

Event Description

The Stocos Institute's groundbreaking performance *Re-Embodied Machine* will be presented live at the historic **Coliseu Theatre in Porto**, and simultaneously streamed in an innovative 3D virtual format on **YouTube**.

All elements of the live performance — including the dancer's movement, lighting, and sound — will be captured in real time and transmitted into a **3D reconstruction of the theatre**, where a **virtual avatar** of the dancer will mirror their performance. This allows audiences from around the world to experience the piece as if they were in the theatre themselves.

The programme will open with a short introduction by the creators of *Re-Embodied Machine* and the **PREMIERE project**, offering insights into the artistic and technological vision behind the work.

Following the introduction, the virtual performance will be **streamed live on YouTube**, in parallel with the on-stage event, offering an **immersive 360° view** of the virtual theatre. The experience includes:

- A live-directed camera view tailored for virtual audiences
- A real-time chat where viewers can interact with the creators
- Full compatibility across devices — including VR headsets for a truly immersive experience

Whether on a phone, tablet, computer, or in VR, viewers can witness a unique blend of dance, sound, and technology unfold in real time — from anywhere in the world.

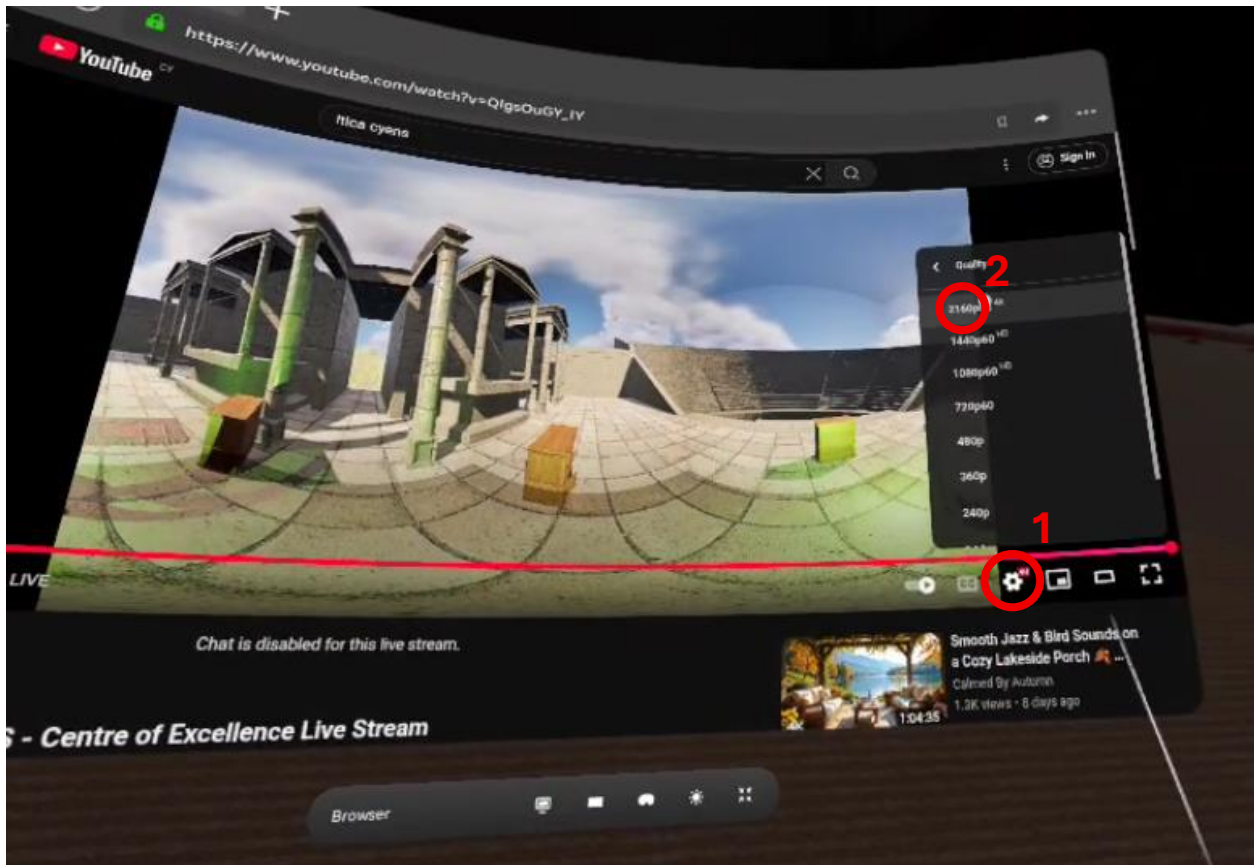
YouTube URL: <https://www.youtube.com/live/-oNqftY1A-k>

