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The Hong Kong Academy for Performing Arts
香港演藝學院

# School of Theatre & Entertainment Arts

# 舞台及製作藝術學院

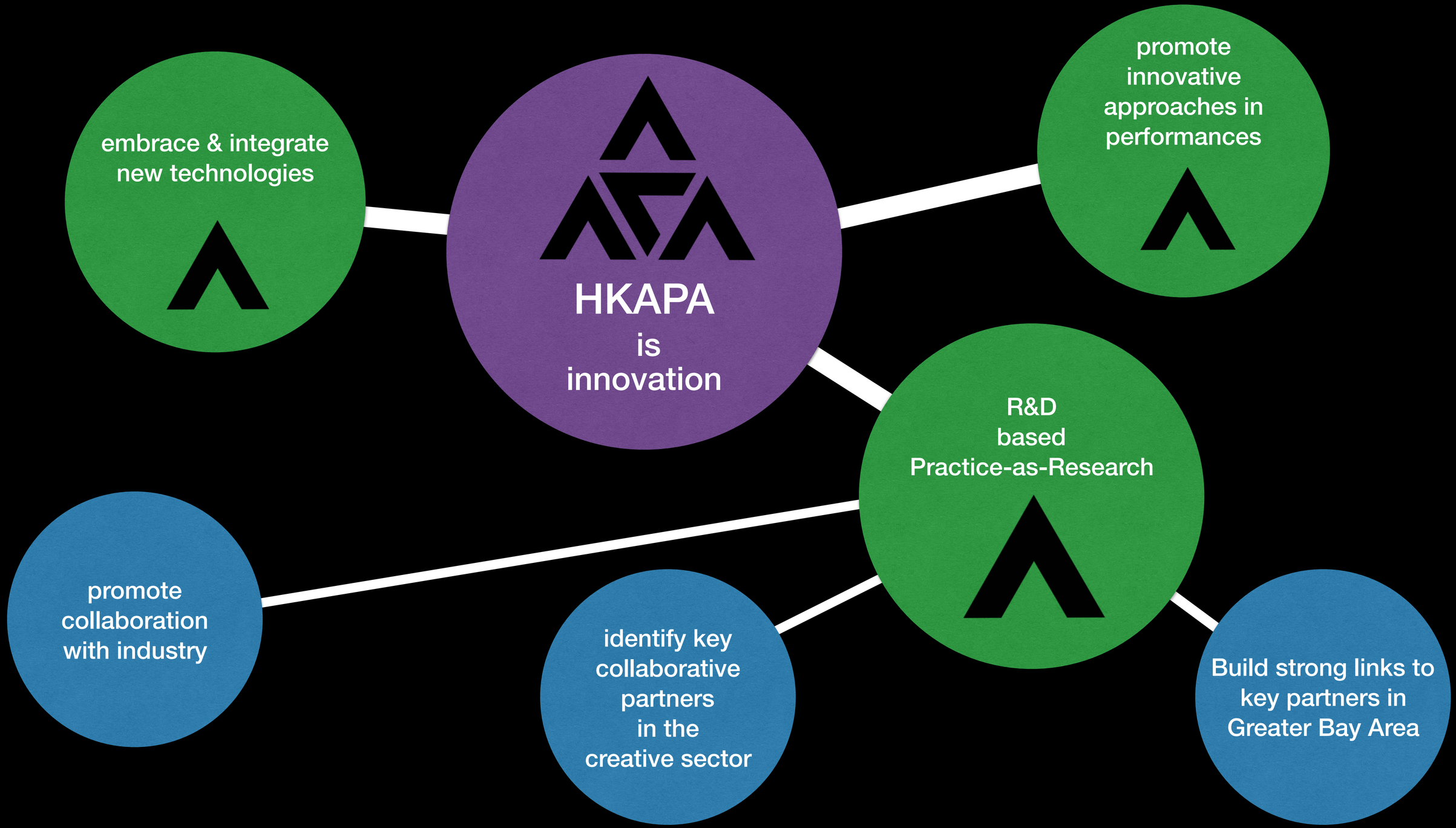
prepared by: Department of Media Design & Technology

