

"Dimensioning n.1, n.2, n.3" – from live architectures, VR immersive experiences thru google cardboard, 2016.

"Dimensioning" VR animations is part of Live Architectures, a series of digital artworks and interactive installations I created over time in a multi-faceted production developed to reconsider the architecture of outer and indoor areas as an alive and vibrant entity.

"Live Architectures" series analyze changes in liquid space through a variety of techniques, technologies and devices, often using AR and VR as mediums. Animation, video, installations, net art, interactive projects and video-mapping all become instruments of research targeted at the different ways space is configured and how it is generated from electronic language, from the interaction with humans to the way they blend and melt together at a given point.

Exploring architecture as interface, I have designed the Virtual Reality series "Dimensioning" to create a multi-dimensional extension of space, allowing visitors travel through the space and into the moving diagrams. Fragile lines form complex architectural shapes create the impression of walking through a geometric equation. The complex shape becomes a window into a virtual world, where the moving diagrams take over and a new architectural dimension takes shape.

The Live Architectures act as if they were «alive», moving beyond their own conditioned by human intervention called to determine the different geometric configuration and structure. It is just the notion of space that "Dimensioning VR" probes, by searching new possibilities and 'dimensions', that the digital world, not so much separated from that real-one offer us.

So, a performance idea is the base of the artworks, where the spectators perceive a place moving around, beyond its functionality. Therefore, the term "Super-place" (I had invented on 1999) can be attributed to this VR experiences. Exactly the contrary happens in the 'no-where' in which static presences have only the function to receive temporarily.

The synthetic shape becomes design, structure, architecture and truth. If the space is the extension in all the directions by our intuitions of the real world in which material bodies are placed, "Dimensioning" wants to expand these possibilities of perception. The environments in motion crossing the spectator lead it to an 'unfinished space', facing him to confront himself with another atmosphere, a new 'digital-where'. This dimension is by now ours, is our fourth dimension that we spend for real, everyday virtually.

Demo: <http://www.chiarapassa.it/videoenglish.html>

On YouTube:

