

AROUND THE CORNER
2024.04.22 - 07.30

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THE CORNER



環遊 角落

EKCC
×
XRT

背景

BACKGROUND



時間緩緩流淌，場景徐徐轉變。

《環遊角落》捕捉過去與現在之間的生活面貌，如街頭檔販叫賣聲、走廊迴盪嬉鬧聲、陽光穿透通花磚牆的投影……

透過藝術科技重現曾經交織的聲音、紋理、空間及故事，以沉浸式探索之旅連結今昔，拉近彼此。

Scenes change slowly as time gently flows.

The cries of hawkers in the street, the sounds of frolicking children echoing down the corridor, the shadows cast by sunbeams through grille walls... *Around the Corner* captures the ways of life now and then.

Taking advantage of Arts Tech, it re-enacts the sounds, textures, spaces and stories that were once intertwined, creating an immersive expedition that connects past and present, bringing us closer together than ever.



足跡回溯

每個人從出生到現在，足跡遍佈所到之處。以足跡作為起點，邁開步伐探索空間，回溯過去，重拾記憶碎片。

The Footprints

From the moment we were born, we have been leaving footprints wherever we go. Following our footprints, embark on an exploration in the space to recollect fragments of our past memories.

回憶畫廊

以畫廊形式呈現昔日公共屋邨的生活面貌，回顧時光，細看曾經。

Memories Gallery

In a gallery format, replicating the daily life in public housing estates in old times to reminisce about the past.

連結空間

跨越時間限制和文化，在大排檔、茶餐廳及上海理髮廳等場景與他人進行互動。

*參加者的影像將傳送到虛擬空間，疊加特效與虛擬場景結合。

Connective Spaces

Immerse yourself and delve into the scenes of *dai pai dong*, *cha chaan teng*, and Shanghai-style barber shop. Experience and interact with others from diverse times and cultures.

*The participants' image will be sent to the virtual space blending in the virtual environments with special effects.

體驗之旅

沉浸式體驗讓參與者解除時間和空間的約束，回顧旅程或自我反思。體驗旅程中與他人的聯繫和互動，或會編織及延續成獨特的故事。

The Voyage of Self-Discovery

By indulging in the immersive experience, participants are unleashed from time and space to review their journey and perhaps self-reflect. The connections and interactions that form with others can interweave or carry forward into captivating narratives and stories.

注意

ATTENTION



- 體驗環節全長約30分鐘，不設中場休息。
 - 節目包含360度影像，如於節目期間感到暈眩或不適，請通知現場工作人員。
 - 當參加者觸發互動場景時，現場將會進行錄影，影像會記錄於節目的虛擬空間。
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- Each session will run for approximately 30 minutes without interval.
 - Please note the programme involves 360-degree imaging. Please inform a member of staff if you feel unwell during the experience.
 - When interactive scenes are triggered, participants will be filmed and all footages will be recorded on the virtual space of the programme.

XRT

是香港一個具有前瞻性思維的團體，致力於推動科技與藝術的融合，以帶來全新的藝術體驗。團隊專注於擴展實境和沉浸式技術，並善於運用「人工智能」和「機器學習」的無縫融合。XRT超越傳統藝術的界限，將扣人心弦且富有想像的藝術作品帶入生活。

XRT

is a Hong Kong-based forward-thinking the boundaries of technology and art fusion, providing invaluable artistic experiences. With a primary focus on extended reality and immersive technologies, the team excels in seamlessly integrating “artificial intelligence” and “machine learning”. By transcending the traditional limits of artistic expression, XRT brings captivating and visionary artwork to life.



