

Otherwise:

The Distributed Dramaturgies of Volumetric Capture

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The term 'material thinking' describes a kind of procedural consciousness, a way of knowing in which thinking and making are inseparable. To think through materials, then, means to devise a method that thinks with them, a method that taps into their potential to become something they have not been before (Carter, 2004:)

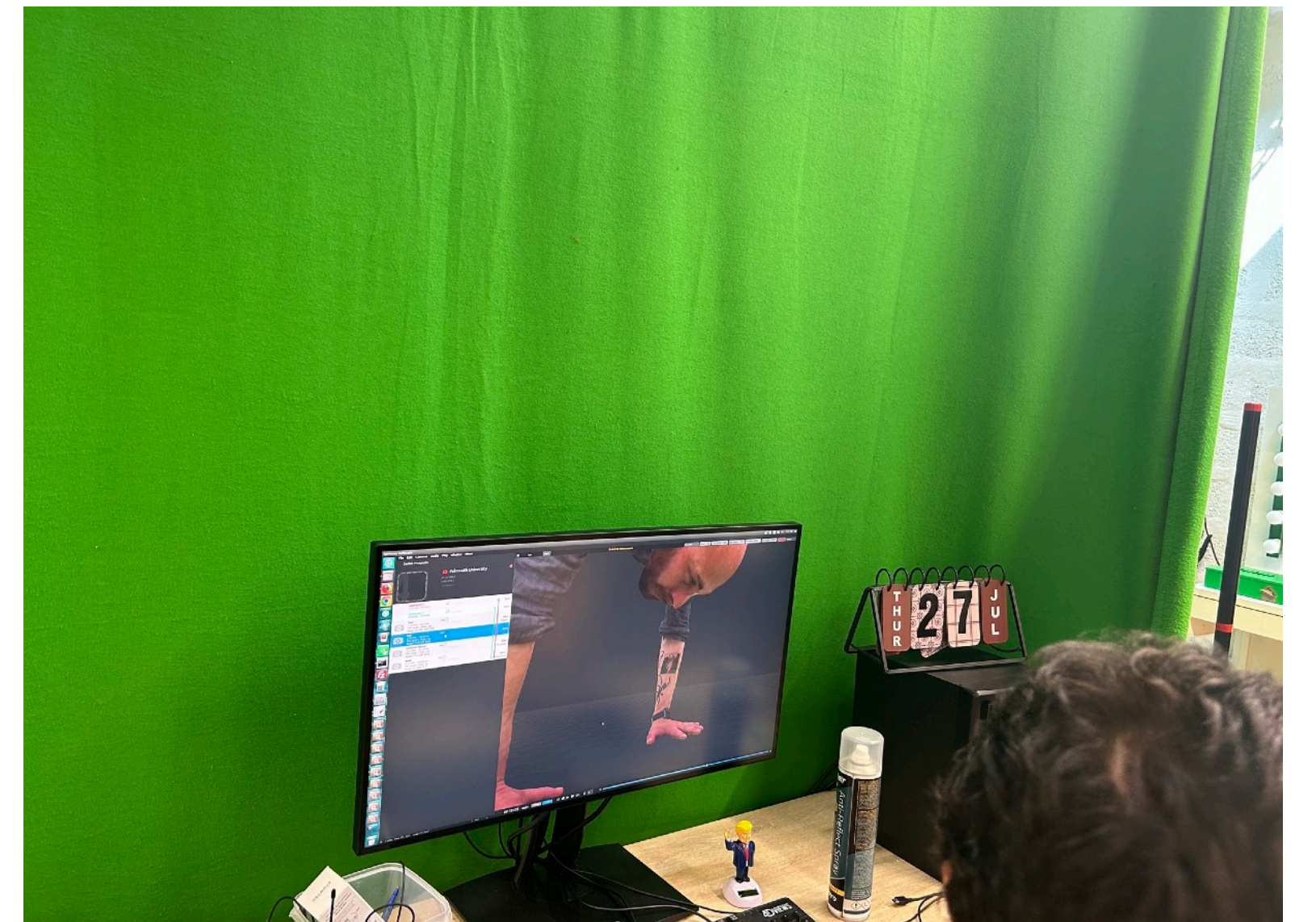
distributed in a broad plurality of senses: among participants, across individual and shared dramaturgical practices, and across different spaces and times (Vass-Rhee, 2015: 89).

