# Charles Nichols

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***Time Garden: skull bridge*** (2021)
(5:04)

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<u>Video:</u>

The video can be viewed at:

https://youtu.be/Nejwktv-95Q

<u>Notes:</u>

*Time Garden* is a series of choreographic works realized completely in virtual reality. The work exists at the intersection of physical and imagined virtual spaces where many hyperreal performance options become possible. The work hybridizes the human body and technology in digital space, where body and movement become replicable and simulateable. The collaborative process between dance, music, and visual art has involved scanning the human body to transform it into digital landscapes, recording vocal sounds for processing into the musical score, retargeting movements onto virtual avatars through inertial motion capture, mapping dancer joint motion and distance to audio synthesis and processing parameters.

The music for *Time Garden: skull bridge* was composed by performing interactive computer music, glitching, spectrally resynthesizing, and granulating samples of a male voice speaking a poem, singing pitches, and performing vocal percussion, in response to the choreography of the avatar dancers and the camera perspective in the virtual reality.

The first piece of the series *Time Garden: dawn replica* was presented at Audio Mostly last year.  *Time Garden: skull bridge* is the second piece of the series.

*Time Garden: skull bridge* is presented from fixed media video.  The audio was composed using Ambisonics so can be formatted for any configuration of speakers and has been presented in stereo and 134.6 channel spatial audio.