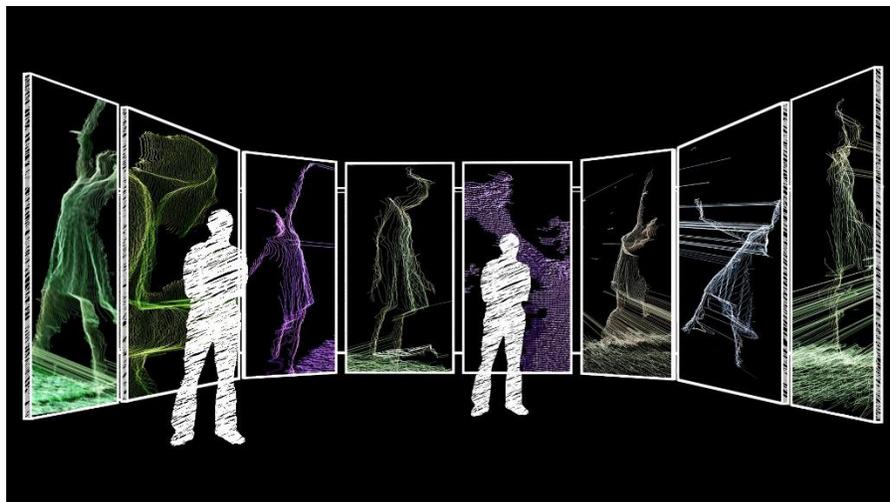




Experiencing in Pieces – Immersive Installation

By Jeremiah Roberts

Experiencing in Pieces is a hybrid reality environment that seeks to find the engagement between a performer and audience. As an interactive installation, it allows the user to manipulate the audio and visual content and be able to experience the music video in discrete pieces. Stepping outside the composition the user is in the audience point of view, which allows one to experience the piece in full.



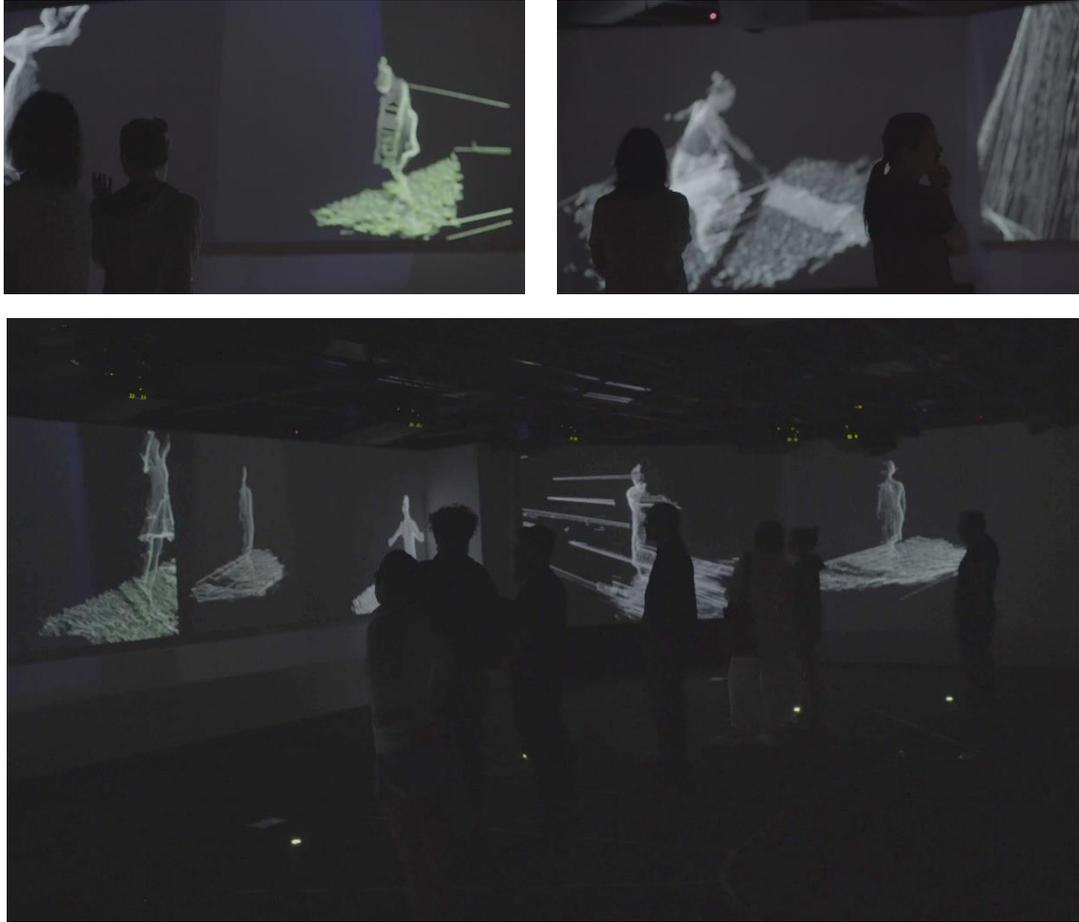


Figure 1 Experiencing in Pieces opening night (April 2017)

