

## THE UPLIFT

### WE ARE GOING TO LVIV - WE ARE GOING TO LEMBERG

*DRAFT paper - created for the trip into the META on March 17, 2022 in OSCC grid - not suited for publishing without written consent. There might be glitches in the wording.*

Lviv, in German Lemberg, is one of the major cities of Ukraine and a world cultural heritage.

The theatrical play WE ARE GOING TO LVIV carries the spectators in different stages over time. Each stage is reflecting art and politics at the specific time. Starting maybe in 1912 and ending in 2047.



Alexander Bogomazov, Tram, 1914, public domain



Beer Museum in Lviv, Ukraine. Provided by the Management, 2018

The timeline will be sort of a Gauss one, means the present [2014 - 2022] will have more stages and more time to stay there as the past and the future will have. The play is not written. This is also a call to become part of the team. The languages to present the play are as many as we can find actors to translate and to record. The technology [a 4x4 meter parcel separation] allows that everyone can listen the play in a different language.

### AT A GLANCE

What I demonstrate at the VWBPE Conference [ Virtual Worlds Best Practices in Education ] in the OSCC grid [ Opensimulator Community Conference ] on the sim META is the technology to make such a theatrical play work using some of the tools of INFINITE THEATRE for an immersive user experience.

The concept is set on MIT Open licence and free to use for everyone.

The participants in the demonstration on March 17, 2022 are invited to an UPLIFT from ground-level up to 4,000 meter height, passing about 20 stages.

We meet at the OSCC Conference grid. The hypergrid address is <http://cc.opensimulator.org:8002/>

You need to have an Avatar that is created in a grid that has hyperjump enabled, means you can travel from one Metaverse to another. There in this grid you enter the Hypergrid address in MAP. I don't want to recommend any grid to use. There are so many. The conference grid does not allow to create a native Avatar there for this trip to META. Native Avatars at OSCC are mainly reserved for presenters. You will be a visitor coming from one of the 100 of metaverses that are created with Opensimulator. I have an avatar (Art Blue) in Craft-World, Metro grid, OS-grid, Francogrid.

### THE STAGE CONCEPT

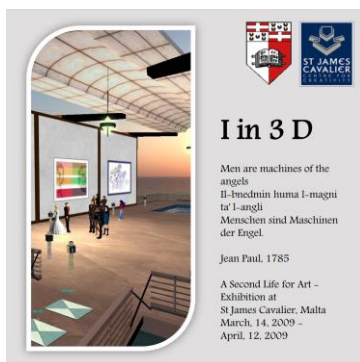
Stages can be seen as stops in a travel. Think on a skyscraper where you travel up in an elevator made out of a glass cabin and you can look around in 180 degrees. You sit inside this elevator and

you are glued on a chair. Each stop, each level gives you a new view. Each floor is separate, stands on its own. One floor might be an office where people are working on PCs. One floor might be a package station. One floor might be luxury residence. ELEVATOR THEATRE would be also a working name. The distance between each floor is 200 meter.

Be aware: as soon as a person stands up from the chair ... the play for this person is over. NEVER STAND UP THEATRE would also work as a name.

## INFINITE THEATRE - History

The idea to use the Metaverse for creating immersive theatrical plays goes back to 2007 where infinite walls have been created for virtual galleries. We used this concept in 2009 in a project, called **I in 3D** at the University of Malta.



In 2013 the first Infinite Theatre was born in Metropolis Grid. We created moving stages. In 2015 we created Infinite View and Infinite Chairs where one could look outside or over sim borders.

<https://youtu.be/CFJ5n-HpRrl>

What key elements have been used in the past and are set on public use?

TAGREZ – Take a tag to rez. A user wears a tag and the environment changes on approach [published in 2007].

PARCEL THEATRE – Dividing a sim [256x256 meter] in parcels of each 4x4 meter [ or is stripes ] and a dedication of each parcel [or stripe] to a different audio stream [resulting in a different sound experience], a different windlight [visual environment] and in addition a different height separation [used and published in 2017 by using Firestorm viewer for stripes of parcels in a play called WAITING FOR GREEN].

TRIPOD CHAIR – Sitting on a chair and using a menu to focus on points of interest.

DISTANCE – The definition of 200 meter between each stage is also set on MIT open license. If you are a coder you may understand the reason and the smart move for setting this value. Each stage can therefore have a dome of up to 96 meters.

All software was the result of a cooperation of Art Blue aka Reiner Schneeberger [concept] and Art Eames aka Daniel Jung [programming] – and some other trainees and students in the developer team. Until 2012 Art Eames worked in the Lab of Art Blue [ATIS.EDU] as part of his University studies. Now Art Eames works in industry and is working part time in VISIT – the Lab of ATIS.EDU. This ensures that the software is updated. Nevertheless anyone can use and change the code as fitting keeping the result open source.

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