Planethamlet – three dozen Shakespeare Plays in-a-Box

So, whats this about?

Remember the Bauhaus? The „Ballet Mécanique"? The beginning of the last century, when truth and perception, rules and traditions were challenged and questioned? When music freed itself from tonality, when poetry refused to make any sense any longer?

That expressionistic and avantgardistic days Oskar Schlemmer created the „triadic ballet". When he felt „too modern" to paint, he discovered the stage to be the appropriate media to be „new, abstract, ...everything!" – and created the geometric actor.

Heavily influenced, Kurt Schmidt answered with the „mechanic ballet" – Moholy-Nagy topped him with the „mechanic excentriciy", both trying to achieve total abstaction by introducing a completely mechanistic choreography!

So go, get it: planethamlet, 37 shakespeare plays running simultaniously, with script generated actors, computed stages and dramaturgy disgorging algorithms, leading a classic into a completely synthetic metronomic puppetry.

And realize, we have already mechanized our world as far as it will go. We find ourselves back again in the quest for chaos, liveliness and unpredictability. But watch the people watching it: „Great!," they say, „and now the king should have a crown, and the guards should be blue, and..."!

Sometimes its really funny to observe the audience reinventing the classic theatre again – and yet its fun to imagine, where there could be points of contact, where the audience, where everybody could interact -chatting, posting, sketching, dragging or dropping- and perform the liveliness again, they were looking for.

Planethamlet came into existence in January 2002, when i found Jon Bosaks library of XML examples. Amongst the bible, the quran and the book of mormons there were shakespeares plays in XML syntax. So i experimented with the machine readability of XML and combined it with the animation features of VRML.

The Site itself should be selfdescriptive: just sit back and watch all plays simultaniously, or click on one of the stages to see just that play. Pageup/ pagedown switches between the plays, the escape key returns to the overview position. There may be bugs, especially in the interpretation of the plays, but i left them purposely: basically they verify the concept.

So, who´s talking?

Hendrik Wendler,
architect / media artist / infoscape conceptionist

- born 1970 in stuttgart, germany
- abitur 1990
- 1993 bauhaus-university, weimar
- architecture diploma 2000

- 1996 CeBit "platform" - exhibition, hannover
- 1999 CeBit "VRaM" - exhibition, hannover
- 2000 Finalist Bertelsmann media play-off
- 2002 Finalist Multimedia Transfer Karlsruhe

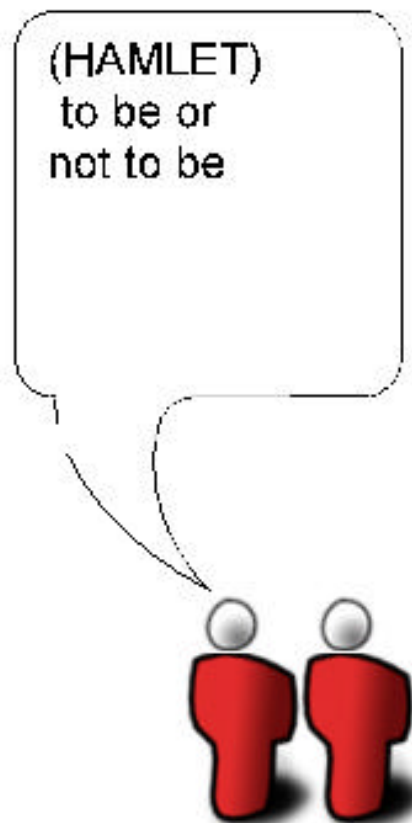 design, artdirection, imaging and conceptual studies for:

 - orchidproject gmbh, munich
 - diractive ag, munich
 - globallinxs gmbh, munich
 - Foster and Partners, london
 - hippo tv, munich
 - bauhaus university, weimar
 - kulturstadt 1999, weimar
 - A.T. Kearney inc., munich
 - group 3G, munich
 - saxovent gmbh, potsdam
 - allianz ag, div. bto2
 - allianz ag, div. corporate
        marketing munich

...and what do i need?

To get it up and running is really simple: all you need is a Vrml plugin. The RECOMMENDED setup looks like this:

- a recent, fast computer (1GHz+)
- any windows operating system / win98+
- a fast 3D accelerating graphics board (nVidia gForce+)
- the blaxxun contact vrml client (available at www.blaxxun.com)

and here is the url:
http://www.spatialknowledge.com/projects/planethamlet/

have fun,
hendrik.