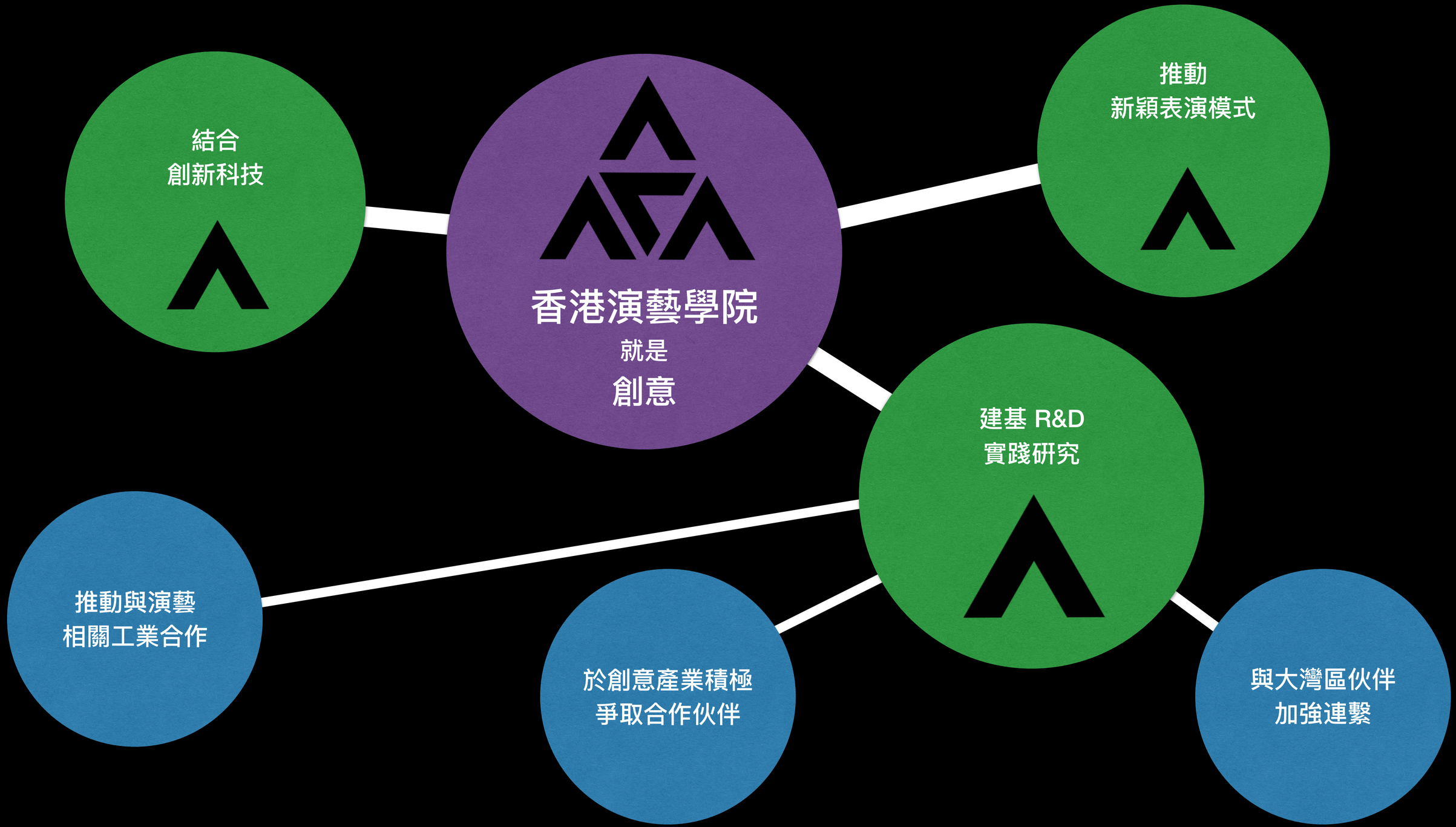
# VR / AR / MR LAB

虛擬 / 擴增 / 混合實境 研究實驗室

## RESEARCH & PRACTICES FOR IMMERSIVE MEDIA IN LIVE PERFORMANCE

研究 並 實踐 沉浸式新媒體 於現場演出的應用


embrace & integrate
new technologies
HKAPA
is
innovation
promote
innovative
approaches in
performances
R&D
based
Practice-as-Research
promote
collaboration
with industry
identify key
collaborative
partners
in the
creative sector
Build strong links to
key partners in
Greater Bay Area


結合
創新科技
香港演藝學院
就是
創意
推動
新穎表演模式
建基 R&D
實踐研究
推動與演藝
相關工業合作
於創意產業積極
爭取合作伙伴
與大灣區伙伴
加強連繫