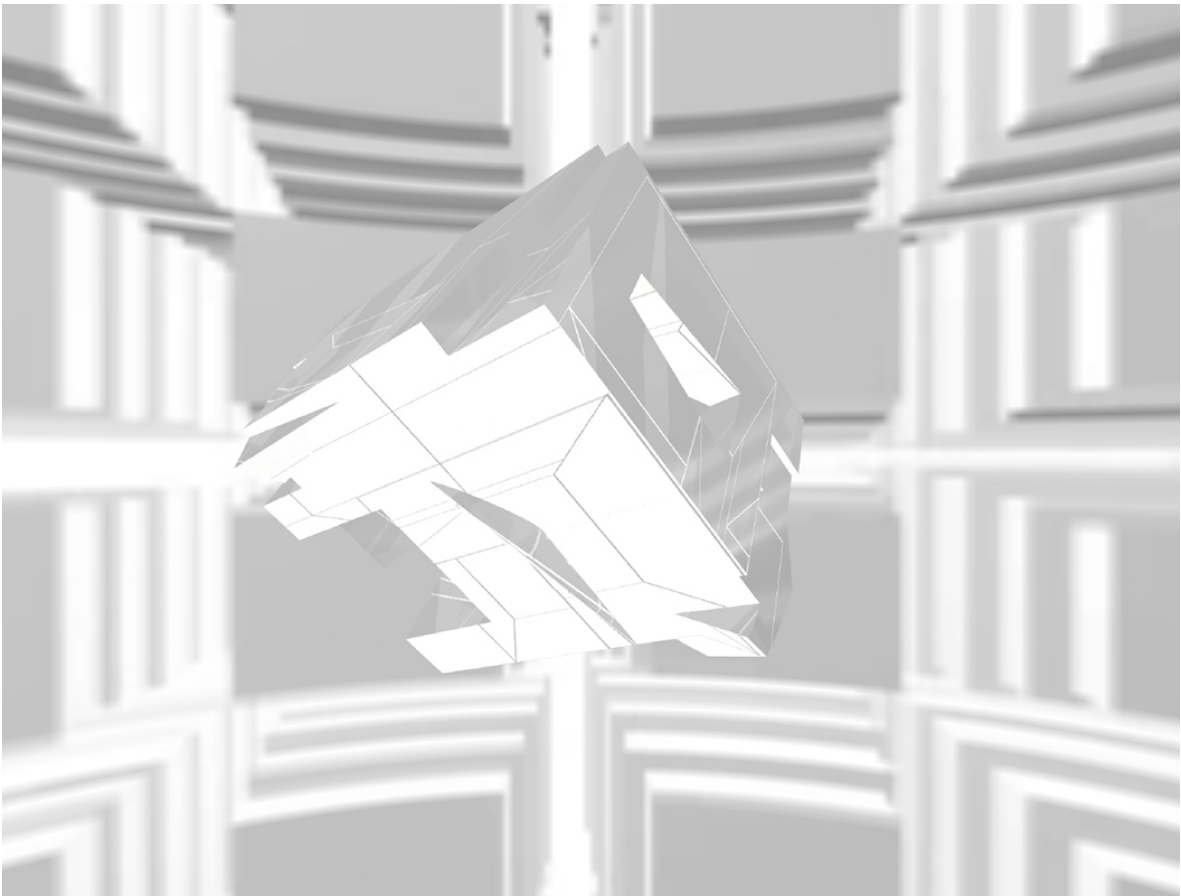
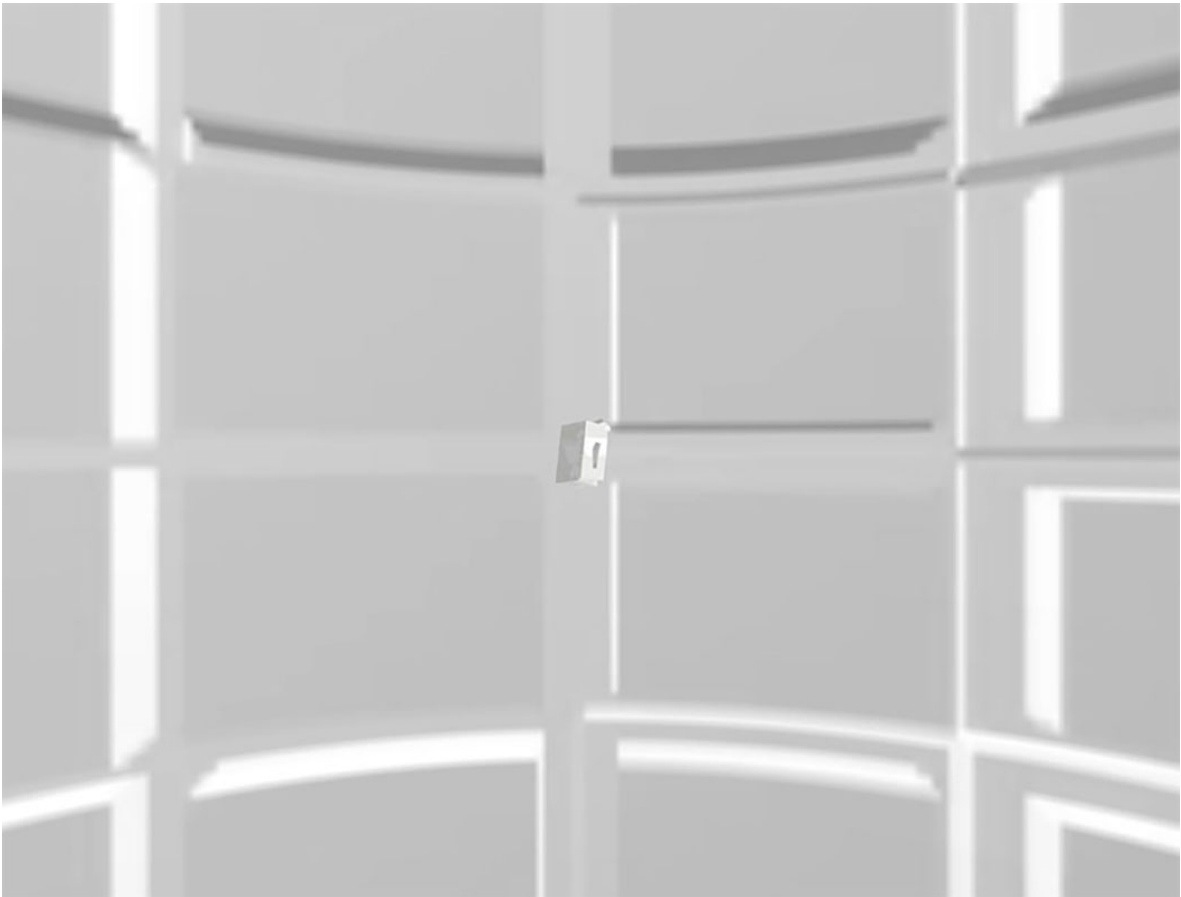
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