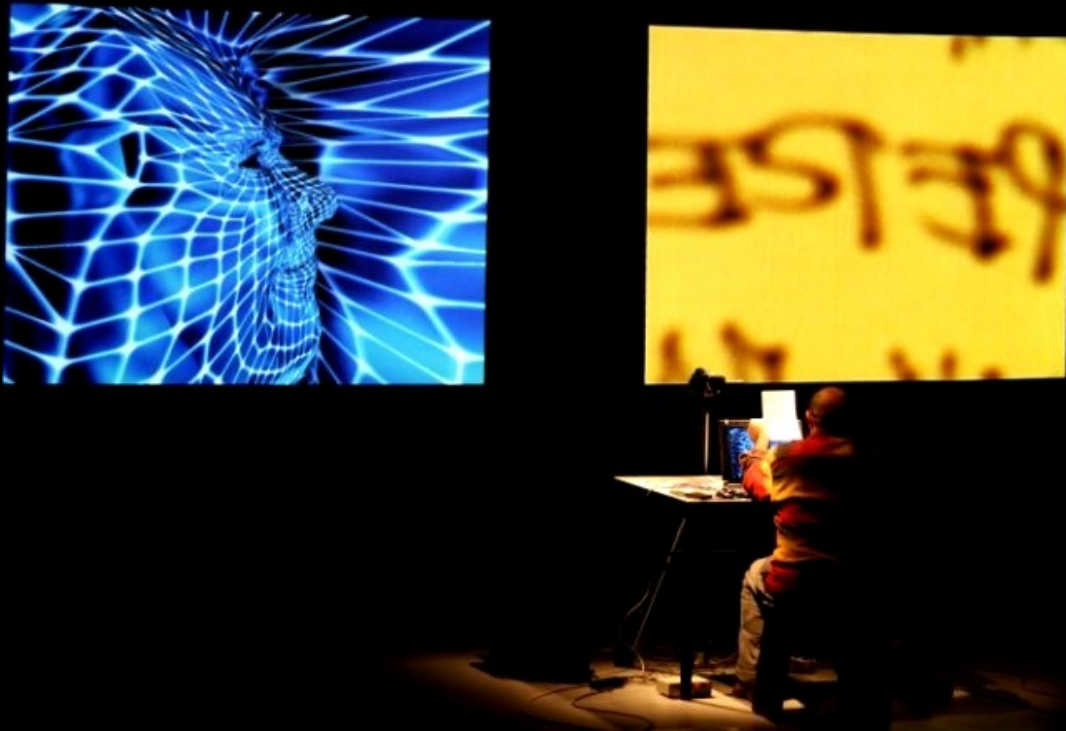


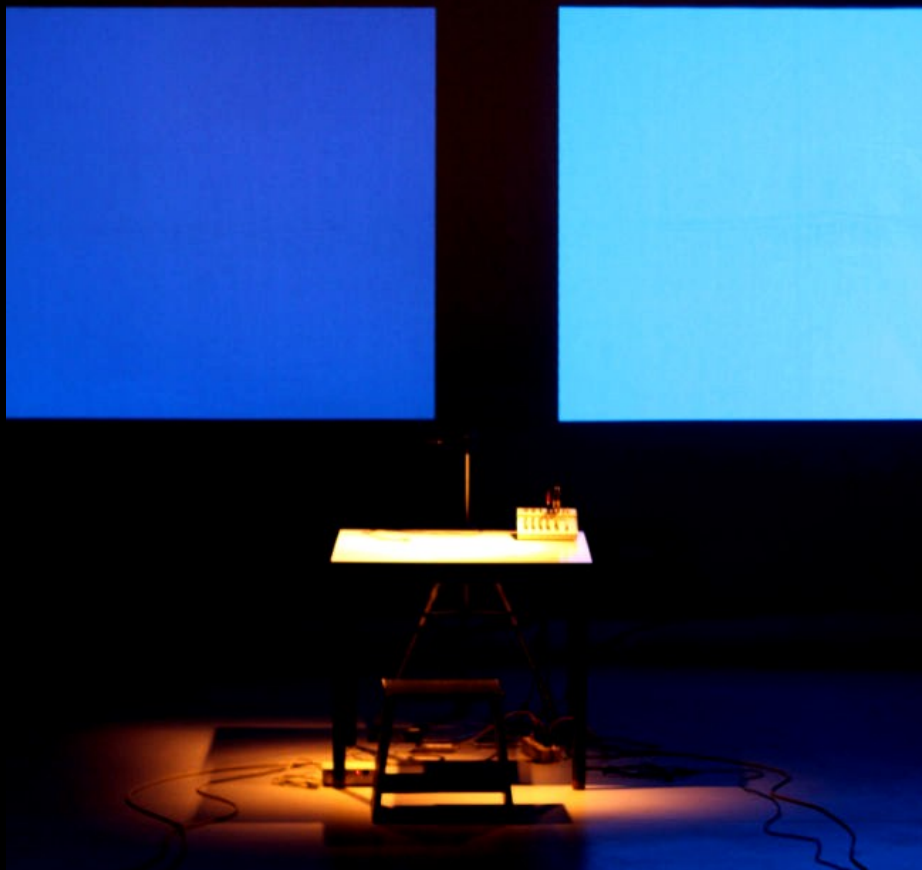
THE DOUBLE ME # 0.0

(dual-screen action on stage, video camera, laptop and cyberglove virtual character)

by and with Giacomo Verde



"The Double Me # 0.0" is a project born from the stage and digital video technologies. The performance suggests the interaction between a performer, a camera and a virtual character, animated by the performer and his cyberglove (a glove with sensors).



On stage there are two screens and two video projections: one connected to the camera and the other to the laptop from which the performer manages the virtual character.



The action is the creation of "stage machinery" that allows the performer to play with his own double multiplication, video and virtual. A double electronic and digital mask.



The exploration of possible configurations, connections and sense's plots between the body, the video and the virtual mask, are the tracks that guide a real stage research, unpredictable even for the performer. The zero degree of a dramatic "**tech-teatral**" research and shared in real time with the spectators.



It is an open debate about the identity, about the “**digital-double**” and about the way of mutual influence between being and appearing, on the border that unites and separates representation and **stage reality**.

*At the time of Ignorance
Knowing about ourselves
Is a Mask a Mask
A scenic machinery
Doubling and multiplying
Knowledge and Ignorance
...Awareness?*