Black Sky Thinking is reaching beyond current frameworks and pre-determined projections, into the terrain of the unknown. But more than this, bring this unknown into the present in a way that has immediate effects and engages others, always cognisant that the 'Future Is Messy', not linear and deterministic (Armstrong, 2017: n.p.).

a note on language - If I ask you to connect point A to point B and you inevitably draw a straight line, what do you think you think of history? If you draw a circle, do you think of history as living commotion, a sprawling mess of the not-quite-said, or did-it-actually-happen, or what-year-was-the-massacre, or what-ushered-in-the-epoch? I want you to remember that most things are an invention. I am not the first person to invoke the otherwise, and I won't be the last. Most concepts with potential start to droop from overuse.

I might present it to you limp. Indulge me! I write to say, I do not wish to box you into the otherwise. We are not trying to put a finger on it; I bet you have heard that before. Here, the otherwise is a linguistic stand-in for a stance against; it is a posture, the layered echoes of a gesture. I promise you that no approximations will be made. Only pleas, wishes, frantic screams, notes on strategy, contributions in different registers. Substitute the otherwise for that thing that keeps you alive, or the ferocity with which you detest this world (Olufemi, 2021: 3).

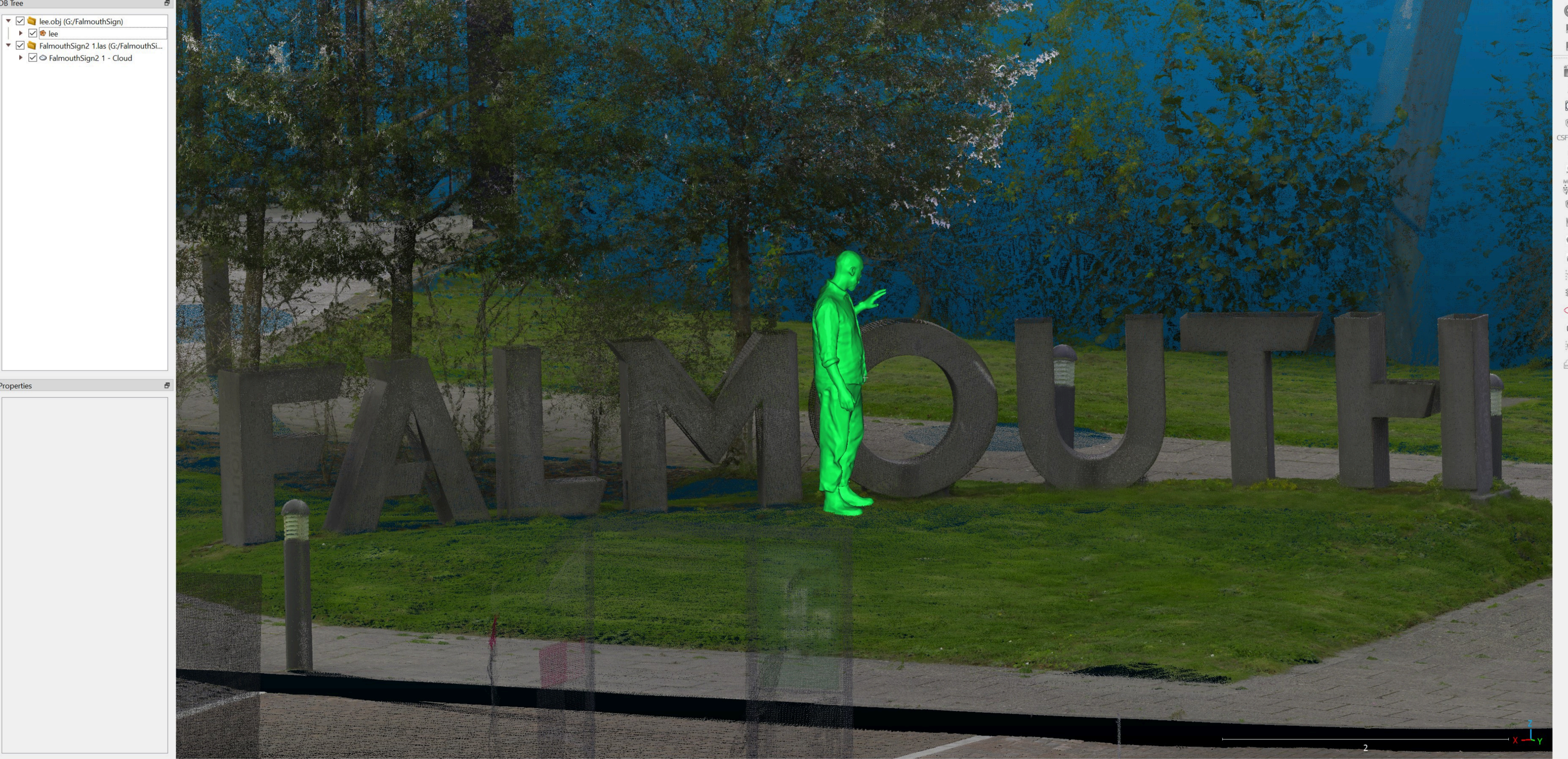
in the sense that they are calling out to the multiple voices, temporalities and parameters that exist as co-equal, mutually independent and fully collaborative partners inside the processes. Rather than merging tracelessly into the service of a representative terminus, these partners ‘remain themselves inside’. Particular and transforming, each partnership is an encounter, an intersection, a portal, a source of energy and a point of departure (Walkey, 2021: 90).





