

### CREATIVE TEAM

Yuanyuan Kay He, director, composer, poet, narrator  
Peter Torpey, director, visual artist, interactivity specialist  
Chris Impey, astronomer  
Win Burleson, human computer interaction  
Nhan Ho, choreographer  
Skylar Fry, assistant choreographer  
Yuyao Shangguan, composer  
Yu Han, composer  
Jing Jin, piano  
Carla Fabris, harp  
Corey Denham, percussion  
Jackie Glazier, clarinet  
Xiao Wang, violin

### STAGE TECHNOLOGY TEAM

Carson Scott, Reid Ferris, Rick Chavez

### DANCERS

Skylar Fry, Mya LeFevre  
Victoria Serra, Ruby Maxion, Tessa Cosper  
Carson Evans, Grace Starrett, Alyssa Lekites  
Madelyn Hofer, Roman Ruiz, Caroline Cox  
Paige Johnson, Ava Huntsberger  
Emma Kotch, Maria Gil

### SPECIAL THANKS

The University of Arizona, UA School of Music  
UA School of Dance, UA Live and Immersive Arts  
UA College of Fine Arts, UA Astronomy Department  
UA Research Technologies Department  
UA Sensor Lab, UA iSchool  
UA Vertically Integrated Projects

*For more information, please visit: <http://www.stellarscape.org>*

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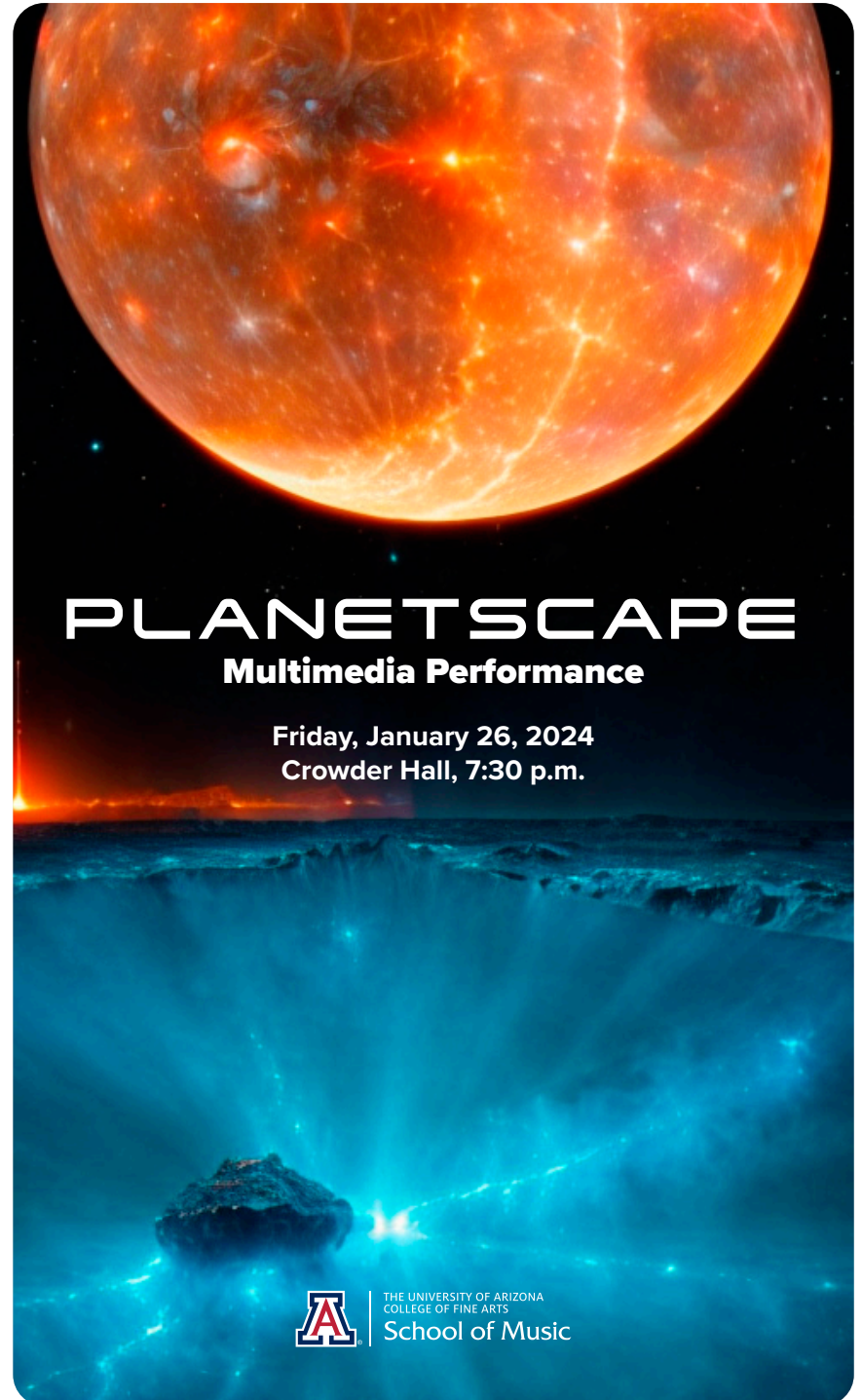