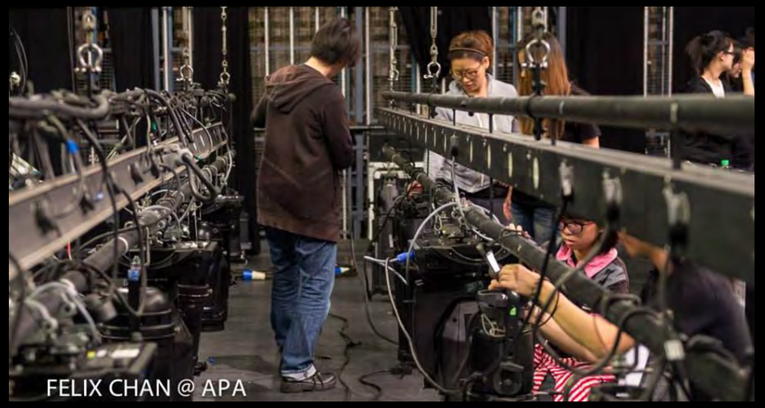
# 舞台及製作藝術學院 - 主修科目
# SCHOOL OF TEA - MAJOR STUDY

## 舞台設計系
**THEATRE DESIGN**

## 科藝製作系
**MEDIA DESIGN & TECHNOLOGY**

投影設計 /
互動媒體
PROJECTION DESIGN /
INTERACTIVE MEDIA

## 製作管理系
**TECHNICAL PRODUCTION & MANAGEMENT**



本學院課程無論在東南亞和國內都是獨樹一幟
包羅現今表演藝術成功的多元製作精粹

The School of TEA is the only programme in South East Asia and the Mainland that provides training in the full range of backstage practice necessary to succeed in today's multi-faceted entertainment industry

# 舞台及製作藝術學院

每年校內跨學院製作
超過14齣另加小型專題習作

School of TEA plays a major role in all Academy productions
Regularly collaborates with other programmes within the HKAPA
in more than 14 stage productions and numerous other projects annually

# 與其他學院的合作

## COLLABORATION WITH OTHER SCHOOLS AND PROGRAMMES WITHIN APA

# 舞台及製作藝術學院

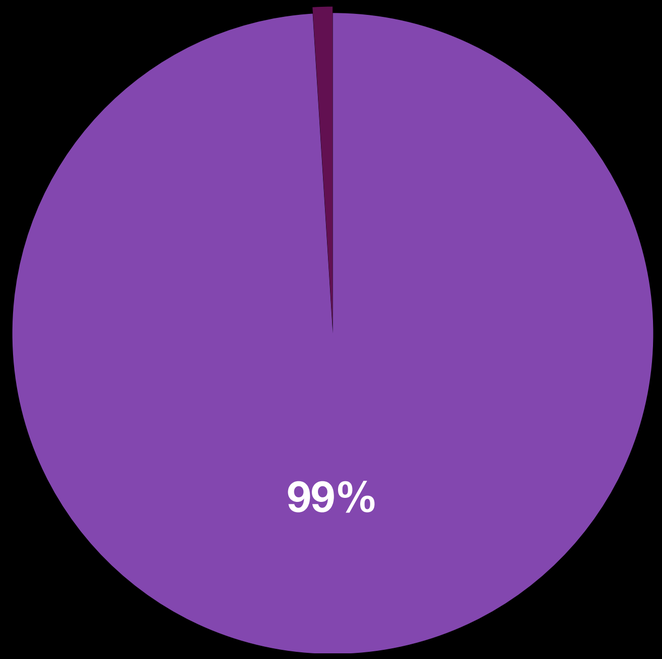
## 就業前景

## CAREER PROSPECTS

99% 畢業生於畢業後隨即獲聘於演藝業界全職或長期僱用

The School boasts 99% employment in the relevant theatre & entertainment industry on graduation

統計數據
2015-2018
Survey Period




起薪點
$15,000 - $18,000
Entry Salary

# 受僱機構舉例包括

香港舞蹈團、香港芭蕾舞團、城市當代舞蹈團

香港話劇團、中英劇團、其他本地劇團

香港迪士尼樂園、澳門Dragone劇團、康樂及文化事務署等

香港管弦樂團、香港小交響樂團、香港中樂團、音樂事務處

西九文化區 及 其他香港區內外演藝或文娛製作機構

HK Dance Company, HK Ballet, CCDC

HK Repertory Theatre, Chung Ying Theatre, & other local theatre companies

HK Disneyland, Dragone (Macau), LCSD etc.

