



Operacraft



Also known as Instant Opera, this initiative's goal is to provide an opportunity for K-12 students to create and perform a fully produced virtual opera. Starting with music borrowed from Mozart operas and a specific number of characters, the project inspires K-12 students to create a story and then the libretto; create the virtual set through a custom version of ubiquitous Minecraft video game/sandbox; create avatars for each character; and control said avatars within the confines of the virtual world, including body gestures, lip-syncing with real singing soloists, as well as multiple real-time camera feeds akin to that of a live video production. The project culminates in the fall 2013 when the opera is performed in the newfound ICAT Cube space at the Center for the Arts. The interactive set will be projected on a scrim while Virginia Tech music majors sing the finalized score and the K-12 students control the character avatars.

Participants: Ariana Wyatt; Tracy Cowden; Kelly Parkes; Katie Dredger; Ivica Ico Bukvic, Assistant Professor of Music in the College of Liberal Arts and Human Sciences, Virginia Tech, IMPACT Studio Head

Type: opera, music, minecraft, mod, gaming, K-12 education, machinima

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