



Inside the Geometry - Double Language

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Abstract. Inside the Geometry - Double language is a virtual reality art-project, which takes the form of diverse site-specific video-installations. The project involves the use of various 3D viewers, plus related smartphones playing diverse virtual reality animations.

Keywords: Virtual reality · Video-installation · Art

1 Inside the Geometry – The Concept

For Inside the Geometry - Double language, the 3D viewers are arranged in the exhibition space to orchestrate on wall, or from ceiling, a series of geometric designs conceived site-specific for different occasions. Each geometric design hosts all different animations, the same number, as there are 3D viewers (Google cardboards). So, inside each viewer, the audience can take a journey beyond physical space. The virtual reality animations, completely immersive, are generated by the language of geometry and its unpredictable variations, which, in the liquid dimension, overturn completely Cartesian coordinates. I use Google cardboard as medium to interrogate outer spaces beyond architecture and surface, so challenging the notion of place itself, to render it vibrant and participatory.

The whole virtual reality series (more than thirty-five figures created, and here questioning the artworks: Two Times Four and Earth Spiral) is part of a research project which I began in 2015 and which slots into my artistic journey since 1997. Inside the Geometry - Double language is the fruit of a deep interest in space and how it is transformed and shaped “by” and “in” the language of informatics. In software and electronic devices, I find potential vehicles for the investigation and visualization of my research and theories. Inside the Geometry - Double language led to the materialization of these theories in the most original forms as part of the Live Architectures series (1999-ongoing); artworks designed to behave as if they were alive, to move beyond their own functionality. These are “Super places”, a definition coined by me in 1999: dynamic places, which project the spectator into digital and mediated reality, shaking-up the static concept of architecture, as well as virtual milieus.

1.1 Two Times Four, Virtual Reality Video Installation, 2015

Mostly of my virtual reality artworks, as for example: Two Times Four, are based on the idea of the “Super place” explained previously. In Two Times Four we become blind and ultra-seeing at the same time, forced to immerse ourselves into diverse

abstract animations playing with the concept of infinite; including infinitely large and infinitely small (micro and macro dimensions) through minimalist nuances and conceptual degrees, with an apparently icy and impersonal kind of view.

My virtual reality animations playing in *Two Times Four*, construct a sort of “*mise en abyme*” (droste effect), in which an element shifts the other in depth, merging over these “intangible animations” in continuous transformation, emitting vivid lights turning into super-objects, so mixing geometries, paintings and sculptures praxis, all together.

I use geometry language combined to the virtual reality medium to question real space, exploring it as virtual membrane in order to answer the paradox generated by our contemporary condition, even more diluted in-between physical and liquid space, by searching for the infinity through geometry and abstraction in art (Figs. 1, 2 and 3).



Fig. 1. *Two Times Four*, virtual reality site-specific installation composed by 12 Google Cardboards and 12 VR animations, performing at Spectra Festival, February 2018.

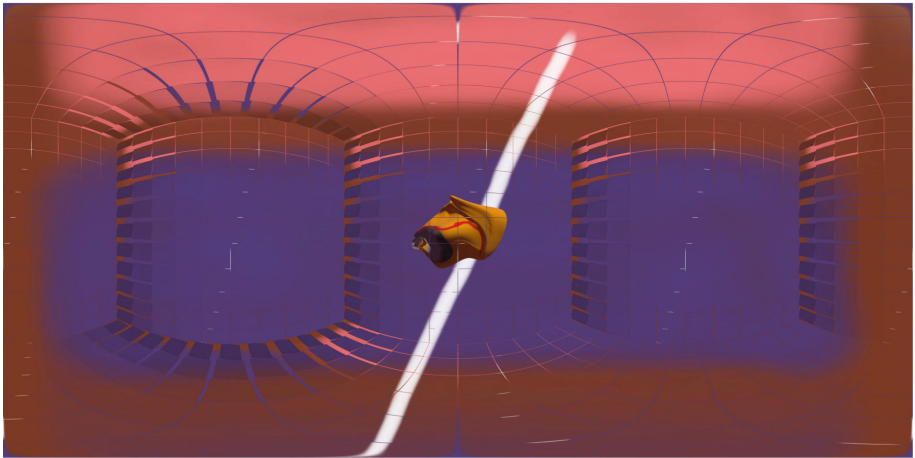
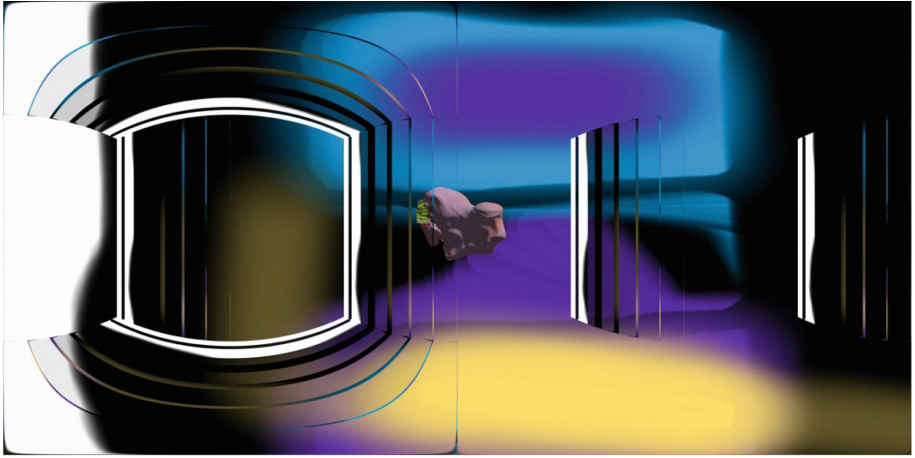


Fig. 2. Frames from two virtual reality animations, part of *Two Times Four*, 2015.

