

Technical sheet of Spring Odyssey AR by Elise Morin

1. Interactive AR experience equipment

- **Up to four 11-inch Ipad Pros equipped with LIDAR + power supply**
- **1 audio headset** for each Ipad pro
- **1 usb c to minijack adaptator** for each iPad pro (to connect the audio headsets)
- **Disinfectant wipes** to clean the iPads and audio headsets
- In option : a [handstrap hardcase](#) to improve the handling of Ipad.

2. Physical steel structure created by Elise Morin

- Spring Odyssey AR allows the users to interact through AR with **a physical steel structure**.
- Depending on the exhibition context, **the structure can be sent or recreated in situ**.
- **If this second option is chosen the exhibition venue will be responsible for finding the material (steel+white painting) and teams (a metallurgist) needed to recreate the steel structure according to the information provided by the artist.**

3. Exhibition space

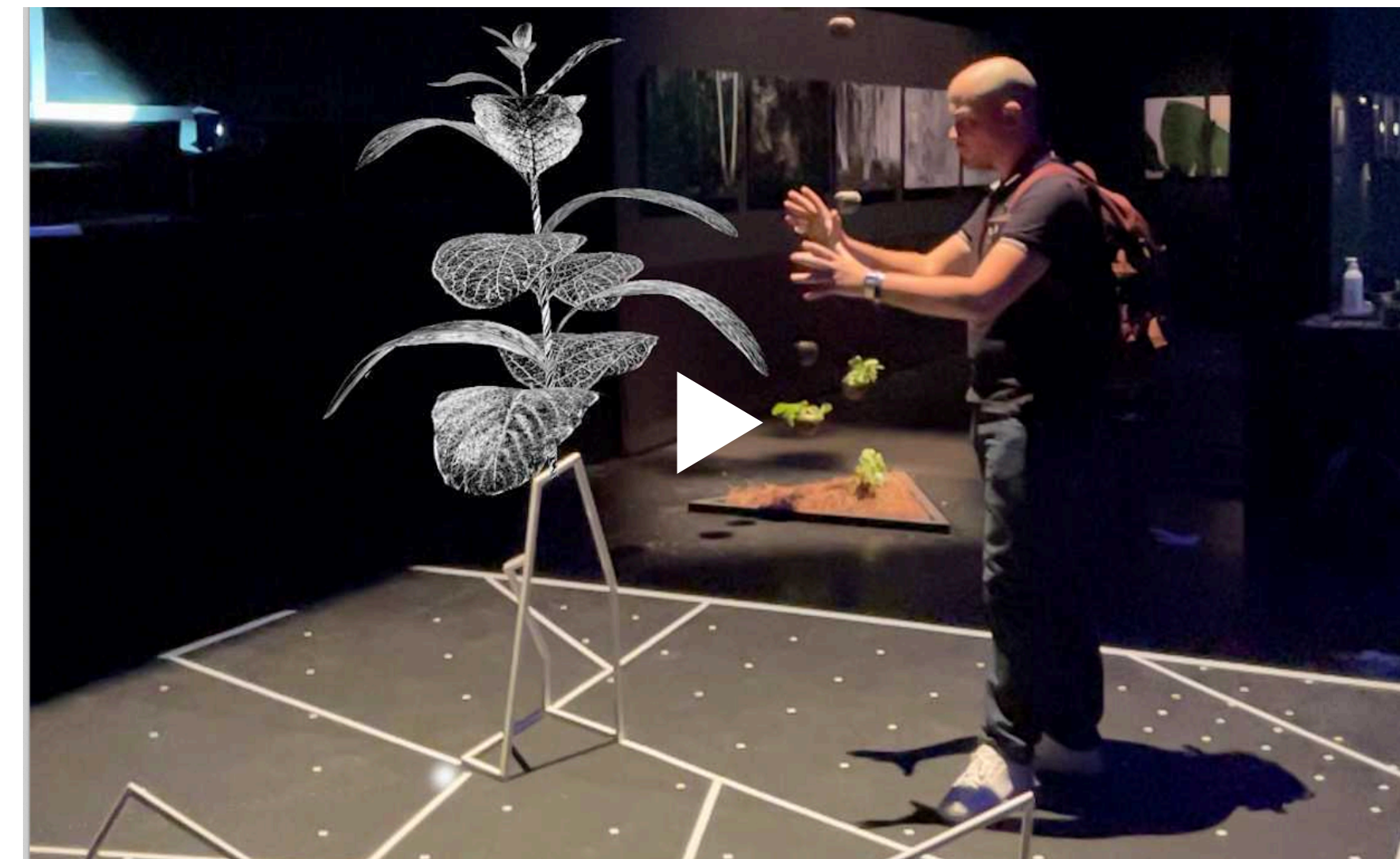
- **A space of 4mx4m** protected from the surrounding noise, and with stable light conditions, in which the users can experience the work
- **2 stickers (20cm x 20cm) + 1 spare to be printed on resistant mat paper** to stick on the floor. The mat aspect is essential for the scan to be effective.
- Access to **electrical outlets** must be guaranteed in order to plug in and recharge the AR equipment. (No internet connection is required once the work is downloaded into the headset).
- **1 lighting device for the space which allows to avoid any shadow effect** (it is possible to use a blackbox if needed)
- **2 black 2mx3m dance floors** (to be confirmed with the artist according to the chosen scenography)
- **White gaffer tape for dance floor (10m)**
- **Black gaffer tape for dance floor (10m)**
- In option : 1 or several irradiated real Tobacco plants (M-plants)

3. Team

- **1 or several mediators** to guide and monitor the user while he/she experiences the work, clean the Ipad and audio headsets between two uses.

4. General remarks regarding set-up and scenography

- In order to guarantee an optimal experience, **a team of 2 to 4 people, depending on the issues identified, will be needed to set up and calibrate the installation in situ during 2 days**. This team will be composed of **Elise Morin, 1 to 2 members of the technical team, 1 member of the production team**.
- **The scenography will be adapted to each venue in dialogue with Elise. The first quote may vary depending on the solution chosen for the steel structure and the scenography.**



Click on the image above to watch a video capture of the Spring Odyssey AR experience presented in the exhibition [Hyper Nature](#) in the context of the festival [Scopitone](#) at Stereolux in Nantes (September 8th – 19th 2021).