

Contents

List of Figures	viii
Acknowledgements	ix
List of Abbreviations	x
Definition of Terms	xi
An Introduction	1
Systems	5
The Rose Theatre and Shakespearean Actor Avatar	6
Building the picture	8
1 Infrastructure	12
Early motion capture and rotoscoping	13
Max Fleischer, rotoscoping and Disney Workflow, performance and the 12 basic stages of animation	15
2 Language	20
Workshop technique	22
Devising a common language for Performance Capture	25
3 Space and the Frame	32
Schlemmer and cubical space	33
Bachelard and roundness	39
Single camera exercise	41
The omniscient frame	42
Beyond the geometric	45
Multiple camera exercise	46
The frame, the counterfeit man and the simulated	48

4	Tool Use and Time	52
	The aura of the performed object	53
	The empty top hat: <i>performance as test</i>	54
	The operator and time	56
	The operator and the machine	58
	The digit in the digital	59
	Techné in performance	60
5	Environmental Navigation	64
	Three stages of initiation	66
	The environment of the workshop program	69
	Walking through	70
	The donut	71
	Environmental discourse	73
	On vision	77
	Scale, nesting and the constant unit principle	78
	Conclusion	82
	Links to Practical Examples	85
	Bibliography	87
	Index	93