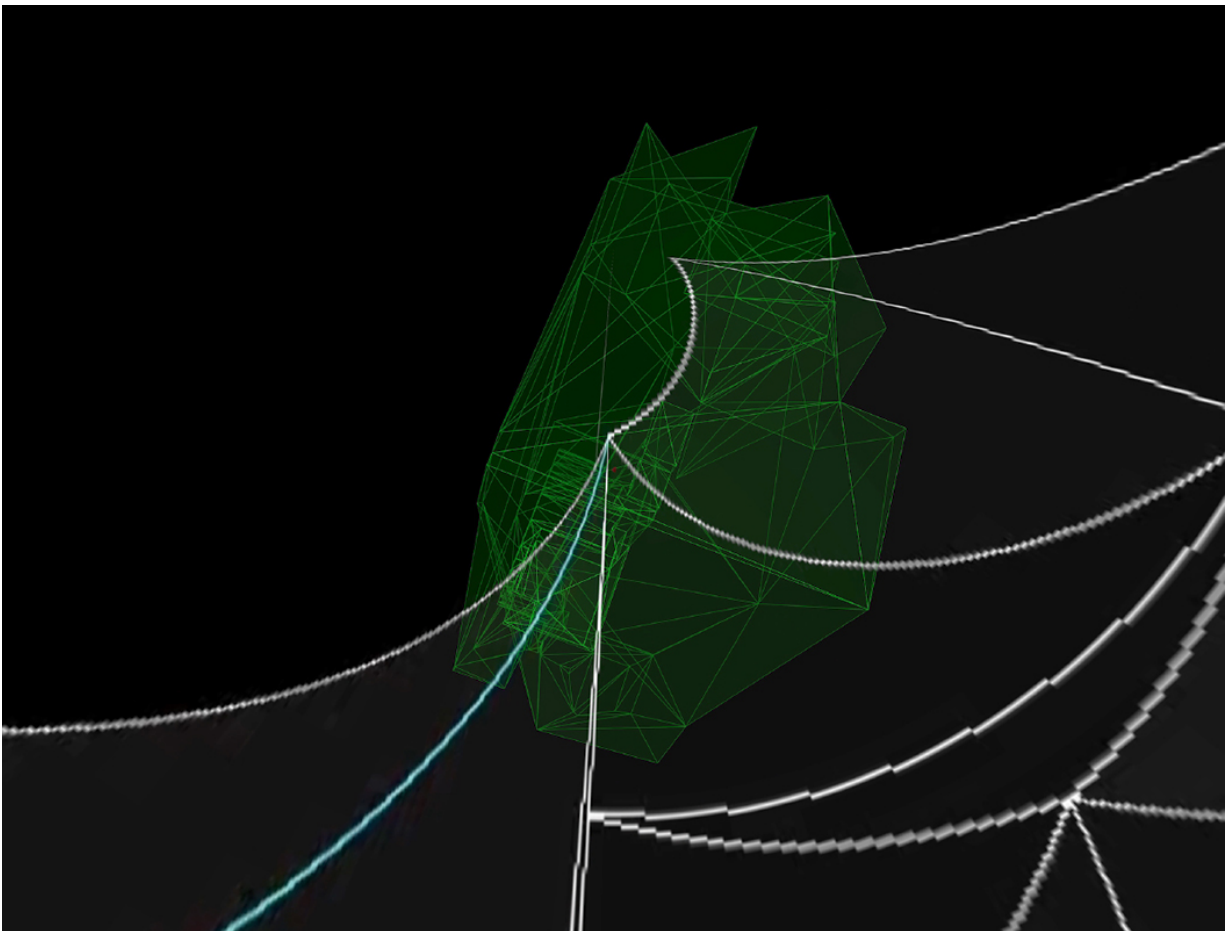
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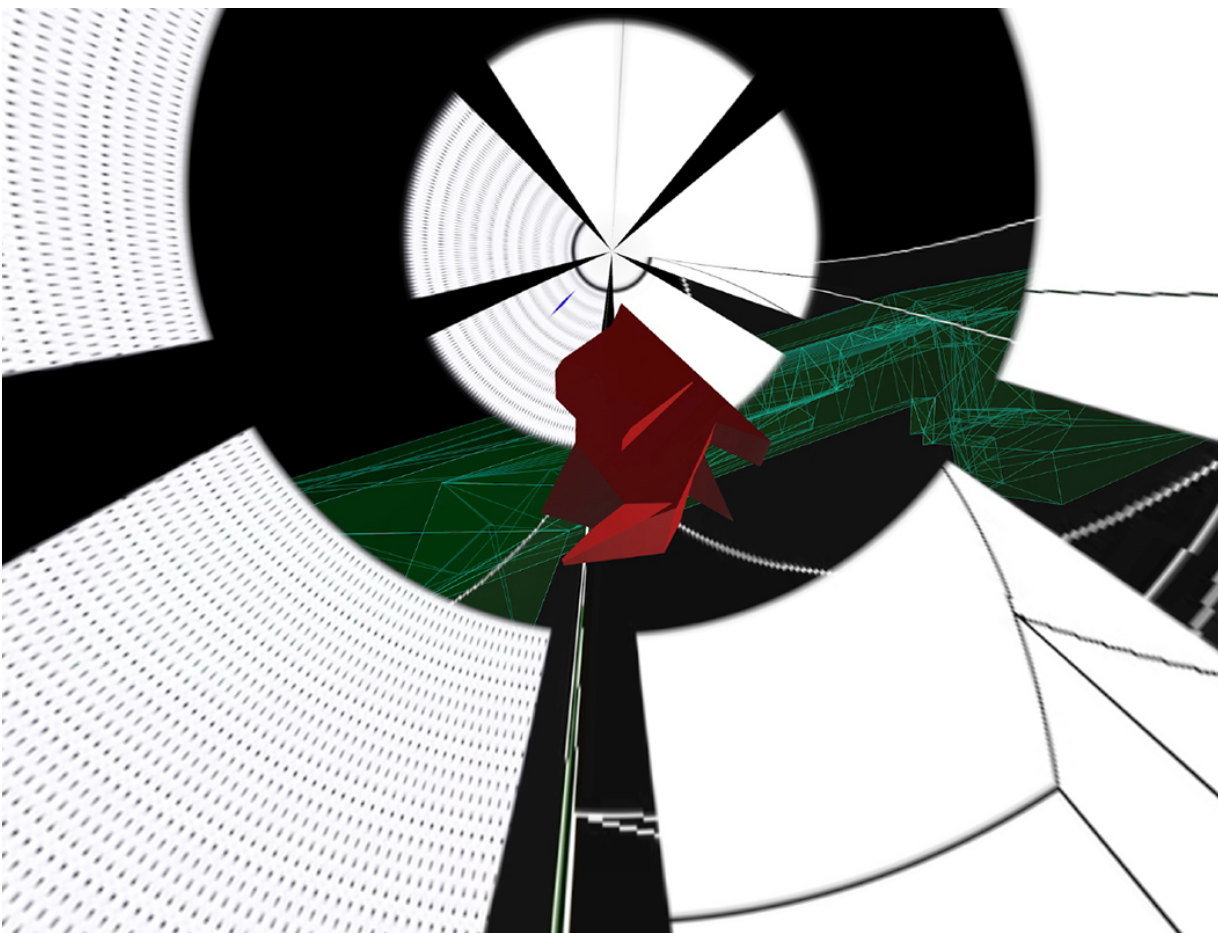
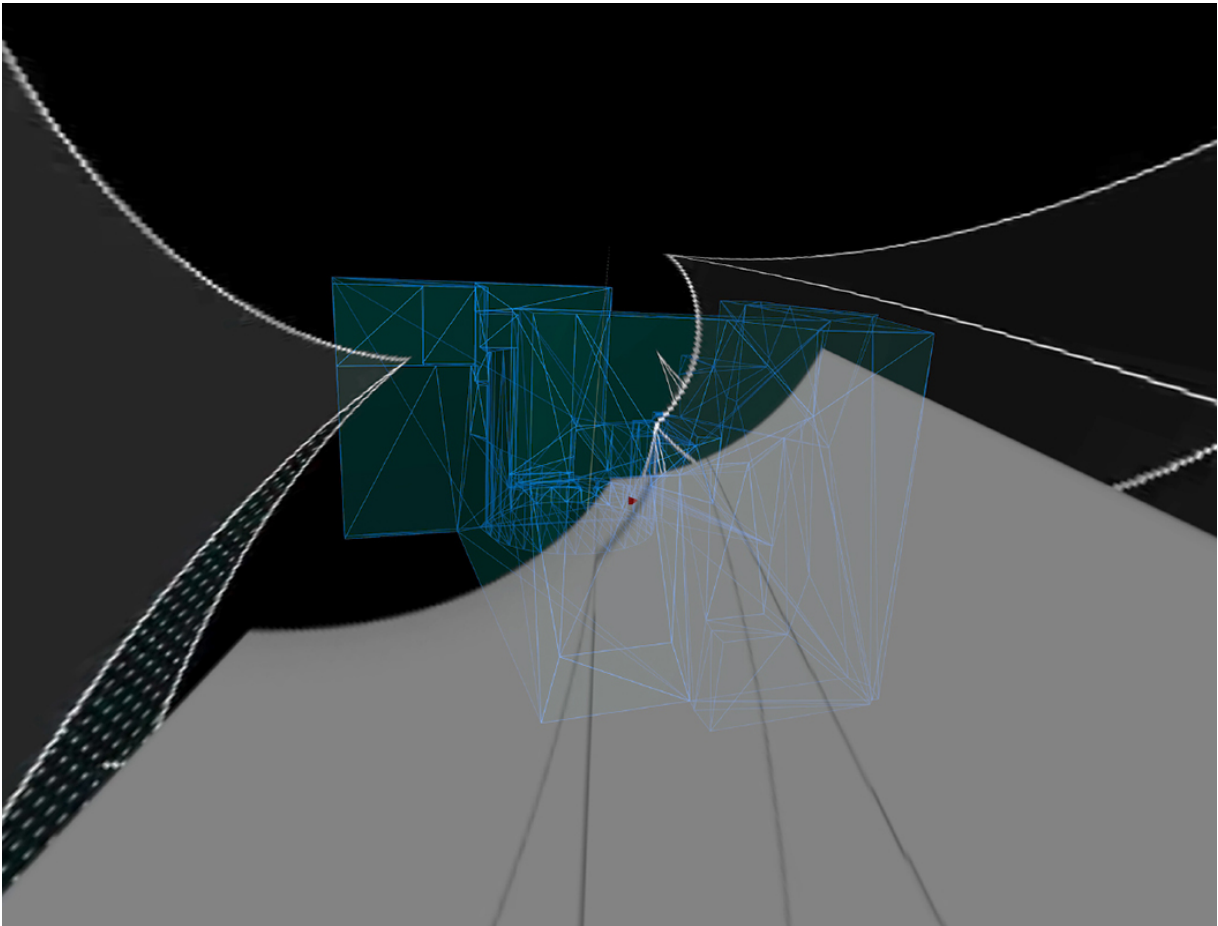
