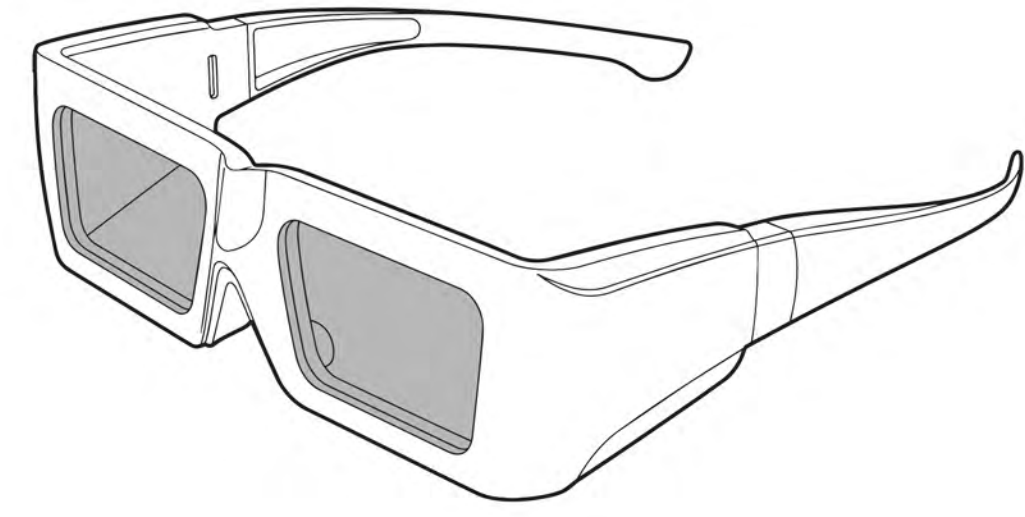


eMBody — everybody in motion

User's Manual

1 eMBody is in 3D, so put on a pair of 3D glasses when you enter the performance space, and return them when you leave.



2 eMBody has eight interactive episodes, each lasting about 4 minutes. These eight episodes run continuously, and visitors can come and go as they please.

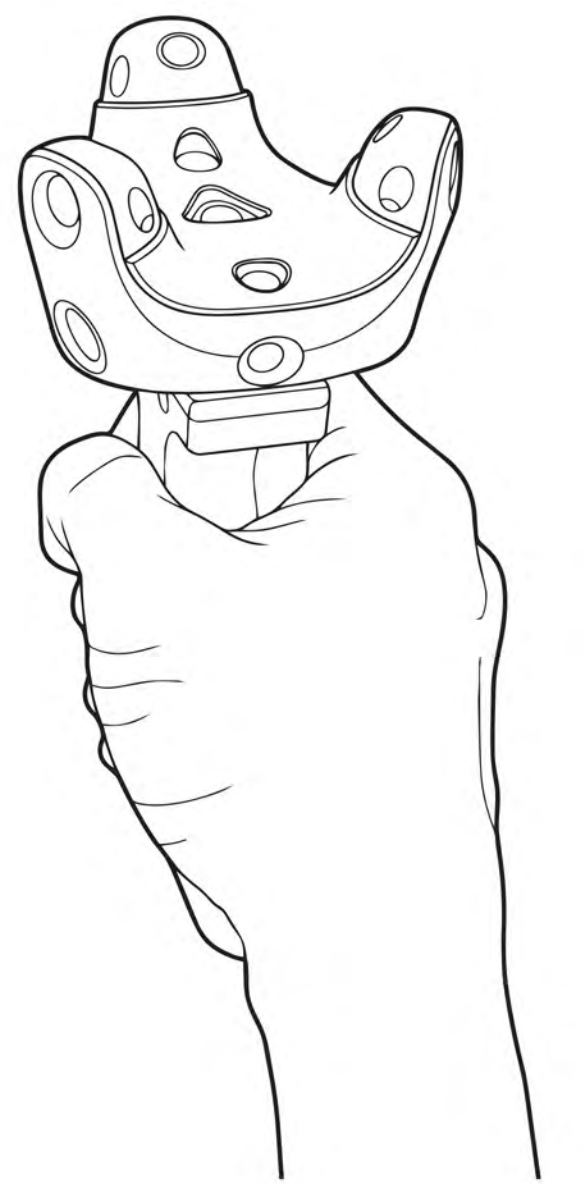


3 eMBody accommodates only sixteen visitors at any one time. Eight can be interactors, the other eight are spectators.

