PREMi∃RE
Performing arts in a new era
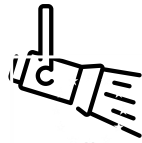
Funded by the European Union

PILOT PROJECTS

Performing arts archives browsing enhanced with AR/VR technologies
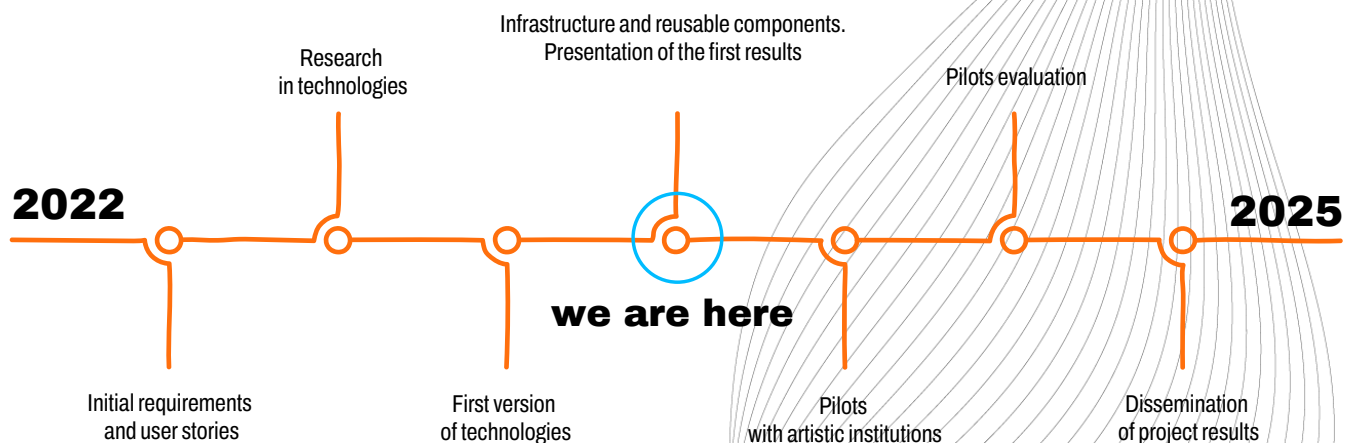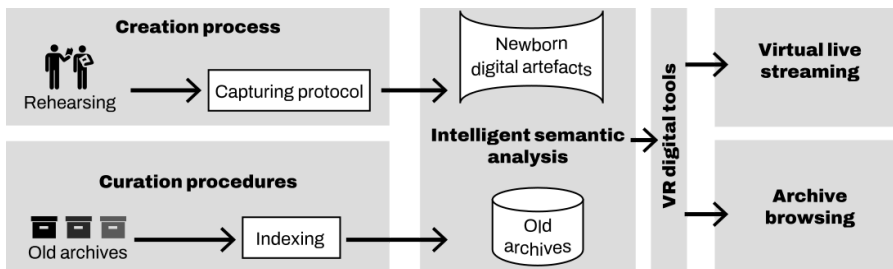
Live performance enhanced with VR technologies

Actor/dancer virtual co-creation performance

Dance-based artistic creation environment

CURATION AND PRODUCTION

Creation process

Rehearsing → Capturing protocol

Curation procedures

Old archives → Indexing

UNDERSTANDING

Newborn digital artefacts

Intelligent semantic analysis

Old archives

DISTRIBUTION

VR digital tools

Virtual live streaming

Archive browsing

CORE TECHNOLOGIES

XR

AI

Research in technologies

Infrastructure and reusable components. Presentation of the first results

Pilots evaluation

2022

we are here

2025

Initial requirements and user stories

First version of technologies

Pilots with artistic institutions

Dissemination of project results