聯合策展人 Co-curators
馮正文 Dino Fung
廖鎮科 Fo Liu

藝術總監 Art Director
林鎮耐 Henry Lam

製作總監 Production Director
馮宇文 Edmund Fung

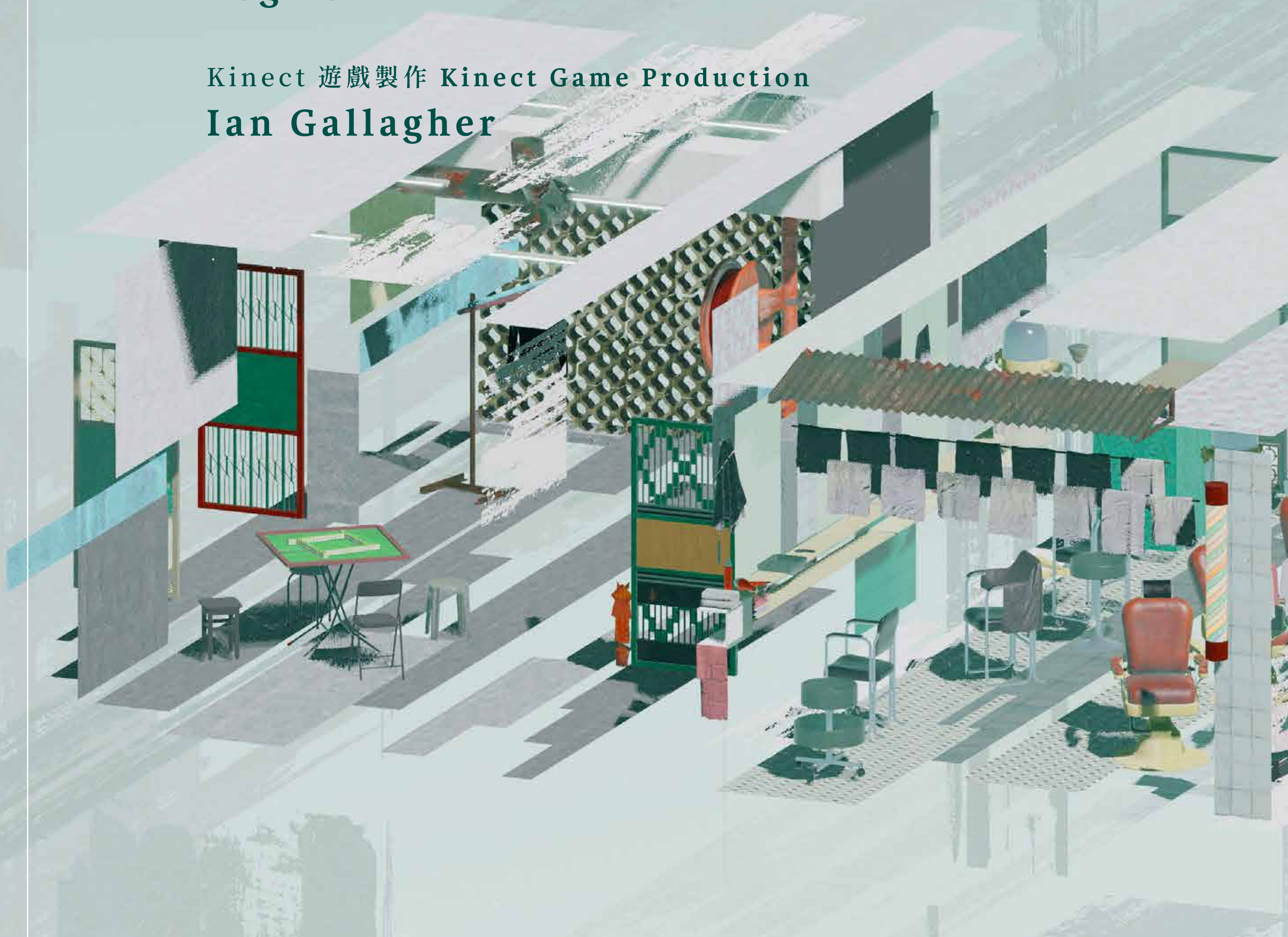
藝術指導及製作、視覺及動畫設計、藝術科技體驗
Art Direction & Production, Visual & Animation Design,
Arts Tech Experience
林鎮耐 Henry Lam

