STAR GATE
A PROJECT BY PLAYMID

STAR GATE

https://vimeo.com/139817455

Star Gate is an immersive light and sound installation inside a plane.

With reference to the psychedelic trip of Stanley Kubrick's 2001 movie, we invite the audience to embark on a cosmic journey, perceptively intense and captivating.

Through the creation of visual and sound sequences that suggest the idea of interstellar travel, we make the audience fly to outer space in an intense six-minute trip, from departure and takeoff from the ground to the sighting of comets, planets, galaxies, crossing nebulae and visiting alien worlds, until finally returning safe to earth.

The installation allows for an audience of 50 people each show, in a ratio of 300 visitors per hour.

The plane itself is an art project from Eduardo Cajal, **http://www.trashumante.org/**, who bought, transformed and adapted the plane to hold this kind of art performances inside it.

Star Gate then, is a collaborative project between PlayMID, authors of the light&sound Star Gate show, and Eduardo Cajal, owner of the plane.

Although Star Gate can be installed in other spaces different from the plane, or even build locally a cilindrical structure which can hold the installation, is nice to keep the plane as a container for the light&sound show if it is possible.

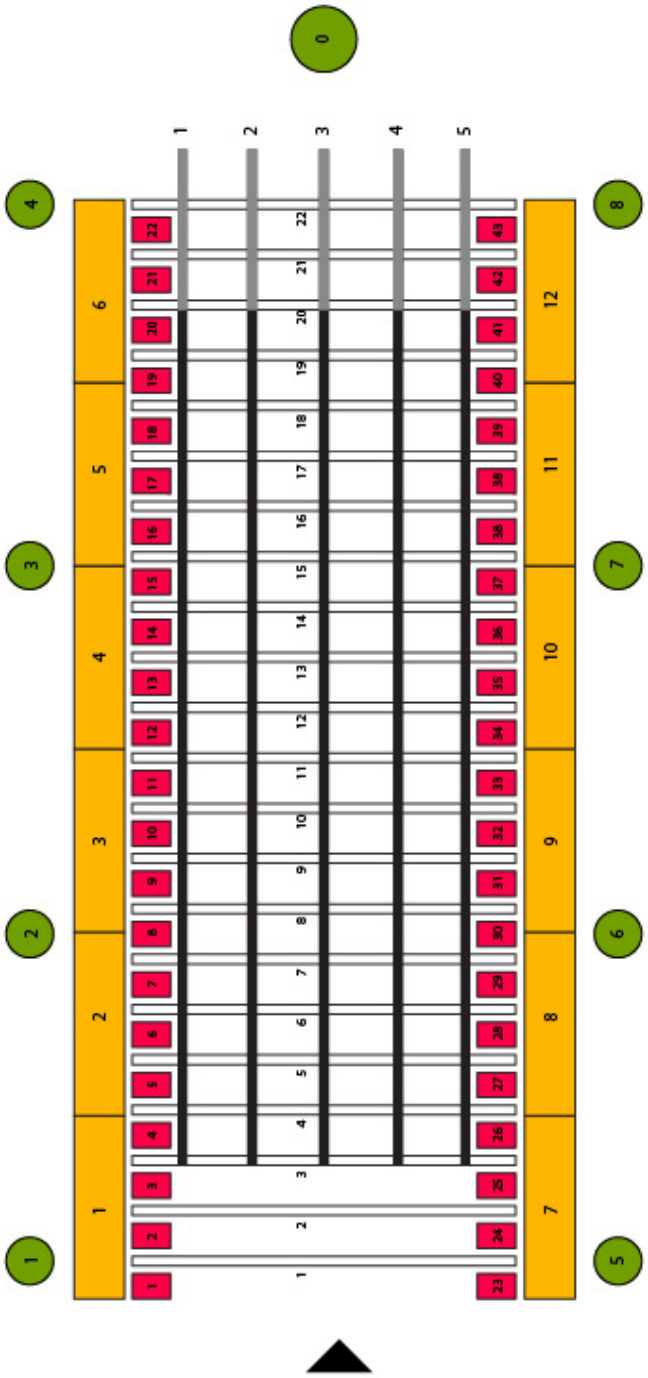
TECH RIDER

Most of the materials are provided by Play-MID: LED strips, hardware interfaces, power supplies and control computer.

Nevertheless, we ask for a complimentary rider which covers RGB ParLEds and an octophonic audio system

-2 Digital sound stage L-Acoustics LA 4
-1 Nexo LS 1200 (SUB)
-1 Rack Crest 1x8001+Contr ps 15
-8 L-Acoustics 5XT
-1 Behringer Xenyx 2442USB
-Audio Wiring and accessories

-12 RGBW PAR LED
-1 Smoke machine
-Dmx Wiring and accessories



8 Speakers and 1 Subwoofer

50m Analog LED strips

12m RGB PAR LED

100m Digital LED strips

CONCEPT

The installation, which lasts for around 6 minutes, is formed by 4 scenes:

1- Departure and take off.
On this scene we make a heavy use of sub-sound to make the plane vibrate, creating the illussion of big motors being powered on. We use circular light patterns, to represent movement of cilindrical turbines.

2- The space.
On this scene we represent stars, constellations, and comets passing by.
Sonically, we represent ingravity by using smooth pads and spatial effects of the comets passing by.

3- Wormhole
We enter a wormhole and starts a psychedelic and powerful journey inside a tunnel. In this part we make a heavy use of the perspective and movement effects,
in a tightly synchronized and spatialized audiovisual piece.

4-Alien worlds
When we get out of the wormhole, we find ourselves in an extraterrestrial world, surrounded by inteligent entities which communicate with us through a synesthetic audiovisual language.
This is the more “musical” scene, integrating rhythm and melody as part of the “intelligence” from our alien friends.