lee.obj (G:/FalmouthSign)
lee
FalmouthSign2 1.las (G:/FalmouthSt...
FalmouthSign2 1 - Cloud

Property	State/Value
Object	lee
Visible	<input checked="" type="checkbox"/>
Selected	<input checked="" type="checkbox"/>
Name	lee
Location	X: 0.724107 Y: 0.741289 Z: 1.87554
Rotation	X: -0.608051 Y: -6.23643 Z: 0.227819
Scale	X: -0.608051 Y: -6.236425 Z: 0.227819
Object ID	Object ID: 264 - Children: 4
Display	3D View 1
Material	118,052
Texture	<input type="checkbox"/>
Image	<input type="checkbox"/>
Group	<input type="checkbox"/>
Shift	(0.00;0.00;0.00)
Scale	1.000000
Information history	
Axis/Angle	Export
History	1143 0.040662 -0.148053 -0.394657 1200 0.090189 -0.984380 4834



OB Tree

- ✓ lee.obj (G:/FalmouthSign)
 - ✓ lee
- ✓ FalmouthSign2 1.las (G:/FalmouthSi...)
 - ✓ FalmouthSign2 1 - Cloud

Properties

Empty panel for object properties.

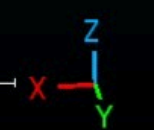
Console

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[11:23:33] 1.000000000000 0.000000000000 0.000000000000 -0.340839982033  
0.000000000000 1.000000000000 0.000000000000 -7.177799224854  