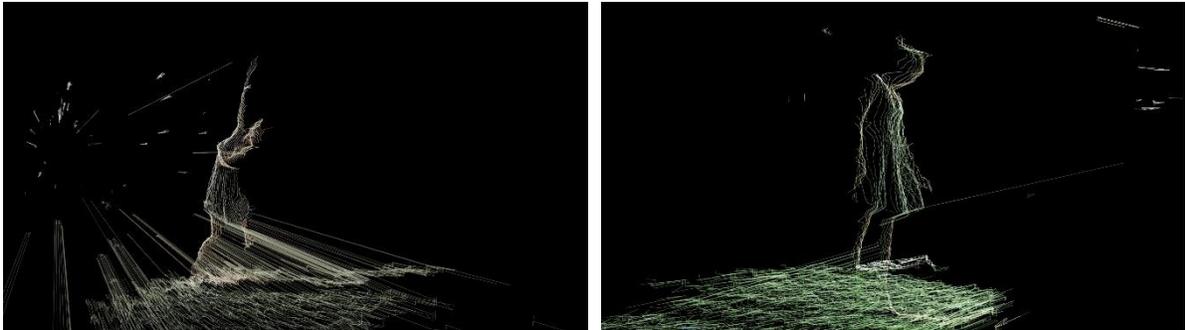


Figure 2 Video Stills

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Experiencing in Pieces relates to a user's engagement in that how we are allowed to listen and create music. To experience a piece of music and video by deconstructing and reconstructing the piece of music along with a video. This is created by motion detection and human body motion in a mediated space. Giving the user a non-passive role by allowing them to become part of the performance in that one may choose how the instruments and videos are played in the same time the installation acts a meditative space that keeps in the general scope of the curation of the museum or gallery space. The radical realignment of the orchestrated piece that the installation represents, is one the highlights including when the user can distribute and re-arrange instruments in various way and see how music is perceived. The images being projected are that of an experimental film style and can be considered a study of the human body in motion. With the visuals and audio elements together both form a collectiveness experience of the controlled space

Experiencing in Pieces is a collaborative piece with an original score by Michael Lee Roberts and choreography by Olivia Hockaday

Media and Awards

Experiencing in Pieces receiving Achievements in Science and Design award from North Carolina State University graduate department.

You can find a promo clip for opening night here

<https://www.youtube.com/watch?v=dbgjlnqNfug&feature=youtu.be>

Here is some past media event opening details

<https://www.lib.ncsu.edu/event/experiencing-in-pieces-immersive-installation>

Technical Notes: I have developed a custom built interface that I set up with motion detection devices that trigger instruments and visuals. To emulate a real orchestra setting, layout and instrumentation has been simulated through the mix and room layout. The visuals are projected through a system of projector(s) that can be mapped to any environment (room walls or panels) preferable a half room, As if to emulate an orchestra and its audience. This installation can be downsized to fit any size room 10x20 ft. and can be enlarged to fill theater performance size room. Depending on the projector placement and sound system. Three projectors are suggested but can be shifted for more or less. Room size depending. Projectors, motion detectors and sound system can be furthered discussed upon room size.

Artist Bio

Jeremiah Roberts is a North Carolina State University graduate with a Masters in Art and Design, Animation and New Media. He has been a musician and performer for 20 years and has background and experience in film, animation and music video directing. Concentrating as of late on interactive media relating with music based themes. His latest Installation, *Experiencing in Pieces* is an immersive installation which concentrates on the relation between constructing and deconstructing an orchestrated piece of music along with a video in a mediated space.

“One of the main goals with *Experiencing In Pieces* is I want to give people the same feeling I felt when I was a young person and went to see my first concert, I just wanted to be apart. I wanted to engage with the performer, the band, the music. This is one of the most important aspects of the installation in that it allows the user to do this.” -*Jeremiah Roberts*

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