5-Flash Backward
After visiting the alien world, we’re violently pushed back by the wormhole in a very fast journey backwards in time,
finisihing our journey again in the earth, where everything started.

So, to summarize,
the whole piece is about space-time journeys, represented through abstract geometry, color and sound.

PROCESS

To create Star Gate, a team of artists and engineers built the complete system and contents, comprising:

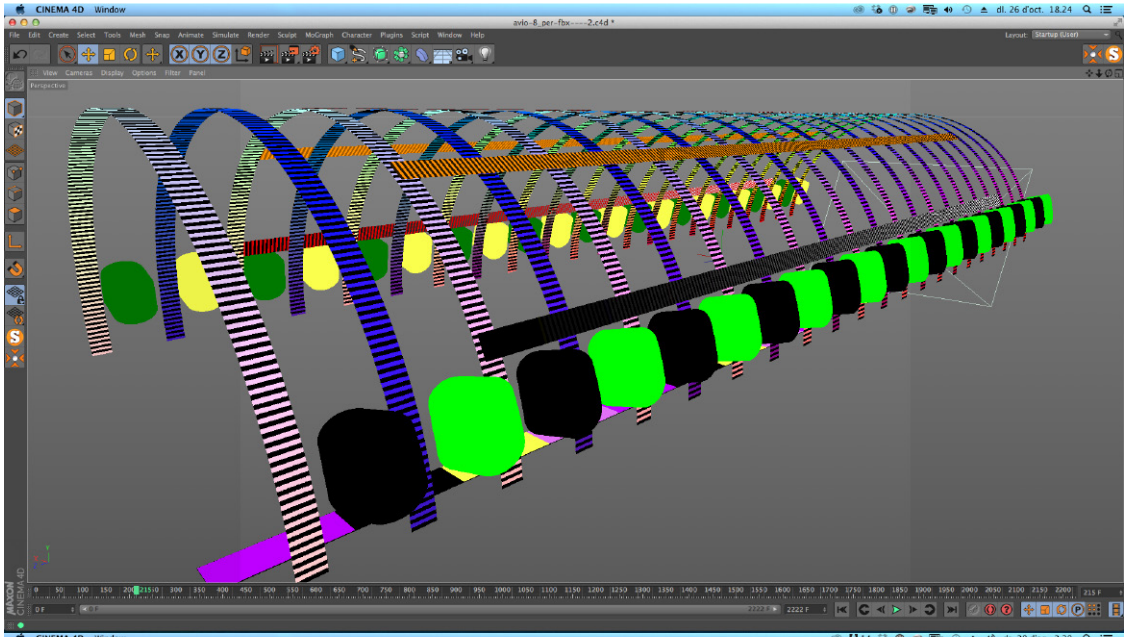
Software engineering
creating a 3d simulation of the plane for composing light before having installed it in the plane

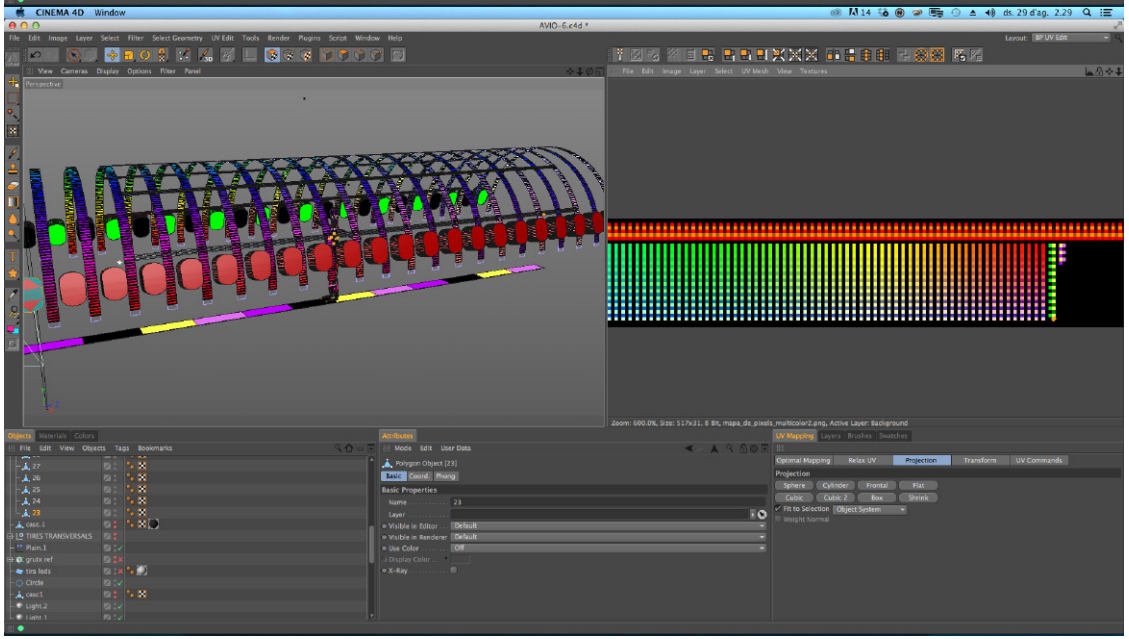
Hardware engineering
Creating the whole control system to communicate with 200m of led strips, lots of soldering and hardware preparation

Video production
The whole visual content of the leds is driven by a 2d video file, which is mapped to the led pixels by a process of “pixel mapping”

Sound design
The installation features an 8-channel audio system, so we needed to develop custom software for spatial effects

Scripting
Thinking how to create an immersive piece about space travels, communicating complex ideas through an abstract language.





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