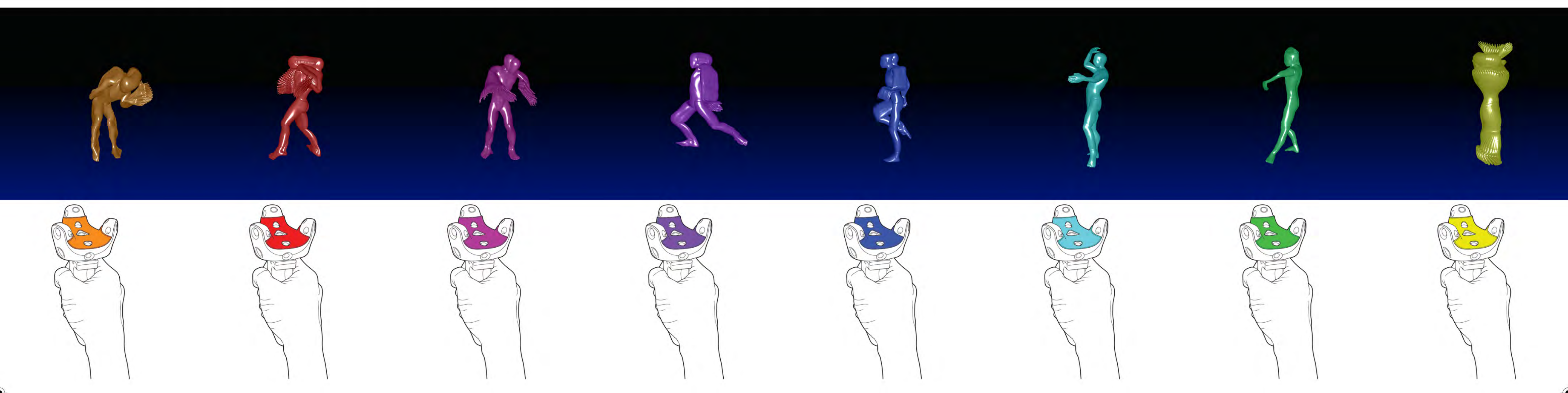


4 The eight interactors are given hand-held position sensors to play with. This is the correct way to hold this sensor. Return it when you leave.

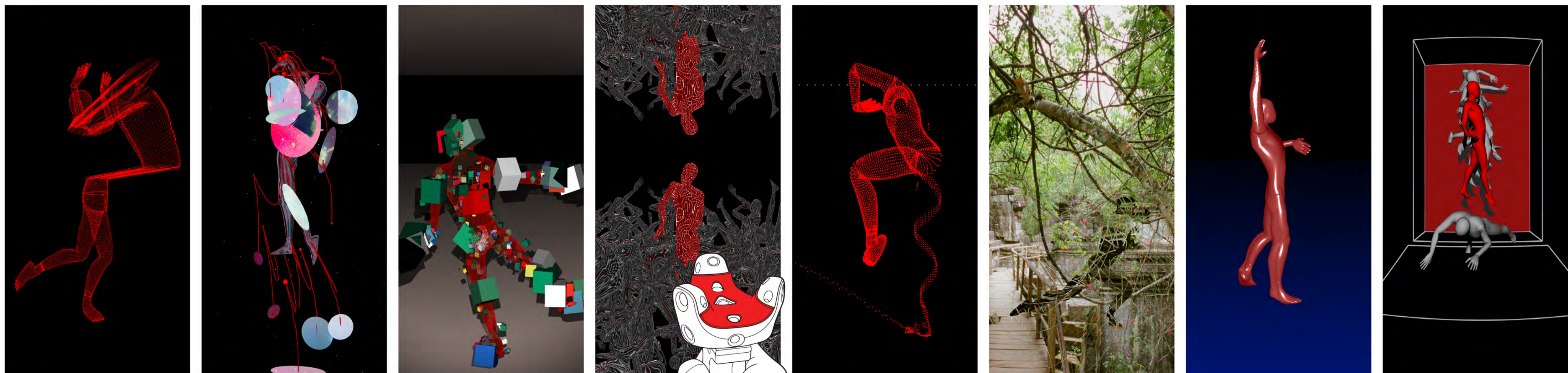
An interactor can offer their position sensor to a spectator so they then become an interactor.