1.2 From the Series into the Land Art: Earth Spiral, Virtual Reality Video Installation 2016

Earth Spiral is an experimental project which challenges environment to render it fully participating. Spectators through 3D viewers, bow down to nature while kneel to technology and use it to see in depth, just beyond the ontological vision of nature itself. So, in Earth Spiral the underground is animated and lives existing beyond its own functionality. The virtual reality animations show modified versions of Google Earth Maps – bizarre dynamic shapes turning into abstract 3D sculptures (Figs. 4, 5 and 6).

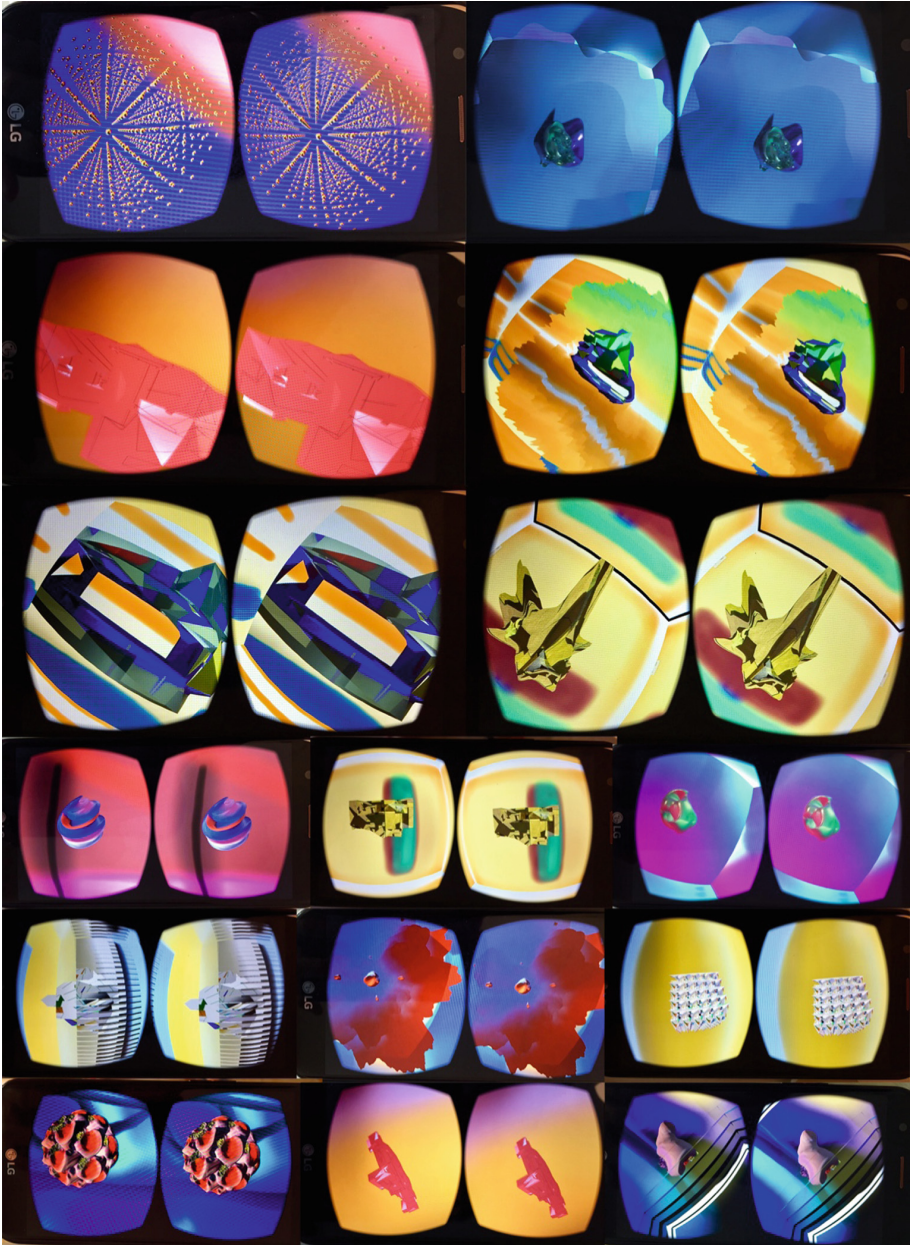


Fig. 3. Some frames playing on smartphones of the virtual reality animations Two Times Four, 2015.



Fig. 4. Earth Spiral, virtual reality video installation composed by 20 Google Cardboards and 20 VR animations, 2016. Performing at Rocciamorgia festival July 2017.

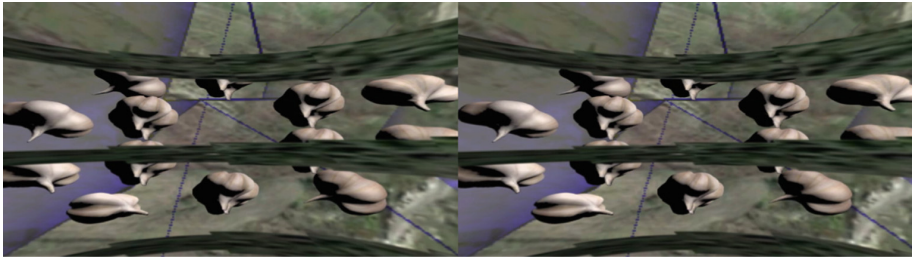


Fig. 5. A Frame from the virtual reality animations Earth Spiral, 2016.



Fig. 6. Some frames playing on smartphones of the virtual reality animations Earth Spiral, 2016.

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