Hong Kong Philharmonic Orchestra, Hong Kong Sinfonietta, the Hong Kong Chinese Orchestra and the Music Office

West Kowloon Cultural District Authority, and other institutions & organisations in the Region & Abroad

# 舞台及製作藝術學院提供教育局認可課程

## The School of TEA offers fully validated Programmes

## 學士學位課程所有學生將直接受惠 VR/AR/MR 實驗室的設施

## The VR/ AR/ MR Lab & associated courses will directly benefit our Undergraduate Programme

**舞台及製作藝術精研職業訓練證書**
**Fast Track Vocational Certificate**
**1 YEAR**

**藝術學士（榮譽）學位課程**
**Bachelor of Fine Arts (Honours) Degree**
**4 YEARS**

**藝術碩士學位課程**
**Master of Fine Arts Degree**
**2-4 YEARS**

# VR / AR / MR LAB

虛擬 / 擴增 / 混合實境 研究實驗室

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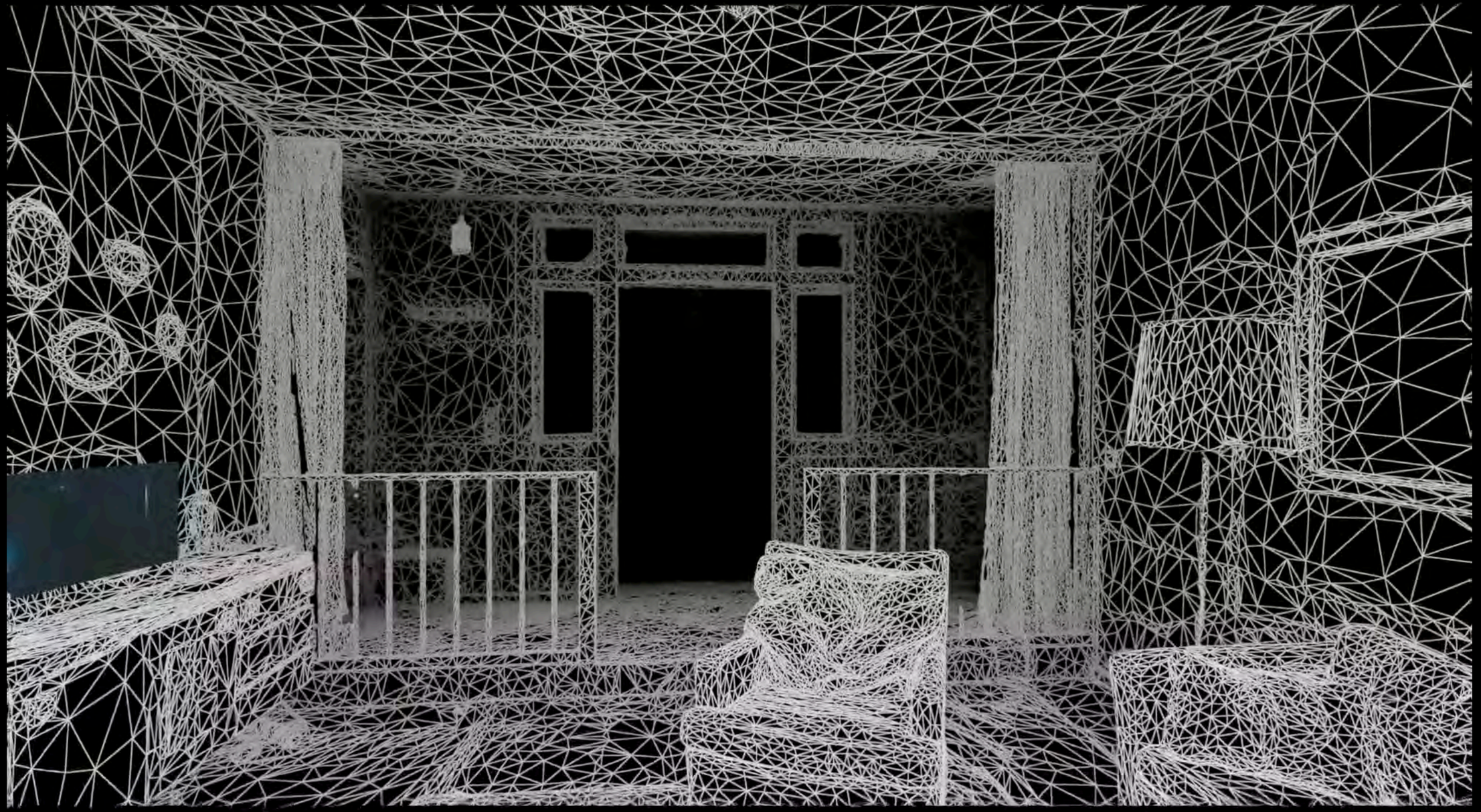