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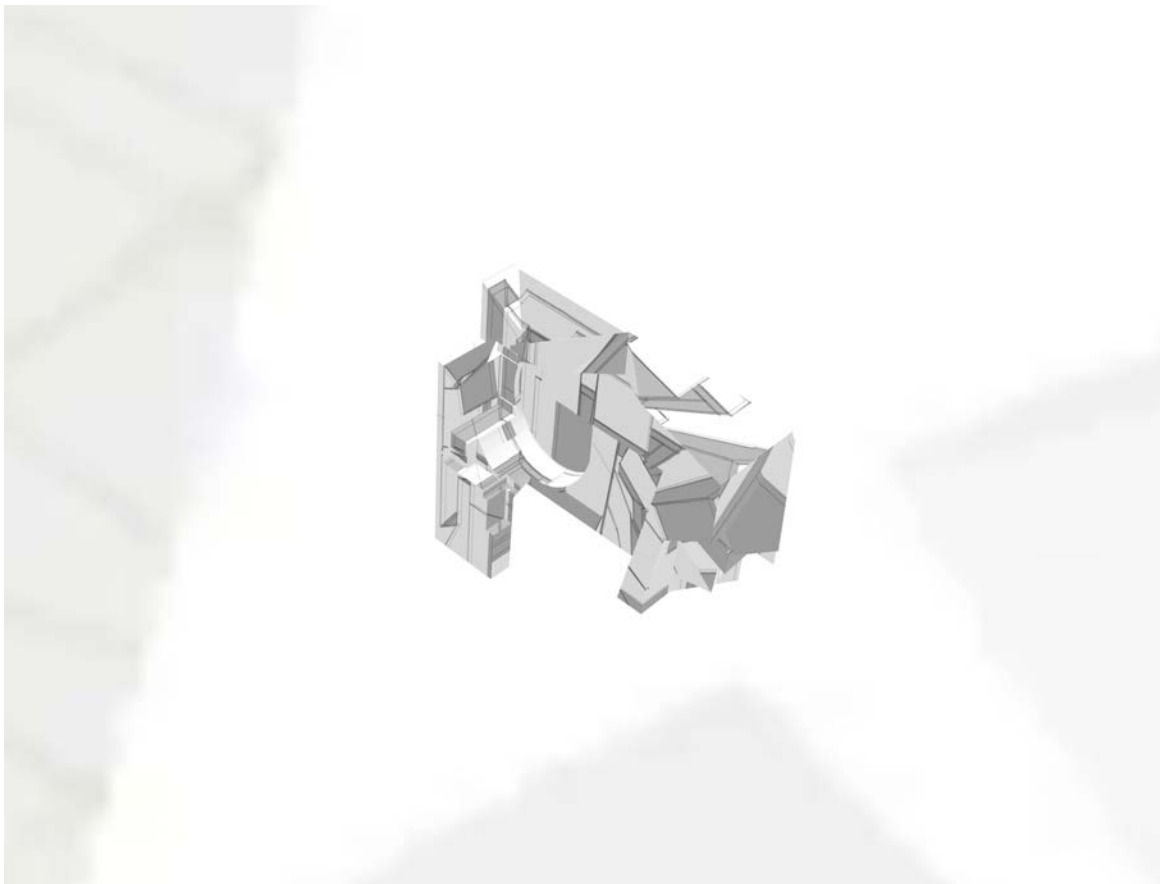
Images: <http://www.chiarapassa.it/images.html>

