

Official Selection of the LSI Frameless Labs VR/AR Fall Festival

Dust: A VR art project that aims to transform the way people see and experience contemporary dance through a 5 minutes long immersive virtual reality experience and an interactive website. The project explores the boundaries between the virtual and the real-world experiences and advances research in the fields of participatory performance, human-computer-interaction and VR technologies.

- Andrej Boleslavský – digital artist
- Mária Júdová – digital artist
- Patricia Okenwa – choreographer
- Soňa Ferienčíková – dancer
- Roman Zotov – dancer
- Carmen Salas – creative producer
- Miles Whittaker aka Demdike Stare – musician

<https://vrdust.org.uk>

You Are Here...Elsewhere: An interactive and participative installation at the crossroads of different video-graphic languages, such as documentaries, animation drawing, video games, interaction, etc. It is a hybrid-form giving the viewer a look at public space as an interactive space.

- Matthieu Tercieux

<http://youarehereelsewhere.com/>

Mur – a step in book: A beautiful, interactive, musical app built to augment the Finnish children's book, "A bear called Mur" by Kaisa Happonen and Anne Vasko, about a bear in the Finnish forest who loves the winter and doesn't feel like hibernating. The app uses augmented reality to bridge the physical with the "virtual" reality of the app universe. The images in the book can be scanned, opening a dream-like intro sequence where the real-world slowly fades and makes Mur's world appear.

We will be showing both the children's book and app.

- Step In Books

stepinbooks.com

Kingdom of the Tao: Winner of the New York State Game Development Challenge (student category), Kingdom of The Tao is the first and only Traditional Eastern Arts educational game in VR. Players learn foundational martial arts techniques rooted in Chinese Kung Fu and Tai Chi.

Complete beginners to advanced martial artists will deepen their experience and appreciation for the self-defense movements taught in Kingdom of the Tao. Set in an ancient Taoist temple, players not only learn effective martial arts techniques, but also traditional healing practices such as Qi Gong and the Elemental Theory of Chinese Medicine. Through its online cooperative gameplay players who enter Kingdom of The Tao will gain new insight into Traditional Eastern Arts that applies to everyday life.

- Nathan Stevens

www.kingdomofthetao.com/

House to House: The Battle For Mosul : Experience the battle for Mosul from streets, rooftops and living rooms in this bone-rattling 360 video. Note: Images must be credited to AP (Associated Press).

- Maya Alleruzzo and Claudia Prat, Associated Press

Maya Alleruzzo is a Cairo-based photojournalist and multimedia storyteller leading the Middle East, Afghanistan and Pakistan photography team for The Associated Press. She also oversees 360 production in Europe, the Middle East and Africa. Since the 2003 U.S. invasion of Iraq, Alleruzzo has worked extensively in the country, covering the conflict, its impact on civilians and the legacy of the Islamic State group. In 2017 she was part of an AP team who was recognized by the Overseas Press Club for its coverage of the Islamic State group.

Mouhammad Nouman is a freelance field producer for The Associated Press who has worked with journalists in northern Iraq during the battle for Mosul and in Syria during the campaign to oust Islamic State militants from Raqqa. Born in Serê kaniyê - Rojava, Syria, he graduated from Aleppo University's Electrical & Electronics College.

Clàudia Prat is a journalist specialized in 360-degree video and innovation. She works as a 360-degree video editor for The Associated Press, as a freelance shooter for The Daily 360 at the New York Times and as a Producer for TrackRecord (Univision). She has contributed to around 40 360-degree video stories and has worked also for production such as Hover Pictures and Roc Noir.

House to House: The Battle for Mosul on YouTube:

<https://www.youtube.com/watch?v=lnvkVW9xFfg>

Read more about this project:

<https://apnews.com/acfa5bcb335840daa61513ed3d8b111d>

After Harvey: The Pain of Going Home: In this 360-degree video we visit Harvey's victims in the space of what used to be their homes in Crosby and the Highlands (Northern Houston). While the water has retrieved in the area the destruction Harvey left behind is almost irreversible.

[Associated Press]

Clàudia Prat is a journalist specialized in 360-degree video and innovation. During Harvey she was sent to Texas producing almost one 360-degree video a day for Associated Press. Clàudia also works as a freelance for The Daily 360 at the New York Times and as a Producer for TrackRecord (Univision). She has contributed to around forty 360-degree video stories. www.webdocc.net

Riff Raft + A Pod Calypso in the Caribbean Trapezoid: "Close Encounters of the Math Kind":

This comedic sci-fi mixed reality (MR) group-playable active learning game follows Riff Raft, a new kind of dolphin research vessel, as it embarks upon numerous excursions into the aquatic virtual world of the "Caribbean Trapezoid". A team of players assume roles as scientists conducting experiments to probe cetacean intelligence and uncover secrets of their complex modes of communication. In addition, as ship mates onboard Riff Raft, they must function as capable crew members to pilot, navigate, and continuously monitor the human/solar/wind/tide/wave-powered ship's state. To assist with all of the above tasks, Riff Raft has an integrated computer system, an Artificially Intelligent Multi-sensory Signal and Pattern Perceiver and Cap'n Q, a robotic physically-capable complement to AIMSPP. As the story goes, the researchers have discovered they can sometimes coax an atypical tropical troupe of inquisitive dolphins, nicknamed "A Pod Calypso" to come in close enough to be studied, by sending out messages that are myriad mixes of music, motion, and math.

- Jay Alan Jackson

Farewell to Dawn: A mixed reality dance performance that explores two dancers' voyage from a physical motion capture space to a virtual stage, as the day passes before them. The piece will be presented through the Oculus Rift, a Virtual Reality headset and will allow users the choice to view the performance from the audience of the virtual auditorium or from a seat on the virtual stage.

<http://www.cs.rit.edu/~jmg/f2d>

- Marla Schweppe, Joe Geigel, Victoria McGowen, Zhongyuan Fa, Anastasia Pembroke, Nathan Stevens

Ego and the Dream Work: An experimental game in virtual reality that focuses on spatial storytelling and enacted narratives. Through the structure and rhythm of color, shape, space, interaction, sound and text, players help create rather than absorb meaning in what we call a poetic sandbox. *Ego and the Dream Work* tells the story of a personality split into three parts through a series of metaphorical dreamscapes. Players take on the identity of the three different characters as they struggle for balance.

- Extinct Angel

<http://www.extinctangel.com/>

Charlotte: A virtual reality game about the 19th century writer and suffragist, Charlotte Perkins Gilman and her famous short story, the Yellow Wall-paper. Part walking simulator and part exploration game, Charlotte puts players into the role of a 19th century woman undergoing the rest cure for hysteria. What is it like to live in a world that restricts your agency? Where you can't vote? Where you are thought to be less intelligent? Has the world gone mad? Or is it you?

- Extinct Angel

<http://www.extinctangel.com/>

You're My Best Friend: A 360 video by Anna Dining.