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# PLANETSCAPE

## Multimedia Performance

Friday, January 26, 2024  
Crowder Hall, 7:30 p.m.



THE UNIVERSITY OF ARIZONA  
COLLEGE OF FINE ARTS  
School of Music

**PlanetScape is an interdisciplinary collaboration between the School of Music, the Department of Astronomy, Live and Immersive Arts, School of Dance, School of Information, and UA Research Technologies Department.**

**It is an immersive multimedia project synthesizing music, science, visual art, and technology. This convergence research collaboration is catalyzed by the union of concepts at the confluence of astronomy, humanity, artistic expression through music and dance, and socio-technical experience.**

**This is a story about exoplanets and space exploration. Where is our next home after the Earth? What is it like to travel to alien worlds?**

**What would we find when we get there and who do we become when we know we can never go home?**

## **INTRODUCTION - A TRAVELER'S DREAM AND THE JOURNEY** **Space travel into an alien world. Asleep with dark dreams.**

Space is vast. A few dozen humans have traveled to the Moon, but the distance to even the nearest star is millions of times further than the distance to the Moon. The energy costs of interstellar travel are also enormous. The only prospect of traveling to another star system is to take the body into a wait state, suspended animation. It's a capability we didn't possess a century ago. It took a long time for scientists to invent such technology for interstellar travels.

## **ACT 1 - MEMORIES** **It's a journey with no return.**

The space traveler can reach a speed 3% to 5% of the speed of light. At this speed, the nearest star, Proxima Centauri, at a distance of four light years, takes more than a century to reach. Reaching a truly Earth-like world takes millennia. The traveler is completely dislocated from the home planet. Time for them is frozen, while on Earth many generations in their family live and die. It's a journey with no return. In suspended animation, a state close to death, nobody knows if a person would dream or just be oblivious to their situation. We can imagine that the traveler is aware of their journey and has memory flashbacks with friends and families.

[1st Transition - Journeying]

## **ACT 2 - ICE WORLD** **Beautiful but Menacing**

Gravity is two thirds what it was on Earth. The dwarf star hangs like a blood-red orange on the horizon, to one side of the stage, not rising or setting. If the traveler stayed here, she would have to live in a slender band of eternal twilight, the stage bright in the direction of the star and dark in the opposite direction. The sky crackles with electrical activity. The star is puny, but it has a violent corona and harmful radiation pours down on her. She moves on.

[2nd Transition - Journeying]

## **ACT 3 - HOT WORLD** **Trapped between Icy Cold and Searing Heat**

The second planet seems more promising, but it's larger and heavier than the Earth and her limbs feel leaden. The landscape is forged by violent geology; volcanoes and lava surround her. The star system is so packed with planets it becomes unstable. Order and harmony are replaced with chaos and dissonance. Orbits become unstable and slight gravitational nudges turn into violent shoves, as several planets are ejected into the depths of black space, orphaned from their parent star, including this primeval world. The act ends with a dramatic crescendo.

[3rd Transition - Journeying]

## **ACT 4 - WATER WORLD** **Dancing in Liquid**

She is standing on the surface of a super-Earth, in the middle of a featureless island. Squat islands and shallow seas stretch to the horizon in an endless archipelago. Towering clouds give the only vertical structure. She sinks to her knees; gravity here is crushing. So, she slips into the water. She is light and buoyant. Life came from water and life is made of water, so this just feels right. Movement is effortless. Exuberantly, she twirls and spins and somersaults. It's cold but her new skin insulates her well. Her gills pull oxygen from the water. Above her, bioluminescent forms shimmer on the surface and below her, shadowy creatures glide through the depths. This world is vibrantly, opulently alive. It feels like home.

## **CODA** **Beneath the Surface, We Found Home.**