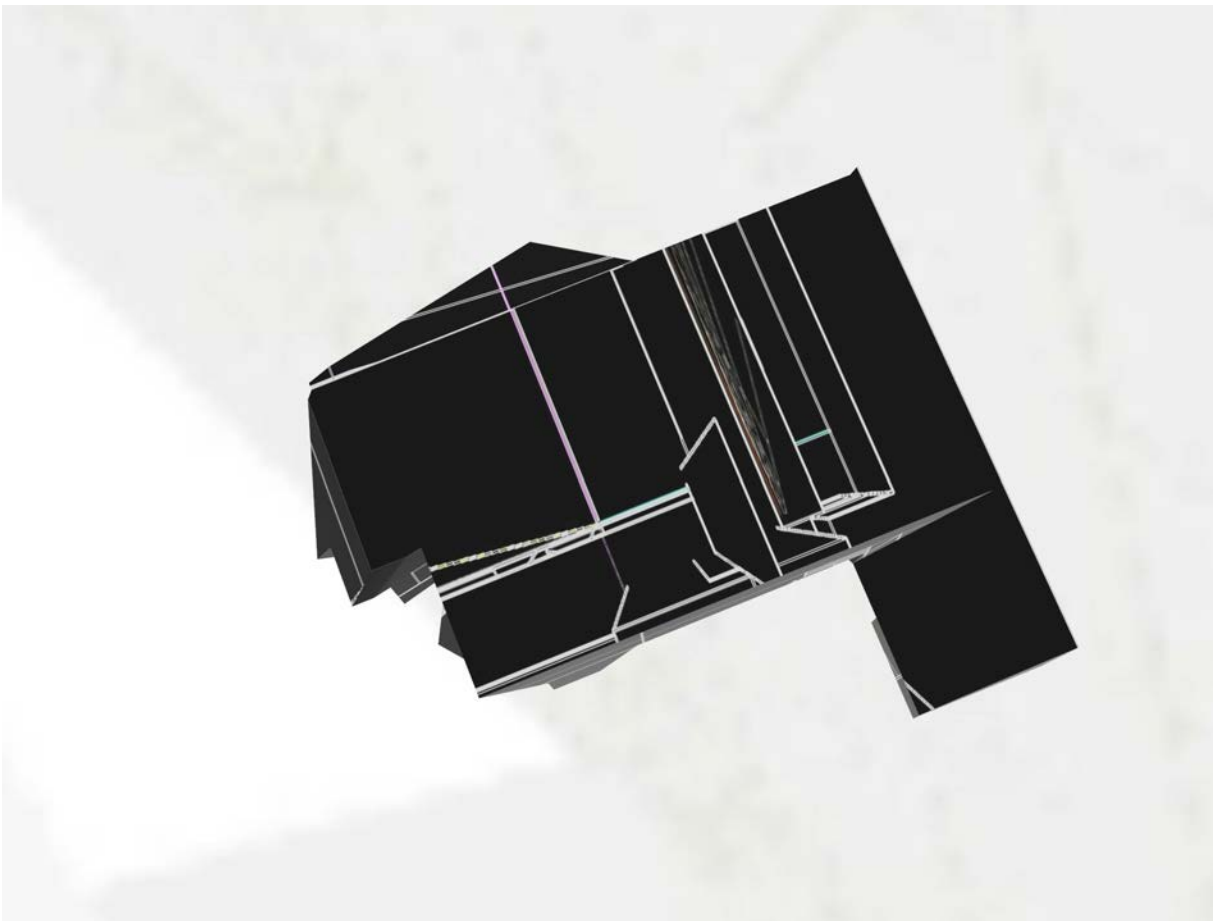
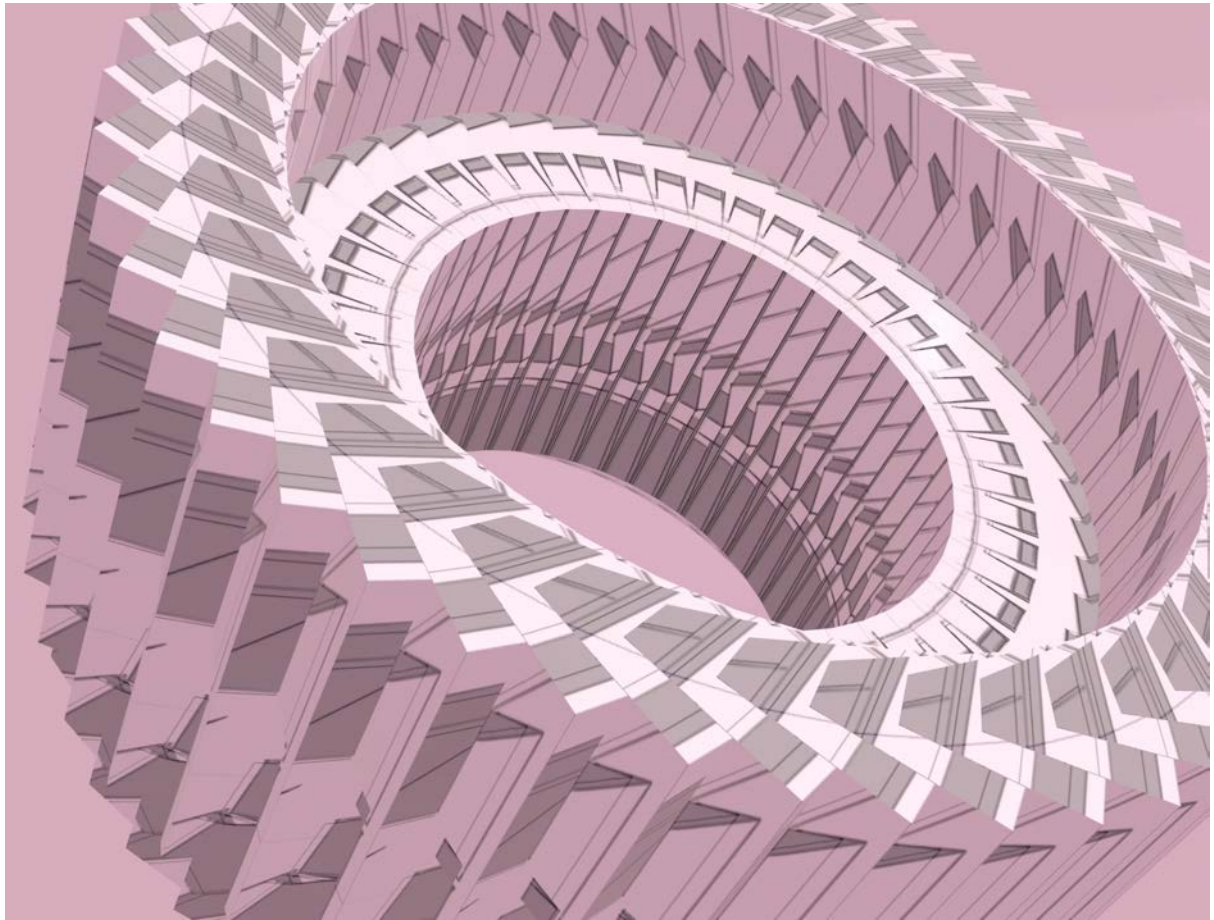
CV/statement: <http://www.chiarapassa.it/Artisticprofile.html>