video 2 : example : The Memories of Borderline - virtual reality theatre　[Schauspiel Dortmund and CyberRäuber ]

The Memories of Borderline - 虛擬實境劇場 案例 [Schauspiel Dortmund and CyberRäuber ]

video 3 : example : Ugly Lies The Bone - application of VR in theatre

Ugly Lies The Bone - 虛擬實境劇場 案例

video 4 : example: Actor performs in real-time rendering of virtual set using trackable camera

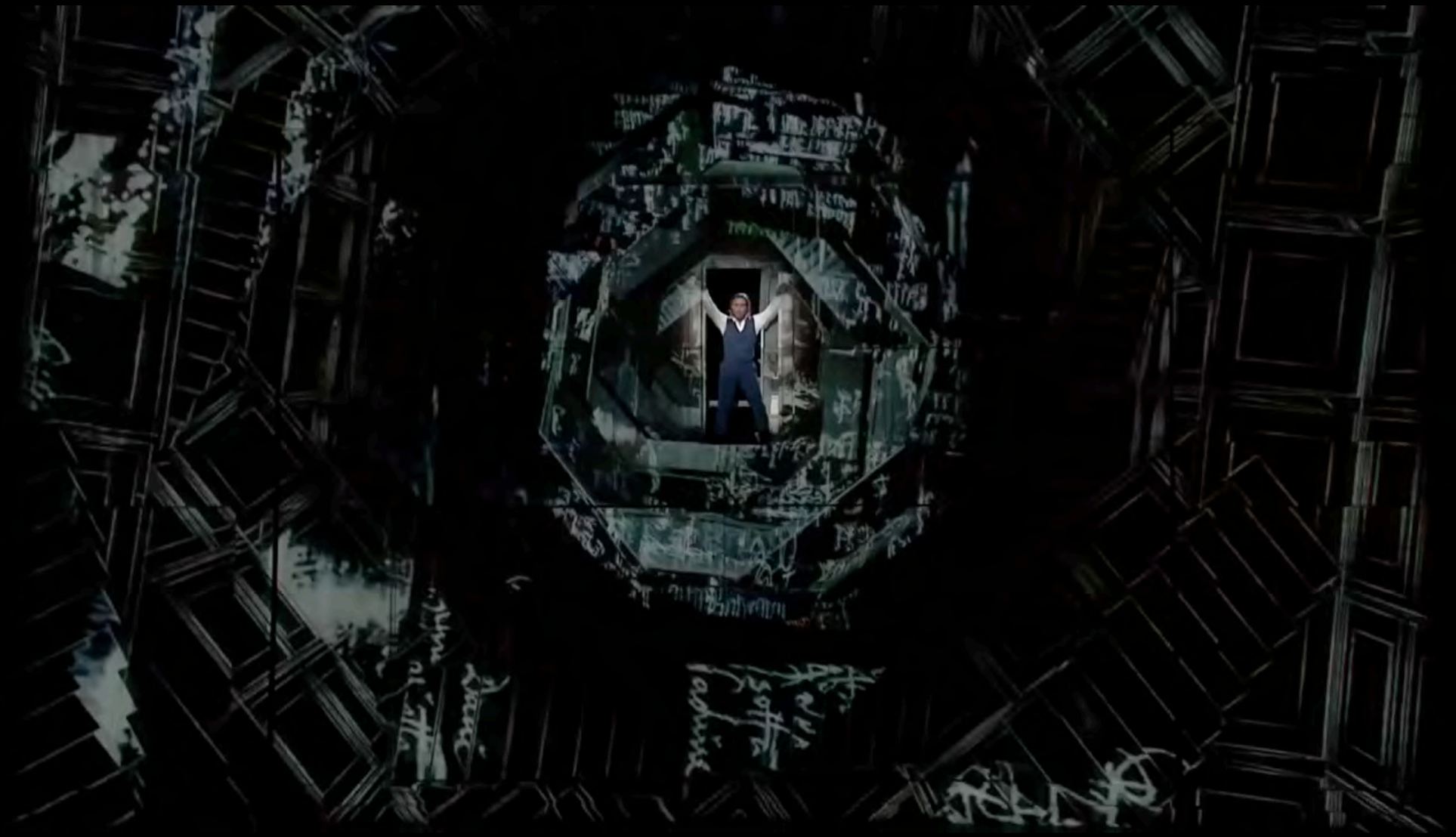
利用可追蹤攝影機，透過實時虛擬佈景成像，與現場表演互動

video 5 : example: Real-time motion capture and character generation revolutionizes live performer possibilities

透過動作及臉相捕捉技術, 實時創造並控制虛擬世界中的表演角色

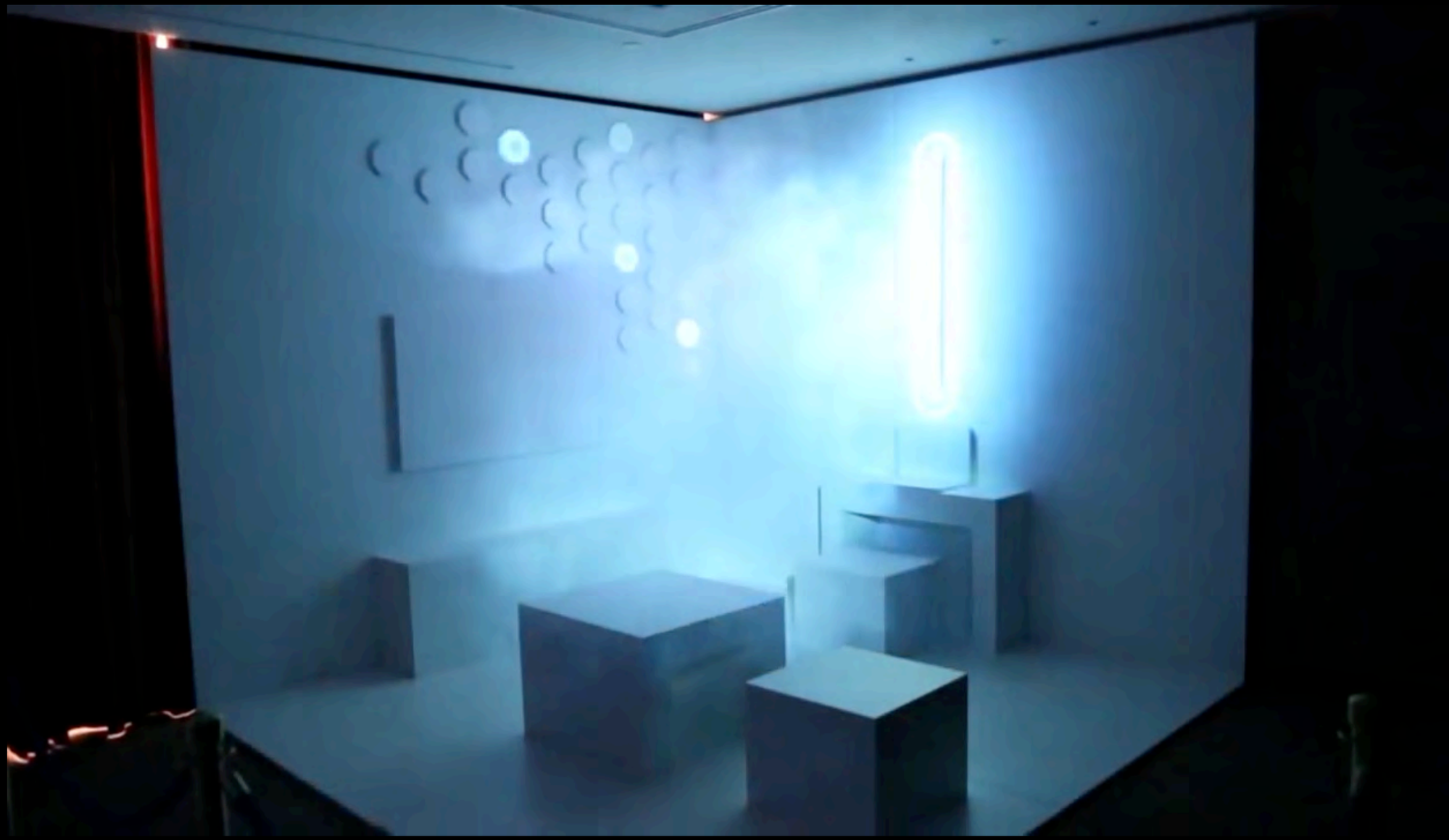
video 6 : example : Mixed Reality disrupts conventional audience experience and art of storytelling

