

Interactive performance at the Stage for Music Visualisation

„FIDELIO, 21. JAHRHUNDERT" („FIDELIO, 21st CENTURY")

Music: Ludwig van Beethoven, „Fidelio", scenes from the second act (1814), performed by the Vienna Philharmonics under the direction of Leonard Bernstein (1978) and René Kollo (Florestan), Gundula Janowitz (Leonore), Hans Sotin (Don Pizarro), Manfred Jungwirth (Rocco).

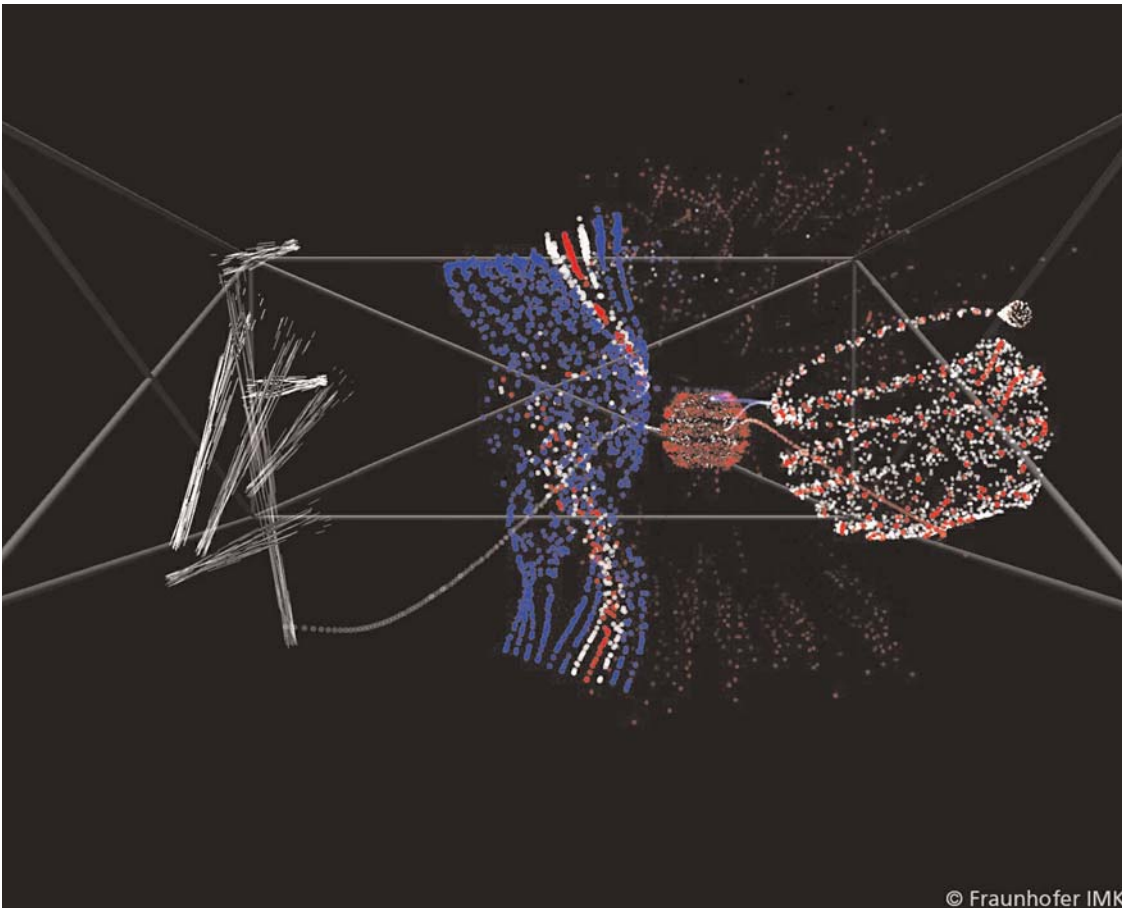
Production: Johanna Dombois (Concept, Director/Dramaturge, Artistic Director), Uli Lechner (Director of Visual Effects), Florian Dombois (Idea, Concept, Project Director). Production for the Beethoven-House in cooperation with Vertigo Systems GmbH and rmh – new media gmbh. © Fraunhofer-Institute for Media Communication, Sankt Augustin (2004).

Performance duration: 20 minutes

„Fidelio, 21st century" is the first classical opera to be performed interactively in a 3D virtual reality or virtual environment. The opera's characters are depicted as abstract figures consisting of small particles (particle systems). By following musical and dramaturgical directions, the figures express the music's flow in dance-like movements. In addition, visitors can influence the performance through interactive devices.

The plot: The scenes chosen for the production represent the core of the opera's plot: Florestan is defeated by his opponent Pizarro and imprisoned (introduction). There, he has a vision of his wife Leonore as an angel (aria „In des Lebens Frühlingstagen" (In the spring days of life)). Pizarro who was let into the prison by Rocco, the prison guard, (whistling) tries to stab Florestan with a dagger. Fidelio (Leonore disguised as a male) throws herself between them, discloses her identity, fends off Pizarro's dagger and saves her husband Florestan (quartet „Er sterbe" (He shall die)). Together they celebrate their rescue, reunion, liberation and Pizarro's disempowerment (duet „O namenlose Freude" (Oh nameless joy)).

The figures: The opera's figures consist of moving particles and can be distinguished by their specific form and colour.



From left to right: Pizarro (white bars), Leonore (blue wall or wave), Rocco (red and white double ball with tentacles), Florestan (white and red spiral). The prison is depicted by geometrically arranged bars.

Interactive devices: By means of the four interactive devices set up in the stage room, visitors can influence the optical and acoustical events to a certain degree during the performance and move the figures and their voices around in the room. Thereby, visitors can implement their own dramaturgical ideas. Each figure has its own interactive device. Flashing indicates that the device is ready for use.

Ropes – Florestan (spiral)

Ball – Rocco (double ball)

Column – Leonore/Fidelio (wall/wave)

Joystick – Pizarro (white bars)

For more information about music visualisations, go to www.beethoven-haus-bonn.de. Don't forget to visit the „Studio for Digital Collections“ on the ground floor and the museum at Beethoven's birthplace next door