



## ACO VIRTUAL

A collaboration between ACO and Mod Productions

*“ACO Virtual is an educational tool, as well as an immersive, highly entertaining experience. It is a ground-breaking experiment.”* **Richard Tognetti**

Immerse yourself in the ACO’s 360-degree **virtual orchestra experience**. Imagine standing on stage surrounded by the Australian Chamber Orchestra’s virtuoso musicians, feeling the energy of Artistic Director Richard Tognetti playing his priceless Guarneri del Gesù violin, or getting up close to Principal Violinist Satu Vänскä’s Stradivarius violin.

**ACO VIRTUAL**, the Australian Chamber Orchestra’s world-first digital installation, was built using state-of-the-art technology. This ground-breaking interactive installation allows the audience to conduct and even play with the Orchestra. Audiences can **see** how fast the musician’s fingers move in a way not possible in a concert hall, **hear** the unique sounds of the ACO’s multi-million-dollar collection of instruments and take the **helm** of the “greatest chamber orchestra on earth” and stand in for Richard Tognetti himself.

Developed by Sydney digital media company production Mod Productions, **ACO VIRTUAL** features projections of 13 musicians surrounding you on all sides, with the sound of each player coming from the direction of their projection. It’s like standing in the middle of the Orchestra during a concert. A touch-screen allows users to feature and listen to one musician, a section of instruments or their desired selection of players. Audiences essentially step ‘inside’ a concert and are surrounded by the musicians, manipulating what they hear and see, just like in a video game.

The musical score can be turned on to stream along the bottom of the screen, meaning anyone who plays an instrument can **play along with the ACO**, even standing in for Richard Tognetti himself. A smartphone application further enriches the experience with information about the music, the ACO musicians and their instruments.

A supplementary education kit is also available, filled with resources and activities for teachers and students to deepen their understanding before, during and after visiting the installation – a boon for schools and a memorable experience for anyone who loves music, visual art, or technology.

**ACO VIRTUAL** delivers a unique and inspiring learning environment, giving people the opportunity to engage with – and learn from – world-class musicians they would not ordinarily have the chance to see performing on stage. Since June 2013, **ACO VIRTUAL** has been installed in a total of 23 venues, in 16 cities across 5 Australian states as well as in Hong Kong.

## MEDIA RELEASE



Mod Productions used 13 stereoscopic camera rigs to capture audio images of the ACO musicians performing in front of green-screens in a Fox Studios' sound stage. This performance-capture technique meant the images of individual performers could be isolated and manipulated, allowing the audience to control the performance of the whole orchestra. Mod Production's Michela Ledwidge won the 2014 Australian Directors Guild Awards award for Best Direction in a Cross Platform Project for ACO Virtual.

The installation runs for approximately 30 minutes in a loop and features the following carefully selected works:

**JS BACH** Brandenburg Concerto No.3 in G: 1st movement

**PIAZZOLLA** Oblivion

**SMALLEY** Strung Out (excerpt)

**GRIEG (arranged Tognetti)** String Quartet in G minor: 1st movement



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