

SHOWRUNNER

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Overview

Taking inspiration from the blend of art and technology present in modern theatre, ShowRunner is a suite of software designed to enable automation of multimedia systems typically operated as part of a larger ensemble. It enables one computer to command a network of devices that typically each require the attention of a whole human. In other words, it allows the coordination of multimedia presentations ahead of time so that only one technician is necessary when a performance occurs.

Features

• Easy-To-Use Interface

Built with theatre technicians in mind, the system uses familiar user interface conventions for fast, efficient show definition and execution.

• Reliable Engine

When audiences have suspended disbelief, nothing ruins the moment faster than a crashed projection system. Built with proven .NET technologies and realtime system performance monitoring, ShowRunner delivers when it counts: every time.

• Low Hardware Requirements

ShowRunner clients only handle as much data as the hardware they operate needs to know about. If you have three 1080p streams going at once, each projector node only needs the processing capability to handle one.

• Low Setup Complexity

Plug in the equipment you need. Connect to your show LAN. Start the application client. All equipment in the facility is controlled from the Producer console.

• Modular, Extendible Architecture

Need to support a legacy piece of technology? An odd file format? Showrunner uses a plugin-first architecture. Writing new support is simple, any programmer can do it.

• Leverages Industry Standard Technologies

Creators invest a lot in their content. If they need to migrate between platforms or versions, they require perfect compatibility. ShowRunner supports most formats without conversion or compromise.

Figure 1: Show Lifecycle

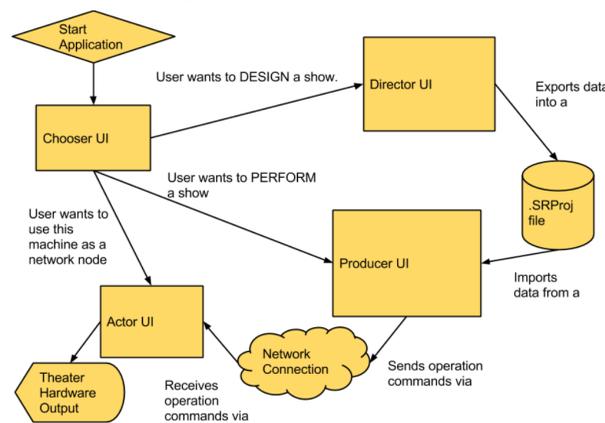


Figure 2: Director Mock-Up

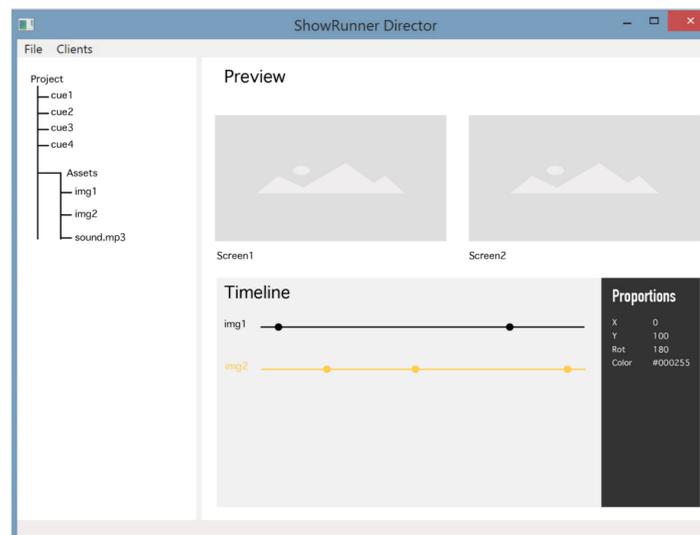
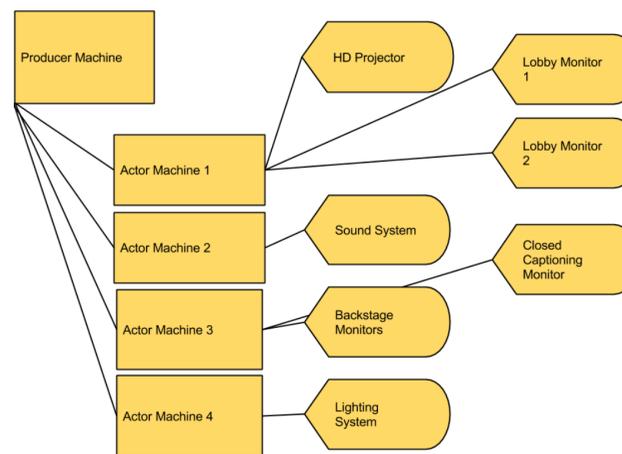


Figure 3: A Typical Network Layout



Architecture

• Platform

ShowRunner was built in C# .NET on Windows and is soon available for Mac and Linux. ShowRunner will run wherever it's needed on hardware customers already own.

• Director

The Director module fulfills the responsibilities of a production's director: It is responsible for creative direction in the time leading up to opening night. It is a show editor built to quickly and efficiently let a team design all the aspects of a show without needing access to the whole facility. Director exports SRProj files containing show assets, cues, and environment configurations for consumption by the Producer module.

• Producer

The Producer module fulfills the responsibilities of a production's producer: It is responsible for managing the real-time coordination and execution of a show in front of live audiences. It is the heart and show of a live production, and handles all aspects of the production, including environment setup, asset synchronization, cue coordination, and network health monitoring.

• Actor

The Actor module fulfills the responsibilities of a production's talent and technicians: It is ultimately responsible for all audience-facing content and performs all cues as directed by the Producer. It is a network client used to drive show hardware.

• Plugins

The system uses a plugin-first architecture to enable first-class support for all kinds of hardware and file formats. Even internal base classes, like PNG images or projected graphics support, are loaded from a reference plugin.

Applications

- Theaters
- Amusement Parks
- Museums and Exhibitions
- Keynotes
- Large Corporate Presentations

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