擴增 / 混合實境 革新敘事的方法，為觀眾體驗帶來新挑戰



video 7 : example : Advanced video processing and interactive animation in theatre projection design

劇場內應用複雜影像處理及動畫與演員及音樂互動



video 8 : example: Projection mapping introduces new aesthetics in scenic & lighting design

立體光雕(投影)創新佈景及燈光設計的美學

# Full List of Undergraduate Courses (in Phase 1, 2 & 3)

## PHASE 1 (2018-19)

Video Production for Performance 1
Projection Engineering & Multimedia System
Video Production for Performance 2
Projection Mapping & AV Performance
Interactive Programming 1
Interactive Programming 2

## PHASE 2 (2019-20)

Projection Design
Inter-media Design
Typography
UI & UX (User Interface & User Experience)

## PHASE 3 (2020-21)

VR/AR/MR (Virtual, Augmented and Mixed Reality)
Mobile App
Motion Capture in Live Performance

## 第一階段

視像製作 1
投影技術及多媒體系統
視像製作 2
立體光雕(投影) 及影音表演
互動控制編程 1
互動控制編程 2

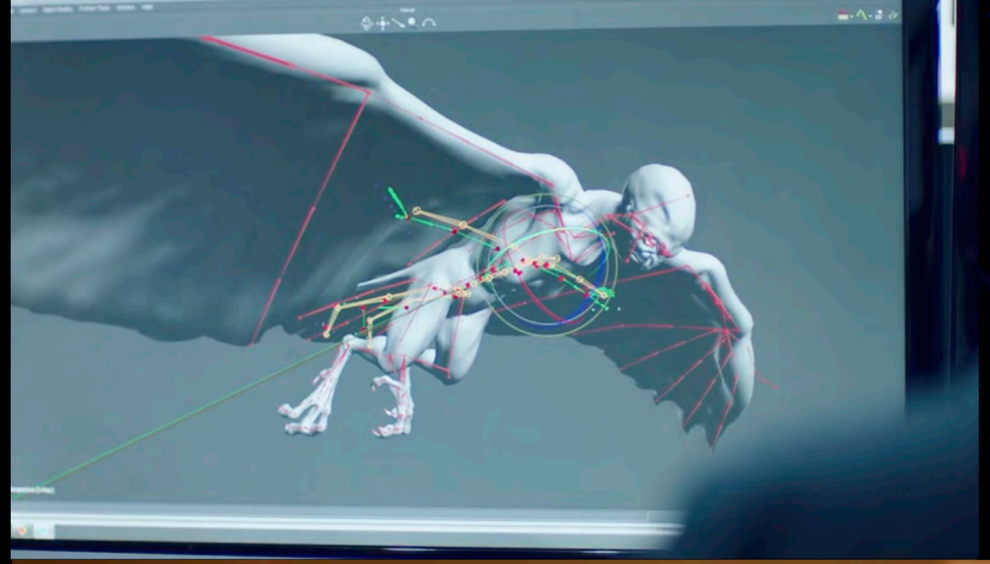
## 第二階段

投影設計藝術
跨媒體設計
字型及書體藝術
UI & UX (用戶介面 及 用戶體驗設計)

