

Summary of Master's Thesis
2010年3月修了修士論文概要書

Name 氏 名	Jennifer Pierce	ID number 学籍番号	4208A162-9
題 目 Title (日本語の場合は英文題目も記入)	Supervisor 指導教員 大谷淳		印
日本語 Japanese			
英語 English	<i>Choreography of the Body-Object: A Multi-Media Choreography System Inspired by Butoh-fu</i>		

概 要 Summary

Choreography of the Body-Object: A Multi-Media Choreography System Inspired by Butoh-fu is a dance and technology choreography research project. In this thesis, a choreography generating system referred to as *C.O.T.O.* is proposed. In *C.O.T.O.*, dance choreography is generated through a systematic approach by combining two types of motion data: video motion data and human motion data. The concept and design of *C.O.T.O.* is inspired by *Butoh-fu*. *Butoh-fu* is a choreography system developed by Hijikata Tatsumi, the primary founder of the Japanese dance art, Butoh. In *Butoh-fu*, movement material is generated from 2-d images although in *C.O.T.O.* movement material for choreography is extracted from motion data. However, similarly to *Butoh-fu*, choreographic practice in *C.O.T.O.* involves extracting 'choreographic objects' from images and transferring extracted objects to the body of a dancer. The purpose of *C.O.T.O.* is to develop a computer-based approach for creating Butoh choreography utilizing motion data.

In order to establish the foundation of *C.O.T.O.*, this thesis surveys the current position of choreography and Butoh. In addition to examining themes and aspects of choreography, a 'choreographer's questionnaire' was conducted. The 'choreographer's questionnaire' was conducted by interviewing eight professional choreographers in order to gain insight on choreographic practice. Further, in the contextual survey, Hijikata Tatsumi's Butoh choreographic practice is explored. It is proposed that in *Butoh-fu*, the Butoh dancer's body becomes a 'body-object' through choreography. 'Choreographic objects' are extracted from an image and put into the dancer's body, hence the phrase 'choreography of the body-object.' In addition to contributing to research on Butoh, this thesis contributes to recent choreography research by addressing the topic, 'choreographic objects' from an alternative approach. In recent choreography research, 'choreographic objects' are derived externally from compositions, whereas in *C.O.T.O.* 'choreographic objects' are realized within the dancer's body. It is the goal of this research project to expand upon choreographic methods developed in *Butoh-fu* through a multi-media-based approach.

In Chapter one, *Introduction*, the field dance and technology is introduced. Following an introduction of the background and issues pertaining to dance and technology, choreography is examined in Chapter two, *On Choreography*. In *On Choreography*, the current position of choreography is described. Further, the current research topic, 'choreographic objects' is addressed in the final section of Chapter two. In Chapter three, choreography is specifically examined by exploring Hijikata Tatsumi's choreographic practice. In *Hijikata Tatsumi's Butoh Objects*, *Butoh-fu* is described. Significantly, *Butoh-fu* provides the conceptual base for *C.O.T.O.* In Chapter four, *Choreography of the Body-Object: A Multi-Media Choreography System Inspired by Butoh-fu* the technical parts of the choreography system are explained. *C.O.T.O.* is constructed by conjoining two components: a human motion component and a video component. Specifically, choreography is created when video data is applied to the joint data of a computer generated figure, hence modifying the originally obtained motion data. In Chapter five, the research findings are presented. Finally, it was concluded that a computer-based approach to generating choreography shows promise for the future of Butoh.

- 注意 1. 提出期限 / Deadline of Submission 2010年1月22日(金)17:00 / January 22, 2010 17:00
2. 原本1部、コピー1部の計2部提出 / Must submit one original and one copy