Instructions for joining in VR

1. Put on your headset and setup your environment based on the headset.
2. Before you start, make sure your YouTube application is closed.
3. Open your browser and go to the YouTube webpage (www.youtube.com).
4. Search for '@premiereeu' and go to the channel's page.
5. Go to the 'Lives' tab or click on the profile picture to go the live stream called 'PREMIERE Live'
6. Switch to Theatre view:



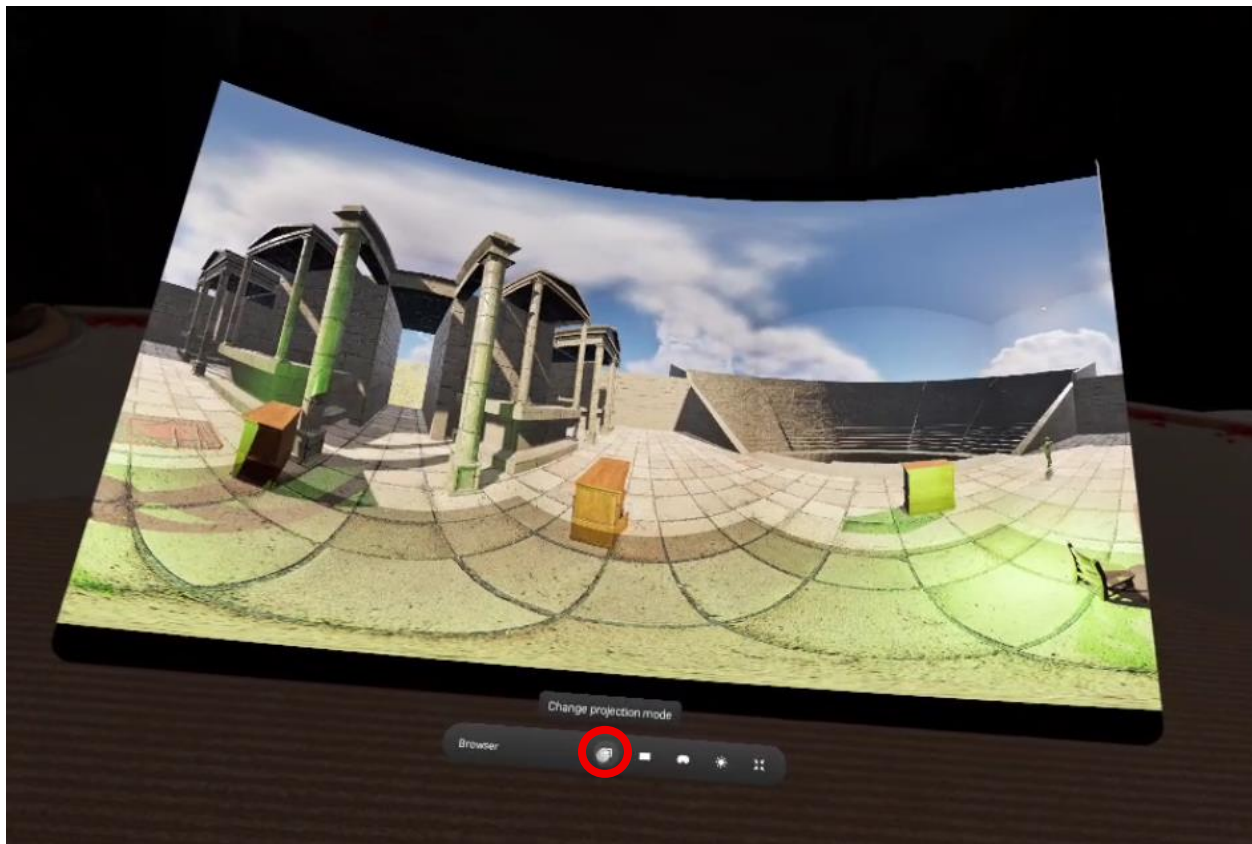
7. Change the quality to 4k:



8. Switch to full screen:



9. Change projection mode:



10. Scroll down and select the 'VR 360' option, and then 'Done':