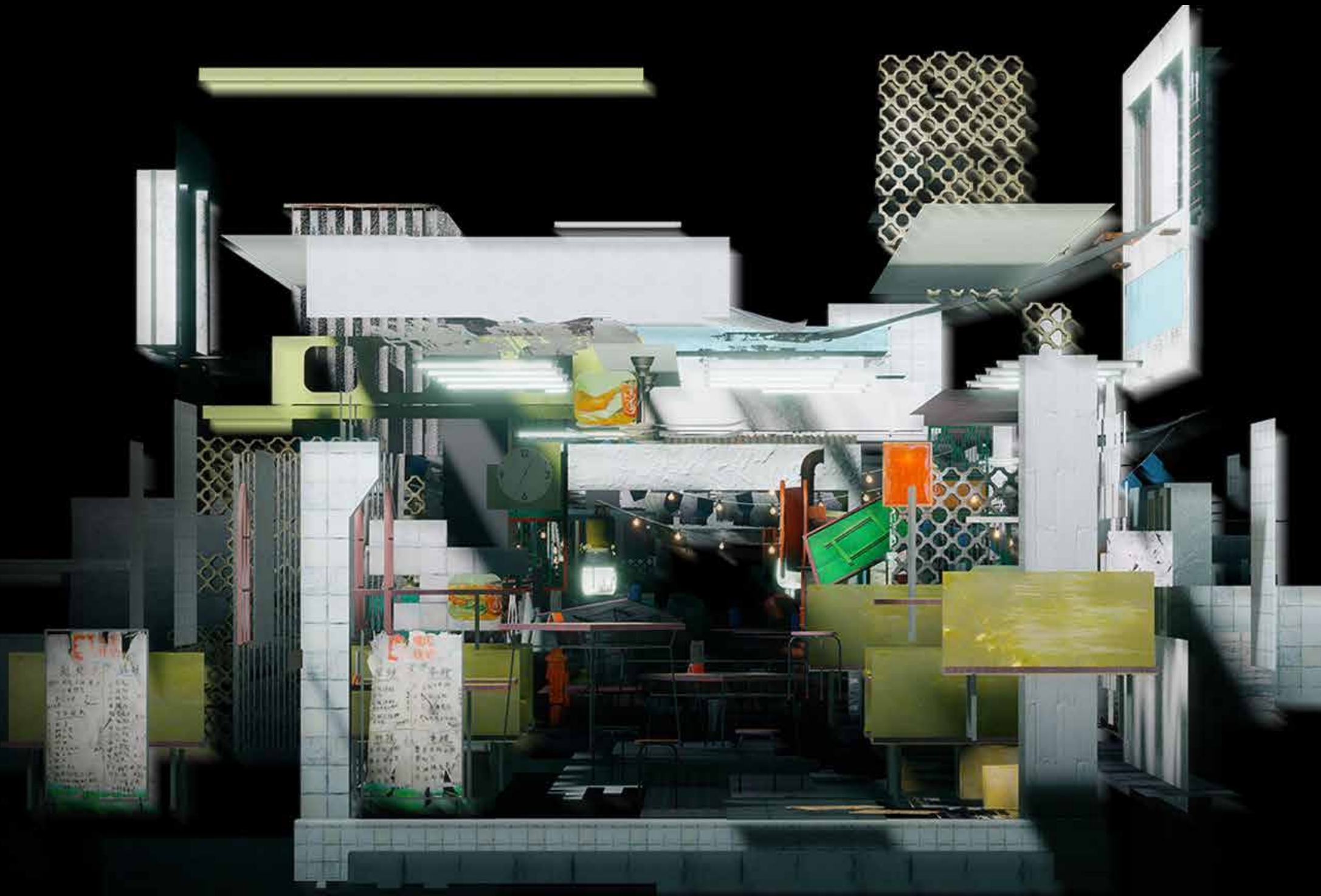
文本創作、視覺內容及設計
Script & Text, Visual Language & Visual Design
Zeroy Yiu

音效設計及製作 Sound Design & Production
歐陽業俊 Au Yeung Yip Chun
橋韜 Kelly Chung
陳凱瑜 Pat Chan

感應器設計及立體建模 Sensor Design & 3D Modelling
Log Luk

Kinect 遊戲製作 Kinect Game Production
Ian Gallagher





沉浸式設計

場景根據空間度身訂造，投影從牆身延伸至天花及地板，環繞整個空間，提升參加者的投入度及觀賞體驗。

Immersive Design

Tailored to the space, the scenes are projected on the walls and extended all the way to the ceiling and the floor, surrounding the whole area to enhance the engagement and viewing experience of the participants.