"The Double Me # 0.0" was created by the application of technologies and digital video, according to the "hacker attitude" inherent in the theater.

Infact the space-time of the scene can show and experiment an unconventional and open use of machines, able to question the basic elements of the usual and abused of the technological spectacle.

"The Double Me # 0.0" doesn't propose any new hardware or software but want to deepen in a creative way, machinery and equipment already used in other contexts, making explicit the operation and the underlying philosophy.



It means to share experiences and knowledge so, also the standard technology users, can understand. It means experiment new assemblies, to entice anyone to experiment with their own, even if their are not able to plan or to weld wires and circuit boards. For this reason it is "hacker scene".

The Double Me # 0.0

by and with: Giacomo Verde
Production: Dromedari.org and E-Tica
Software by: Stefano Roveda and E-Tica,
Cyberglove by: HumanWare
3D Graphics by: Raul Sdrigotti
Music from [arciv ev noise](#) - www.jamendo.com -
and L. Cherubini

Technical requirment:

Stage m. 5 x 5 minimum
System with 4 flashing lights from a 1000 watt placed close to the center of the stage
Sound system suitable for the room
Cables connecting audio from Laptop to the Mixer
2 Projectors 1500 A / lumen minimum
Power point at the center of the stage
A small table and a chair at center stage
(Double screen projection of at least about 5 x 3 m.)

The duration can vary from 45' to 60"



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