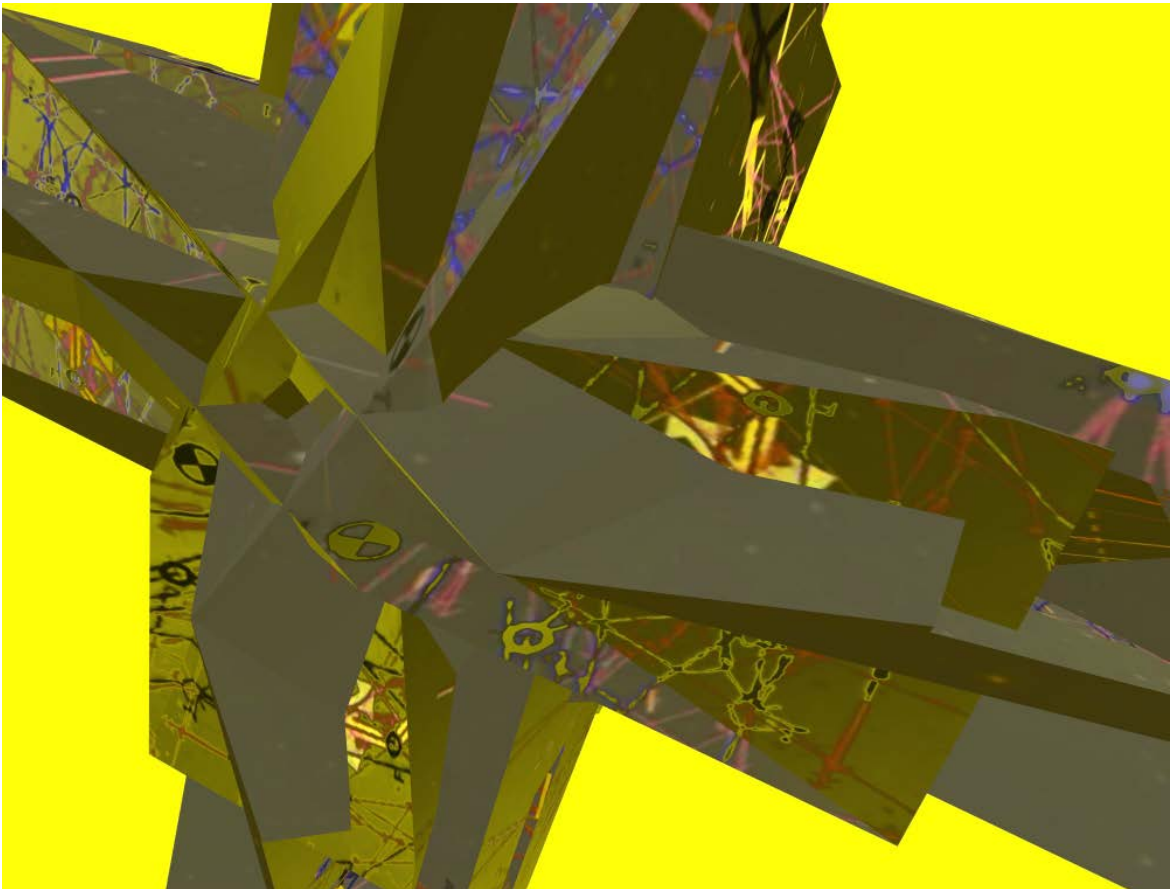


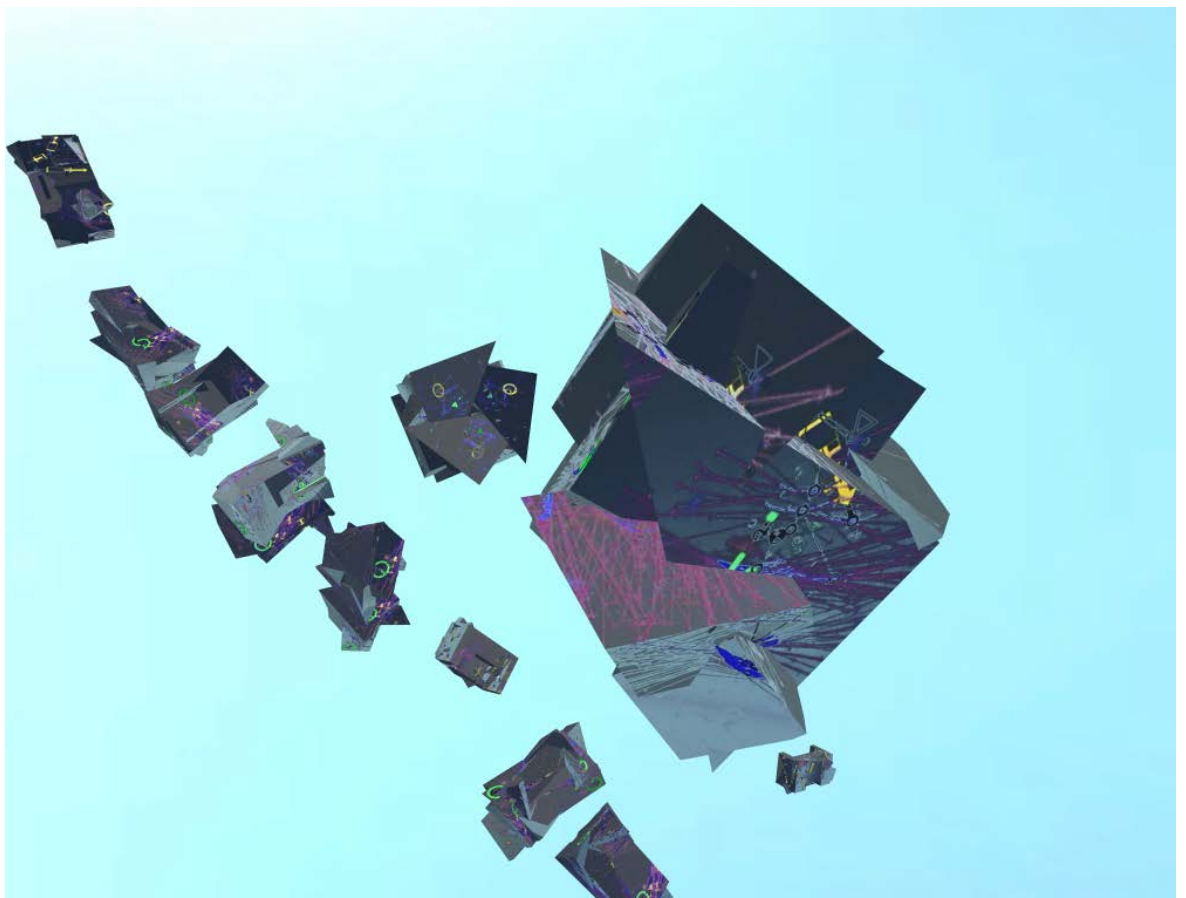