## 第三階段

VR/AR/MR 虛擬 / 擴增 / 混合實境
手機軟體應用
動作捕捉現場表演應用

# HKAPA School of TEA - Digital Media courses (a proposal)



# HI-TECH THEATER

## THE FUTURE & SHAKESPEARE

credits: Royal Shakespeare Company

# Case Study & Benchmarking
# 國際案例 及 指標

**The frontier of cutting edge technology in live theatre at Royal Shakespeare Company**

**皇家莎士比亞劇團 運用先進技術的最嶄新示範**

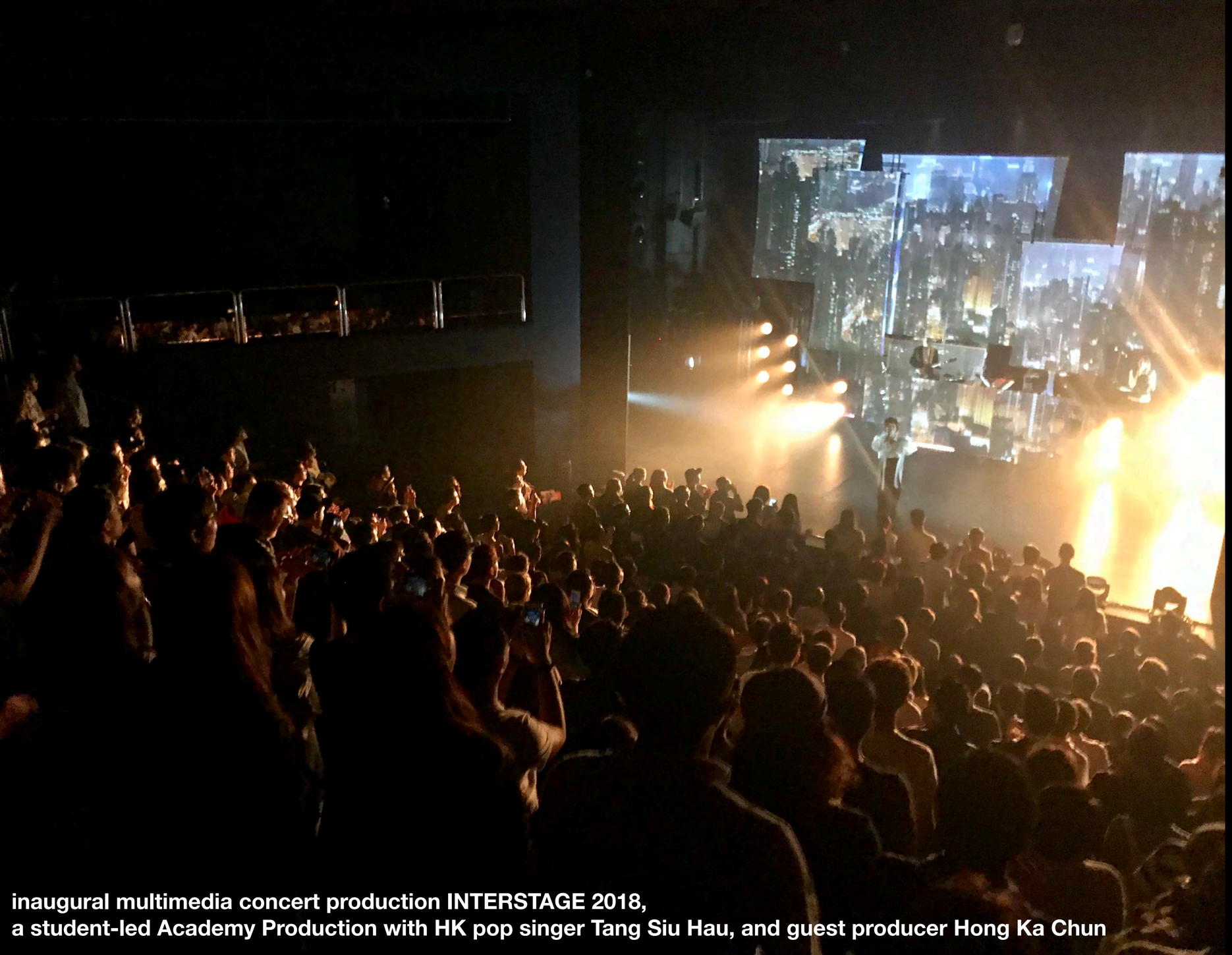
**Technological innovation is playing a key role in shaping the future of performing arts live entertainment**

**創新科技正在改變表演藝術的未來**

Thank You

## BeHere AR Public Art Project

[left] Prof. Adrian Walter interacting with avatars in AR
at the BeHere AR Public Art Project by Japanese artist Masaki Fujihata,
in which students from School of TEA have participated
in the 70-camera production session for Fujihata.



inaugural multimedia concert production INTERSTAGE 2018,
a student-led Academy Production with HK pop singer Tang Siu Hau, and guest producer Hong Ka Chun

# Q & A