0.000000000000 0.000000000000 1.000000000000 0.309444159269
```

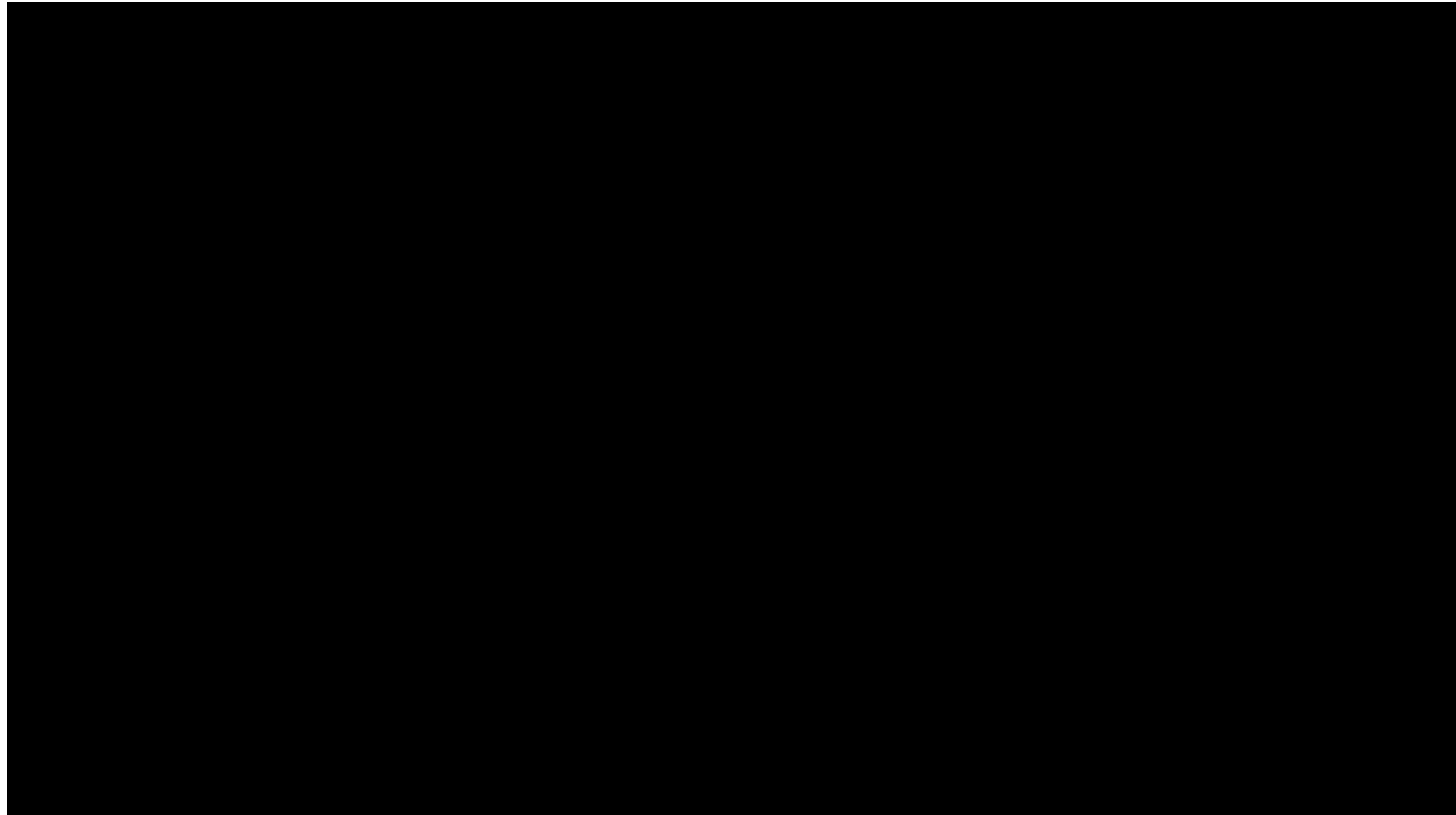



Si...

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THANK YOU

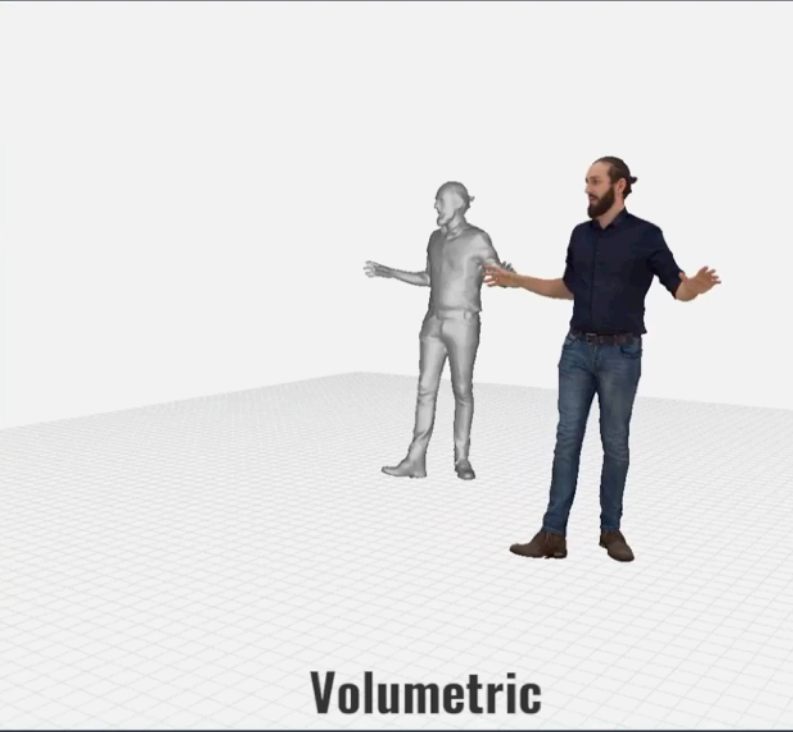


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Volumetric Video Capture System



Video



Volumetric

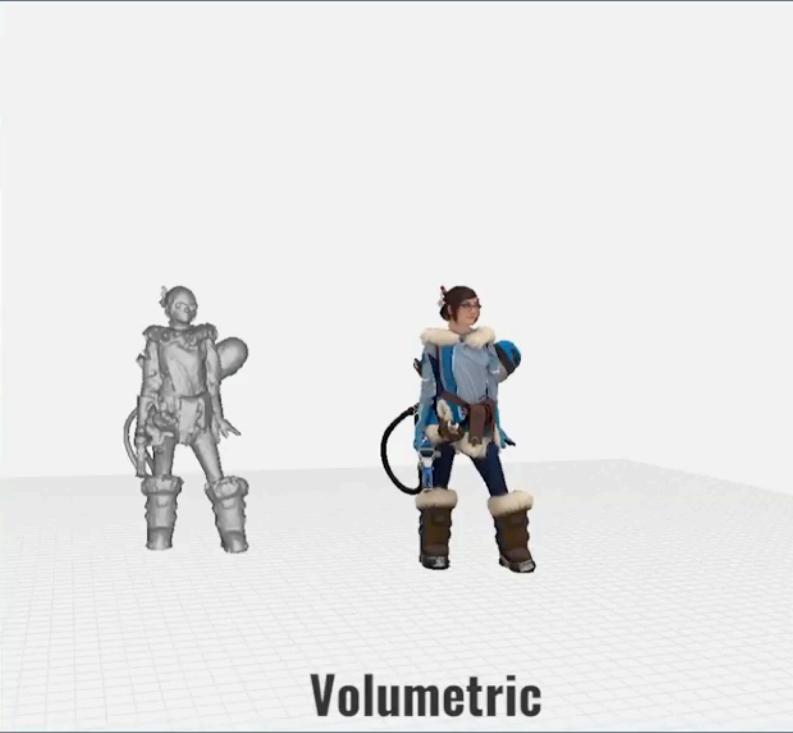
HOLOSYS presentation - by Thomas - 4DViews team, France

4D VIEWS | HOLOSYS

Volumetric Video Capture System



Video



Volumetric

Mei (Overwatch) cosplay - by @MalyaCosplay - Box of Heroes, France

