This presentation will be concerned with two basic modalities of space: the actual and the virtual. Believing that the notion of construction and syntax for a new dramatic space can develop as a dialectical confrontation between the traditional stage (or media space) and the data based virtual world, we have set out to build some basic tools for space exploration. The most advanced to date is the Pan/Tilt/Rotate camera head, a robotic physical device which, when linked to graphic virtual computer space, attempts to redefine the traditional stage and established media space. This device can also be activated through two aural modes: simple verbal commands or musical vocalization.