追蹤系統

透過自動追蹤技術，以感應器追蹤參加者的移動路線，其踏出的每一步都與影像互相呼應，開拓自己的專屬道路，享受獨一無二的體驗。

Tracking System

Through stage tracking technologies, the sensors track the movement trajectories of the participants, so that every step they take echoes with the images, allowing them to blaze their own trail and enjoy a unique experience.

深度攝影機及動態捕捉

深度攝影機將參加者傳送到虛擬場景中，而動態捕捉技術讓參加者在虛擬世界與不同時空的參加者互動、連結，並重組集體回憶。

Depth camera & Motion capture

Depth camera creates 3D avatars of participants and motion capture enables participants to interact with people from different space-time, virtually connect in the scenes and re-constructs common memories of the old times.



各位觀眾：

節目開始前，請將手提電話轉為靜音模式，並關掉其他響鬧或發光的裝置，以免影響體驗。為使入場欣賞節目的觀眾獲得美好愉快的體驗，節目進行時嚴禁使用閃光燈、腳架和自拍杆，以免影響其他參加者。參加者可於不影響其他觀眾的情況下拍攝，有關照片或影片只限於私人用途。此外，請勿在場內飲食。多謝合作。

Dear Patrons,

To avoid disturbance, please set your mobile phone on silent mode and switch off other beeping or light emitting devices before the programme starts. To ensure an enjoyable experience for the audience, the use of flash, tripods and selfie sticks are not allowed in the venue while photo-taking and filming for personal use only without affecting others are allowed during the experience. Eating or drinking is not permitted in the venue. Thank you for your co-operation.

鳴謝

ACKNOWLEDGEMENT

照片提供 Photo courtesy of

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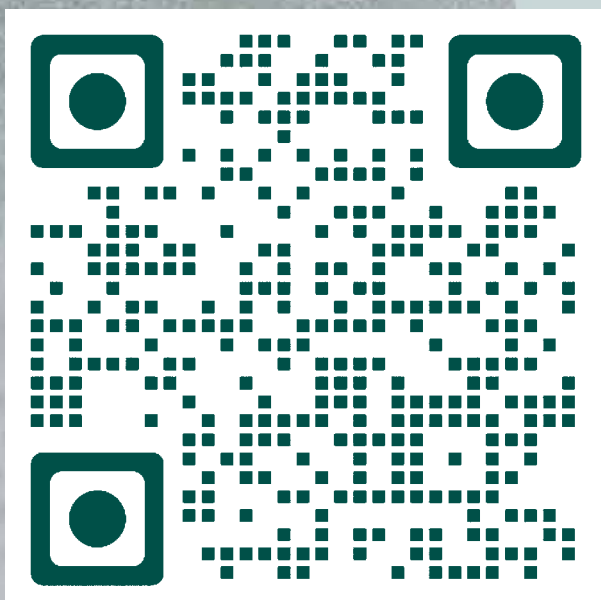
Joseph K.K Lee

Luna Kwok

梁瑋鑫先生 William Leung

Henry Lam

Log Luk



誠邀你點擊以上二維碼，填寫網上問卷。

完成問卷後，追蹤康文+++專頁，將送上一份AR紀念品，以答謝你的支持。

**Please fill in our online questionnaire by clicking the QR code above.
To express our gratitude for your support, an AR souvenir will be given when
completing the questionnaire & following LCSDPlusss social media.**



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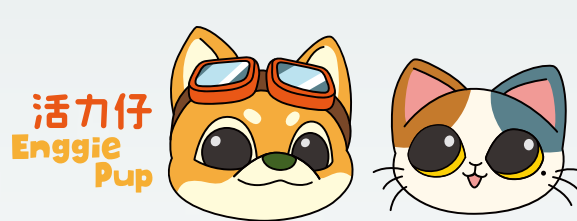
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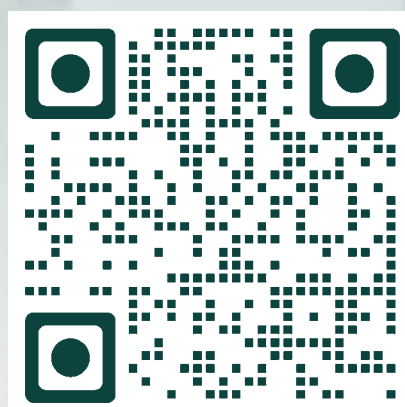


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