED)

12-14/06/2020 **Stanislavski Theatre** (Moscow, Russia) (CANCELLED)

19-20/06/2020 **Birmingham International Dance Festival** (Birmingham, UK) (CANCELLED)

2019

07-15/06/2019 **VRHAM!** (Hamburg, Germany) - International Premiere

24-25/08/2019 **bOing! International Family Festival** (Canterbury, UK)

18/10/2019 **Thought Works** (London, UK)

24-26/10/2019 **Take Off Family Festival** (Durham, UK)

06/12/2019 **Festival International de Danse Animee** (Le Port, Reunion)

2018

25/08/2018 **V&A Museum** (London, UK) - Demo

13-23/09/2018 **Lyon Dance Biennale** (Lyon, France) - Tryout

04-07/10/2018 **The Old Market/Brighton Digital Festival** (Brighton, UK) - Tryout

04/10/2018-17/11/2018 **Sadler's Wells Theatre** (London, UK) - World Premiere

Credits

Artistic Directors: Esteban Lecoq and Aoi Nakamura (AΦE)

Technical Partner: Mbryonic

Music: Nitin Sawhney

Dancers: Jose Agudo, Elias Lazaridis

Character Artist: Duncan Walker, Arthur Tabb

Producer: JiaXuan Hon (Blackwinged Creatives)

Commissioned by Sadler's Wells, London

Co-Produced by Biennale de la danse de Lyon 2018

A Sadler's Wells 20th Anniversary Commission

Special thanks to "*zerodegrees*" original creators Akram Khan, Sidi Larbi Cherkaoui, Nitin Sawhney and Antony Gormley.

Supported by Arts Council England, Jasmin Vardimon Company, V&A, South East Dance, The Old Market Brighton, Akram Khan Company, Eastman and Ashford Borough Council.



CONTACT

hello@aoiesteban.com

www.aoiesteban.com

@aoiesteban

@aelab.uk



0AR is a AR and Dance production conceived, created and copyrighted by AΦE.