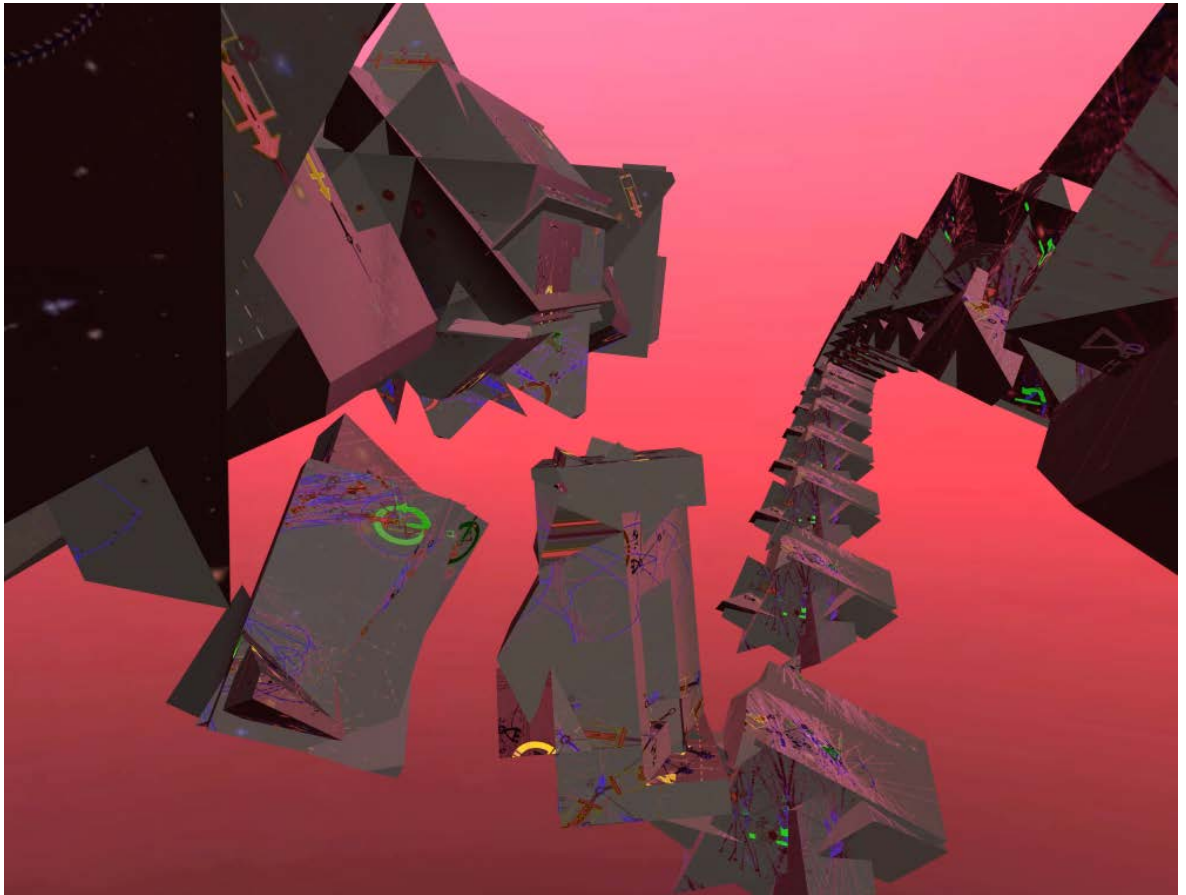


