

Vacancy number:

22697

Organisation name:

iMayflower

Vacancy title:

Video Mapping and Projection Technology in Theatre & Performance – The Wardrobe Ensemble iMayflower Masters R&D Students

Vacancy summary:

Are you considering applying for the [MRes Digital Art & Technology](#) with the University of Plymouth Faculty of Arts, Humanities and Business in 2021?

Do you have an interest in exploring how video mapping and projection technology could be used within the theatre and performance?

Are you keen to work collaboratively with a business to apply your knowledge in a work context, through a research project that contributes to the development of a new product, service or experiential offering?

As part of the University of Plymouth's commitment supporting businesses through the economic recovery period and our ongoing drive to connect our students with industry, we are piloting a new initiative to pair highly skilled Masters level students from across our [Faculty of Arts, Humanities and Business](#) with local and regional businesses in order to undertake a defined R&D challenge.

Each project will typically last for 9 months, starting in October 2021, and will be a collaboration between a business, a student and the University.

The successful student will receive a scholarship of £3000 towards their course fees along with a budget of up to £2,000 towards agreed costs for materials, travel and accommodation directly associated with their project.

**Video Mapping and Projection Technology in Theatre & Performance – The Wardrobe Ensemble
iMayflower Masters R&D Studentship**

About [The Wardrobe Ensemble](#):

The Wardrobe Ensemble is a Bristol-based group of theatre artists working together to make and tour new plays. They explore the big ideas of our time through intimate human stories and bold imagery. They consist of nine core members, one producer and a constantly growing community of associate artists and work as a democratic devising ensemble wherein every member contributes to the research, writing, structuring, and performing of a show, creating a unique shared theatrical language and aesthetic from show to show.

We have made a variety of shows for all ages and at the heart of all our work is a desire to tell a compelling story in a visually engaging and inventive way. Our strands of work:

- Devising and tour new plays for adults, families and younger audiences.
- Delivering high quality engagement activity for, and with, students, emerging theatre makers and teachers.

Language, translation, interpretation and the impossibility of communication. How can we use video mapping and projection technology to explore ideas of communication in The Wardrobe Ensemble's new production - UN?

In 2022, The Wardrobe Ensemble will begin an ambitious new theatre project - UN (working title). The production will explore the role of communication, language and interpretation through time and across the globe, to question what it means to be a human being today.

Using brand new technology, we want to transcend borders to tackle the big questions and, in doing so, uncover the meaning of our smallest interactions.

We have already spent one week on this production, exploring language and communication in many guises. We spoke to a UN interpreter about his daily routine, and spoke to eighteen month old Frank as he is beginning to find language. We had conversations across the internet via zoom and whatsapp. We learnt what is lost in translation in Lost in Translation. Ben taught us Yiddish and Jim taught us German and Jesse taught us BSL. We want to welcome someone with 3D video mapping and projection technology expertise to become part of our devising process and develop a new artwork for our final production. How can video mapping relate to the characters and narrative on stage? How can projection technology interact with the stage space? These are the questions we currently have, but we hope that you will pose us some more.

We would also be interested in developing an additional 'wraparound' artwork that could run alongside the production either as an exhibition or online. Possibly working with the company's engagement producer to involve the local community. As we have never used this kind of technology before, we are keen to learn from you. Throughout the process, we might find that there are other forms of

technology that we want to explore - phones, headsets, microphones etc. What are the creative ways that two people across the world might communicate?

As another creative in our rehearsal room, we hope that you would be interested in helping us answer these questions as they arise.

Our devising process is full of play; trying things out; abandoning ideas; taking on old ones. It's fast paced, exhilarating and a lot of fun. We would love to have you on board!

You will respond to the theatre devising process (what is created in the rehearsal room) to develop a new 3D video artwork for the production of UN, that both forms part of the theatre set and is integrated into the narrative. To possibly develop a wraparound art piece and to respond to creative questions with practical answers in the rehearsal room.

The company would work with you across the R&D period and rehearsal period to develop your idea - as the show takes shape. We are hoping to develop the final production next year, which would involve a 2 week R&D and a 4 week devising/rehearsal period. As technology will inform the direction of the production, we would expect you to attend all of the R&D and most of the rehearsal period. If for any reason, we are unable to devise the production next year, we will still hold an R&D where we can work together to test out your ideas and possibly for other projects too.

We would expect you to create mock ups and tests of your ideas - keeping in touch with the director/producer about the direction of the production. We would expect you to work similarly to a sound engineer, set designer or lighting designer and collaborate closely with them. You will attend production meetings, rehearsals, tech, preview performances and press nights. For all future performances of the production, you will be consulted.

Applicant profile:

Essential Skills

- Experience in 3D video mapping or projection technology.
- Interest in communication technology or a willingness to learn.
- Able to work collaboratively.
- Able to work flexibly and in a fast paced environment.
- A creative thinker
- A good problem solver
- Openness to trying new ideas and bringing those ideas to the creative team.
- Organised and a good attention to detail.
- Interest in the theatre and the arts.

Please send examples of your previous work. We are keen to work with anyone who is willing to learn and help us develop this project. If you have at least some experience in video and projection, we would be interested in talking with you.

Salary details:

Covered by course stipend / bursary

Successful applicants will receive a scholarship of £3000 towards their course fees. The business (Sponsor) will also receive a stipend of up to £2000 towards agreed costs of materials, travel and accommodation directly associated with the project. Students will receive joint supervision from the business and University staff throughout the duration of the project, impacting positively on your creative practice and future prospects.

Closing date:

04-Jun-2021

How to apply:

To be considered for this Masters R&D Studentship, please contact us with a covering letter, detailing the skills you would bring to this role and areas you would like to develop through the experience. Please also include a completed Expression of Interest form (see attached documentation, if you haven't already returned one), your CV and links to your portfolio, if you have one. PLEASE NOTE: If your application for the appropriate [MRes Digital Art & Technology](#), is not already under way, this should be completed in parallel.

Email

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