360

Virtual Reality Room

CHIARA PASSA
Still Life, 2019 – ongoing
Interactive virtual reality experience

A virtual reality painting, *Still Life* overlays image, object and landscape to generate a saturated panorama. Users explore Passa's unique topography, which is set across two distinct worlds, by traversing various types of terrain, moving through and around structures, and interacting with ornate objects. Composed using photogrammetry – the process of interpreting physical material by measuring and recording photographic images – the fractured landscape consists of scanned features and scenes from the artist's mother's Italian home.

Through custom game play, users discover and interact with domestic items. Digitised kettles, vases and sugar canisters fracture into a series of spikes and sounds when they are picked up and shaken, revealing their photographically composed nature. By rendering these traditional objects into an expansive virtual scene, *Still Life* intersects the contemporary medium of immersive technology with traditional and historical art forms, further diluting the physical into a liminal sphere.

Chiara Passa (b. 1973, Italy. Lives and works in Rome) received a Master in Fine Arts degree from the Fine Arts Academy of Rome, and a Master's degree in Audiovisual Media from the Faculty of Modern Literature. Since 1997, Passa has worked in virtual and augmented reality to explore architecture as an interface. This is the artist's first public presentation of *Still Life* and the first exhibition of her virtual reality work in the UK.

PLEASE USE THE CONTROLLER COMMANDS DETAILED BELOW

Left Handed Joystick
Push forward to walk straight on.
Hold forward to fast walk.

Right Handed Joystick
Click to the right or the left to rotate your view.

To Pick up and Deform Objects
Hold down trigger and thumbstick on both controllers to pick up an object.
While continuing to hold down controls, lift overhead and shake.
Release the trigger and thumbstick to drop the object.

Other Commands
- Lift controllers overhead to climb up terrain.
- Click the trigger button to jump – this may be helpful if you find yourself in a rugged area.
- To change scenes, walk off the ledge of the landscape. The visual field will freeze briefly while the new environment loads.