

Scenographic VR Exhibition By Award-Winning Creatives

An 8-Minute Full-Body Voyage To Disconnect From The Ordinary And Enter the Extraordinary.

"A visionary trip"



HUMANHOOD

Multiverse

DANCE BY Julia Robert & Rudi Cole
VISUALS BY Tobias Gremmler
MUSIC BY Ian Armstrong

The Concept

Multiverse is a hypnotic full-body VR experience that combines interactive clouds-like visuals, bone-conducting bodysuits, synchronised breathing, and immersive sound-score, to create a short but intense journey for our “passengers” — ushering them into a state of gentle relaxation and creative imagination.

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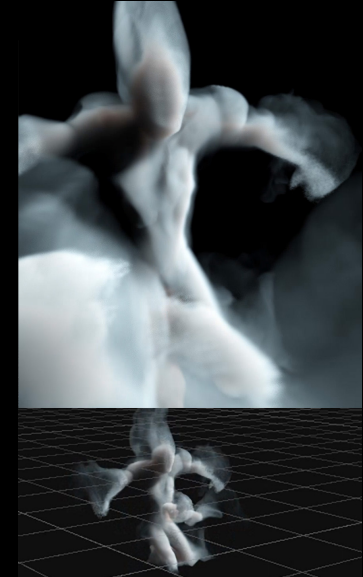
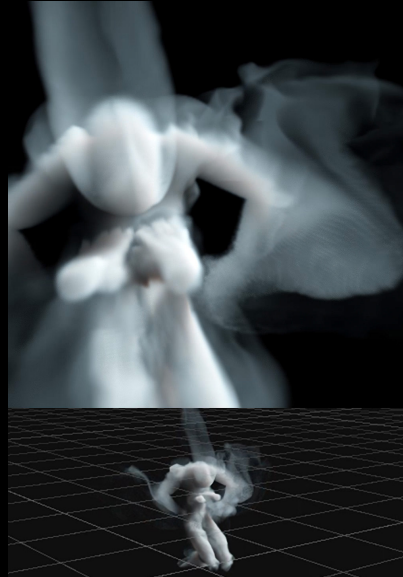
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The Interaction

Multiverse establishes a dialogue between one or more selected visitors and virtual dancers. The selected visitors experience this dialogue through a VR headset, head-phones and polyphonic jacket and interact with virtual representations by moving their hands, arms and body through the fluid cloud-like dancers. As the body of the user interacts with the virtual figures, these ones change and morph and the user receives sensorial *feedback* of the interaction.



Hand interaction



Schematic side views

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The Visuals

The virtual scenario is manifested with cloud-like shapes in a black 360 degree background. Abstract shapes, bodies and motions are formed by the fluid moving structures. The clouds inherent the shape of a human body, dancing and ever-morphing while interacting with the visitor.



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The Sound Scape

The soundscape of *Multiverse* is created through acoustic sounds — the sound of smoke, of fluids, of air — as well as electronic frequencies and celestial tones in order to enhance the aliveness of the figures and transport the user into the virtual space

The user will be wearing a transducer jacket with 6 oscillators operating independently to facilitate a full surround perceptual inference. This jacket vibrates precise frequencies throughout the user's entire body, delivering a unique haptic (sense of touch) 360 degree experience.

The bone-conducting sound jacket allows hearing impaired individuals to experience this sensorial voyage.





Each session has a duration of approximately 8-10 min. A session consists of 5 scenes where the user is lead trough a journey of various experiences, including

- *Breath* (smoke formation coming out from the user's body)
- *Incubation & Dancing Clouds* (human body creation with the smoke/breath of user, dancing with arms interactions)
- *Out of body experience* (the figure merge with the body of the user and start responding to user movements)
- *Mirror identification* (connection virtual dancers with user)
- *Rebirth* (forms dissolving into floating clouds).

The narrative of the scenes leads the user through a deep exploration of the self and its multiple facets. A voice is introducing various elements of the journey and guiding the user though the world of *Multiverse*.



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The Scenography

While the selected visitors are experiencing the VR interactive and immersive world of *Multiverse*, the virtual representations are being simultaneously exposed on a holographic screen which is visible to all spectators. This transcends the intimate connection between the real human and the virtual cloud-creature from the virtual world in the real space.

The rest of the visitors, while they await for their turn to enter the VR world of *Multiverse*, or while enjoying the scenography itself they witness the *dance* of the real body together with the virtual body, as the user moves their hands and arms in across the black space illuminated by the light of the projected hologram.



Multiverse

Premiere 2024

RESEARCH CAPTURES:

[https://www.dropbox.com/scl/fo/svfm9hj7cuhiteq8byswg/h?
rlkey=49674gem2zqv1iybj4fzactka&dl=0](https://www.dropbox.com/scl/fo/svfm9hj7cuhiteq8byswg/h?rlkey=49674gem2zqv1iybj4fzactka&dl=0)

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