£1.3 million lifeline for cultural organisations in Plymouth

11th December, 2020

Treasury’s Autumn Statement delivers major investment for Market Hall

23rd November, 2016

We solve problems & create opportunity

From supporting young people to find work and develop skills to helping start-ups and enterprises thrive, we work to solve problems and create positive and lasting social change.

Through our buildings and support we provide space to work and learn.

What’s On

Find out what’s happening both online and in our spaces.
The consequences of various world plans could be computed and projected, using the accumulated history-long inventory of economic, demographic, and sociological data. All the world would be dynamically viewable and picturable and radioable to all the world, so that common consideration in a most educated manner of all world problems by all world people would become a practical event.

(R. Buckminster Fuller, 1962)
Cultures from around the world have long turned to the dome of the heavens to better understand the cosmos. The shape of the celestial sphere has influenced the evolution of mental maps around the world, revised by numerous artistic, religious, and scientific artifacts and beliefs.

Innovations in architecture, large-format cinema, and computer graphics have enabled the development of elaborate dome installations for art, education, and entertainment.

From the Christian holy land to the Islamic holy place, the dome has manifested itself as the most sacred shape in many cultures.
PROJECT #1:

> TITLE: ORB

> DESCRIPTION:
The ORB is a physical networked object that simultaneously occupies multiple geolocations. It is both synchronous and asynchronous.

> FUNCTION:
It acts as an eye and an ear, transmitting audio visual data from its various locations to all its other locations allowing the viewer to observe and listen. It collects multiple sensor data from each location to share with its replicas. The ORB is reminiscent of an 'Object Request Broker'.

> USER/AUDIENCE:
The ORB would sit in a partners venue, in close proximity to the fulldome space and would be a window on all the other fulldome spaces and activities.

> PRAGMATICS:
Synchronous and asynchronous data stream mean it collects data across time zones creating a psychometric architecture and memory of things that happened.

> TECH:
rapid prototyped structure
several touch screens, android tablets, each representing another ORB location
Unity 3D engine app
Wifi
Online platform for collecting, managing and distributing the data/content.

> TEAM:

PROJECT #2:

> TITLE: POOL

> DESCRIPTION:
A shared software space which contains content audio/visual/data elements from partner locations. This pool of content is navigable, synchronous and asynchronous showing fulldome clips, WIP and real time feeds from fulldome spaces.

> FUNCTION:
The POOL is a collective audio/visual database of content which can be viewed and navigated in multiple locations showing content that can be manipulated in real time and updated across the network allowing co-curation and audience interaction. Allows a distributed authoring of content.

> USER/AUDIENCE:
Audiences in multiple fulldome spaces, between shows and for a playful interactions.

> PRAGMATICS:
Is there time and space in fulldome venues?
Will need to be linked through the pilots consoles
Asynchronous for cross timezone interactions.

> TECH:
Unity 3D
Online content platform.
Networked through the control consoles.

> TEAM:

PROJECT #3:

> TITLE: STREAM

> DESCRIPTION:
Realtime audio/data streams between fulldome venues. Overlapping sonification of data feeds from each venue or audio feeds from a location shared across all the locations.

> FUNCTION:
To create shared audio and data environments. Listening to fulldomes

> USER/AUDIENCE:
Audiences in multiple fulldome spaces, between shows and for a playful interactions.

> PRAGMATICS:
Is there time and space in fulldome venues?
Will need to be linked through the pilots consoles
Asynchronous for cross timezone interactions.

> TECH:
Sensors
Unity 3D? Audio processor?
Microphone cluster
Spatial audio

> TEAM:
**PROJECT #1:**

**TITLE:** ORB

**DESCRIPTION:**
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**FUNCTION:**
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**TECH:**
rapid prototyped structure
several touch screens, android tablets, each representing another ORB location
Unity 3D engine app
Wifi
Online platform for collecting, managing and distributing the data/content.

**TEAM:**

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**PROJECT #2:**

**TITLE:** POOL

**DESCRIPTION:**
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**FUNCTION:**
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**TECH:**
Unity 3D
Online content platform.
PROJECT#1: ORB
How do you feel about your future?

- 228
- 232
- 105
- 91
- 104
- 134
- 140

Plymouth School of Creative Arts (PSCA)