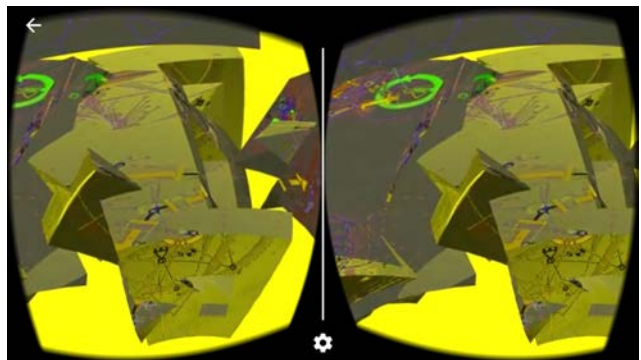
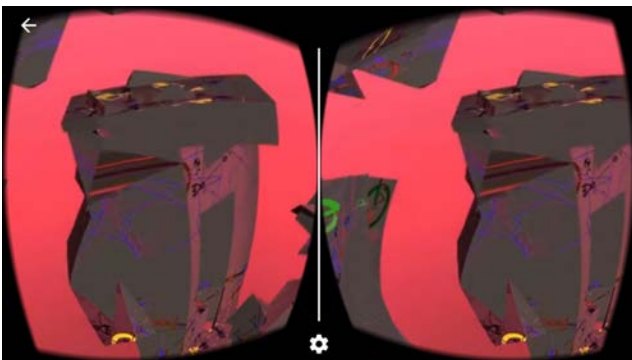
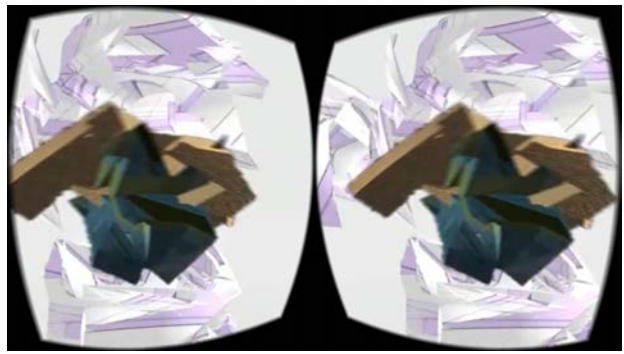
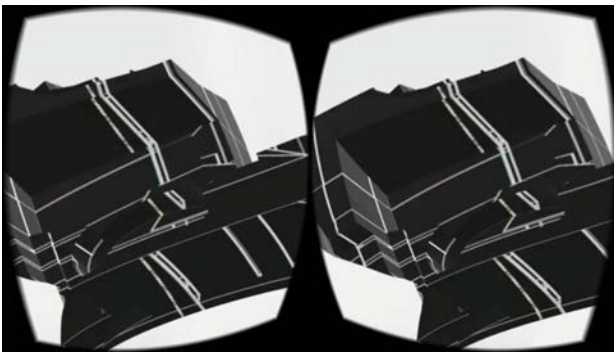
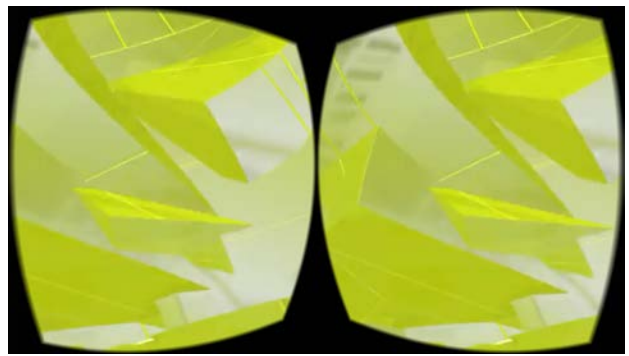
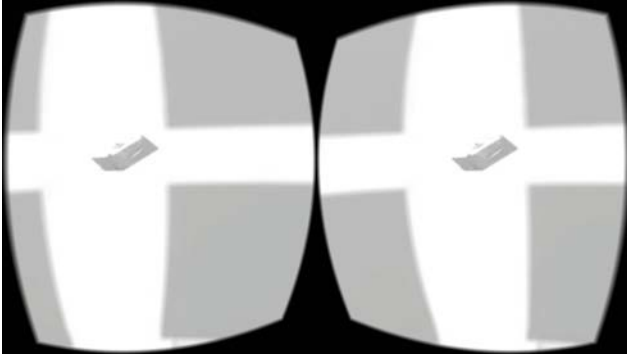












Installation requirements

In order to exhibit Dimensioning VR, is necessary to have a Google Cardboard 3D visor, a smartphone Android or IOS and an internet connection.



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