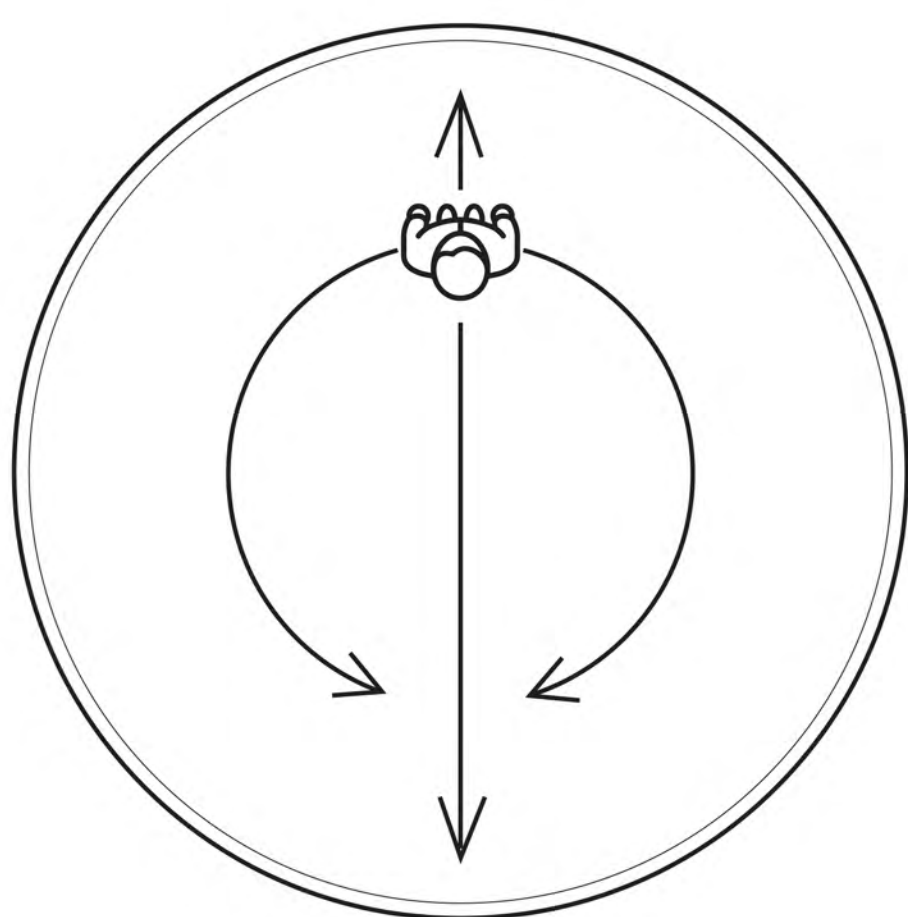
5 Each eMBody episode is performed by eight dancers. Each position sensor has a colour that matches the colour of one of these dancers. This is the dancer you control.



6 Each interactor is paired with one particular dancer in each episode, following this colour matching scheme.



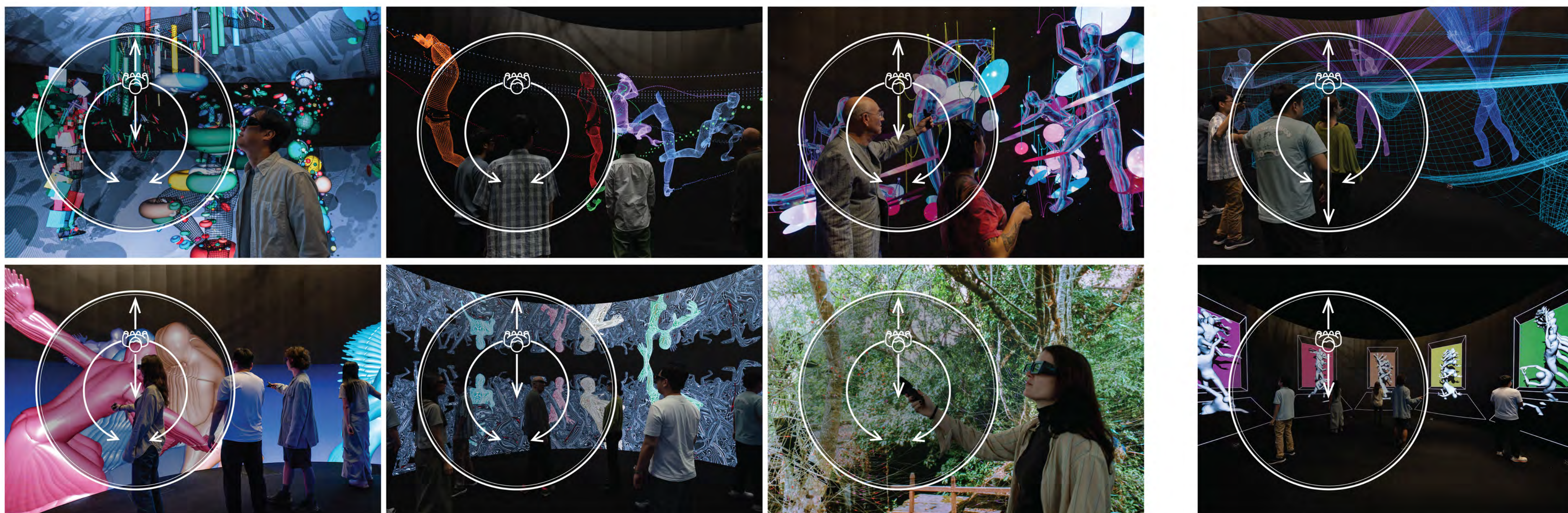
7 Interactors can influence that dancer's behaviour by moving about. The position sensors track each interactor as they walk around the screen, and come closer to or move away from the screen.



8 Moving around the screen usually causes the dancer to follow you around. Coming closer to the screen usually means bringing your dancer closer to you, while moving away from the screen sends the dancer into the distance.



9 These are the variations of interactor movements that are tracked in each episode.



10 In eMBody interactors become choreographers of the dance experience. It becomes especially interesting when you come together and create groupings of the dancers.

