

LIGHTMARE PRODUCTION PRESENTS

THE REBODY



Sasha Waltz

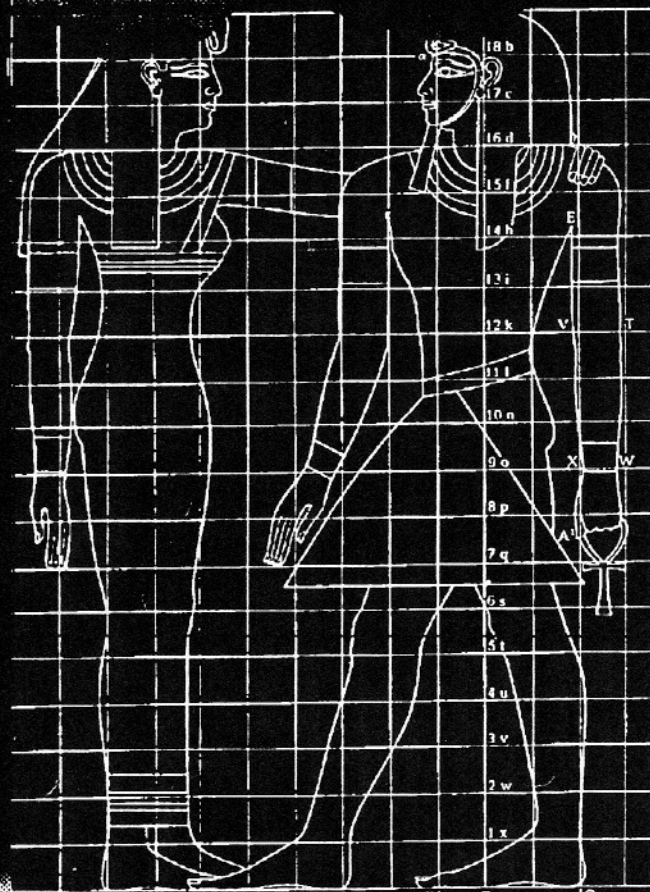
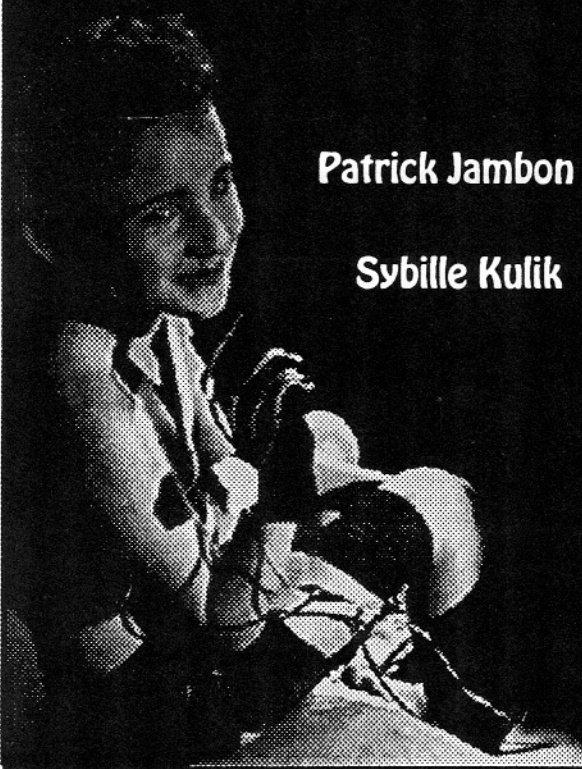
a cyberdrama
by
Jochen
Schmidt

Richy
Müller



Patrick Jambon

Sybille Kulik



CAMERA Detlef Bollmann LIGHT Rainer Ritzerfeld COSTUMES Anne Jendritzko STAGE Ute Werner MAKE UP Antje Bockeloh SPLATTEREFFECT Roger Kleiber EDITING Uta Schmidt COMPUTERANIMATION Jochen Schmidt MUSIC Dietrich Hahne Samuel Barber Mike Herting

LIGHTMARE PRODUCTION
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THE REBODY

a cyberdrama by Jochen Schmidt

DESCRIPTION:

King Osiris is killed and his body torn into pieces by his evil brother Seth. While Seth reigns the country cruelly as a warlord, Isis escapes and travels into the Empire of Death with the help of a secrete machinery. There she finds the bodyparts of her lover and puts them together again. After Osiris' being, thus resurrected and reunited with Isis, their child Horus is born. Horus faces Seth in the end to take revenge for his father's death.

The plot of the Egyptian legend of Isis and Osiris serves as a general idea for a multi media concept that is based on the use of Virtual Reality. It can be realized as an interactive theatre show, as a videogame, as a film or as a television show. The computergenerated imagery represents the Empire of Death where access and interference is possible by the use of high technology. Virtual actors are combined with real actors in an ancient fantasy world consisting partly of immaterial decors. Love goes beyond death, evil forces and dangerous intrigues have to be overcome: the dramatic story of the destruction and the rescue of the family is a tale of universal dimensions.

The multi media concept has been realized as a 13 minutes videofilm. A great part of the video has been produced like a live act TV show or a theatre spectacle. Most of the animation parts were made by the use of Virtual Reality.

TECHNICAL DETAILS:

The animation parts were realized in SoftImage, converted to Wavefront and loaded into the VPLResearch Equipment connected to a SGI Skywriter. The video was shot in Betacam SP in a Sony prototype TV studio in Cologne. The postproduction was made with a Sony BVE 9100, a Quantel Harry and an Avid Media Composer. The Sound was recorded and edited with a Yamaha DMR8. The whole production envolved professional actors, students and non professionals. It took five days of shooting, three weeks of editing and \$ 6000 to produce it.

PRODUCTION:

The Virtual Reality parts were produced at the German Research Center for Computer Sciences. The video was produced at the Academy of Media Arts in Cologne.

The videofilm had been presented first at the CyberEvent 1994 by Alfred Bielek in Cologne. It has been invited to the European Media Arts Festival in Osnabrück and to the Experimenta Theatre Festival in Melbourne, Australia, in 1994. In 1995 it will be presented at the Tokyo Video Festival and the ARTEC Biennale in Nagoya, Japan, at the International Festival for Science Fiction and Fantasy Films in Bruxelles and at a Virtual Reality show in Buenos Aires.