

Object Oriented Stones, virtual reality artwork by Chiara Passa 2023.

Object Oriented Stones is a series of interactive 3D sculptures viewable through virtual and mixed reality. The immersive artwork shows an alternative and visionary side of the stones, which appear animated by a sort of bizarre nature, transforming beyond their own functionality into something colored and unpredictable that melt with the scenario that turns into an always new one. Object Oriented Stones is an immersive experience where spectators are welcome to enter in the middle of nowhere and cross an abstract forest to find, transform and interact with the ten stones, plus the whole forest-scenario that changes alongside the objects when manipulated and shifted all around. Once grabbed, the stones emit sonorities while generating a particle system designed by their own shapes exchanging and mixing meshes and textures between each other and melting with the scenario to design a new object-oriented atmosphere all around the audience.

Video sneak-peek: <https://www.youtube.com/watch?v=aAH9TKCgbYY>

Technical specifications

The APK software runs on Meta Quest 1, 2, 3.

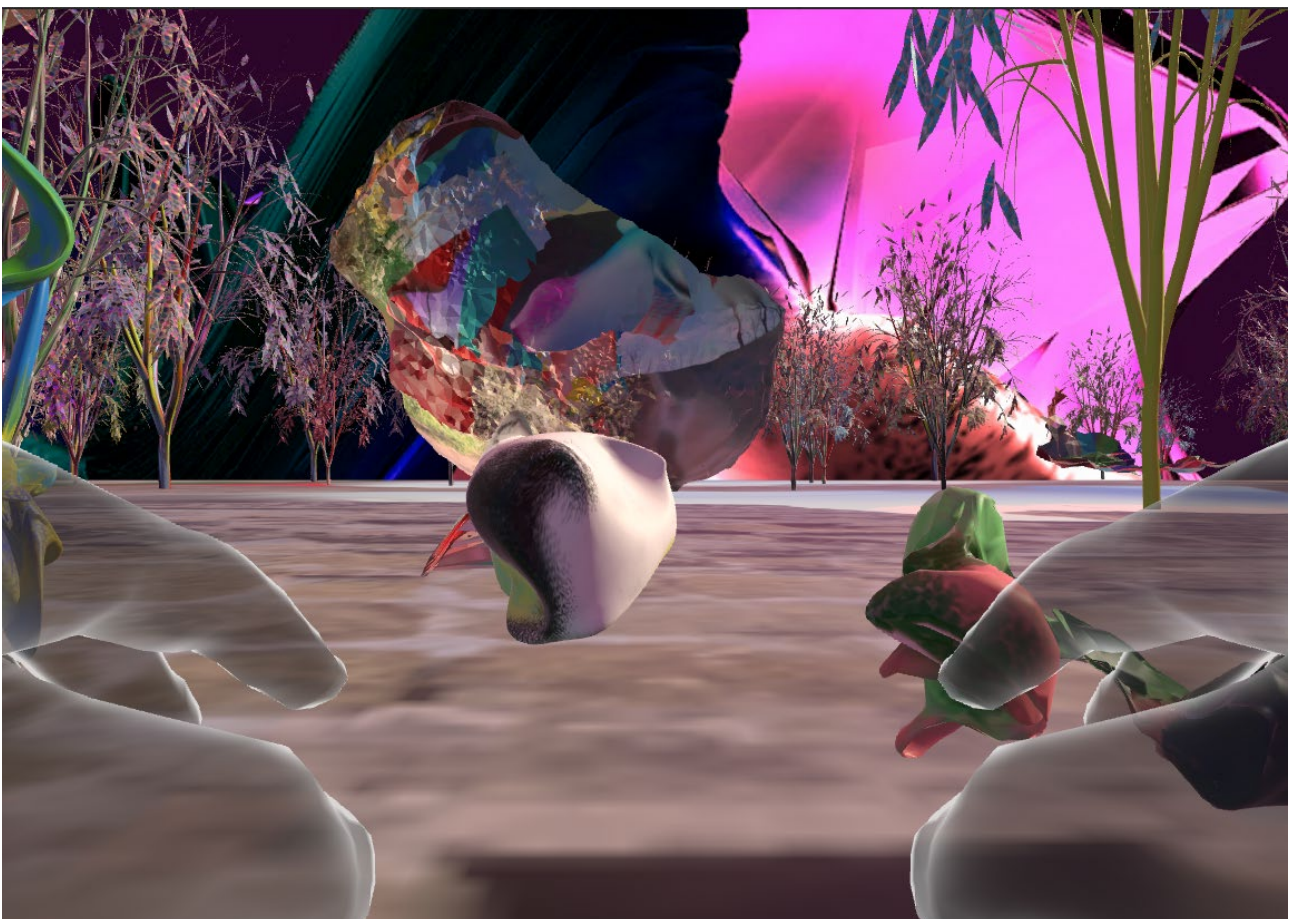
To interact with the immersive artwork you need to use the controllers.

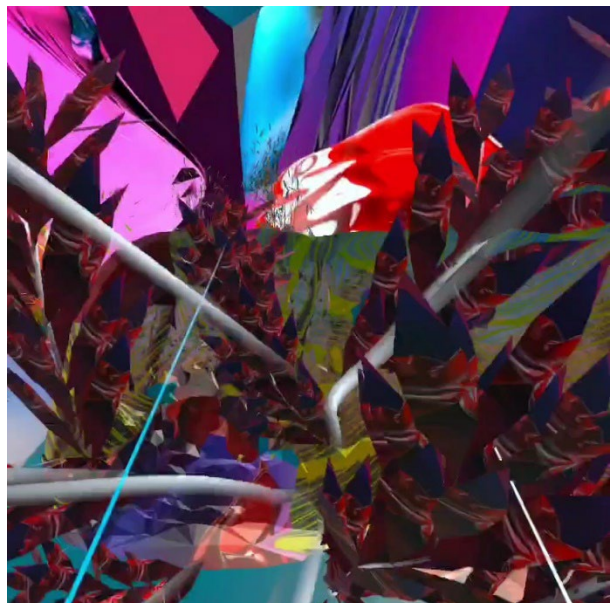
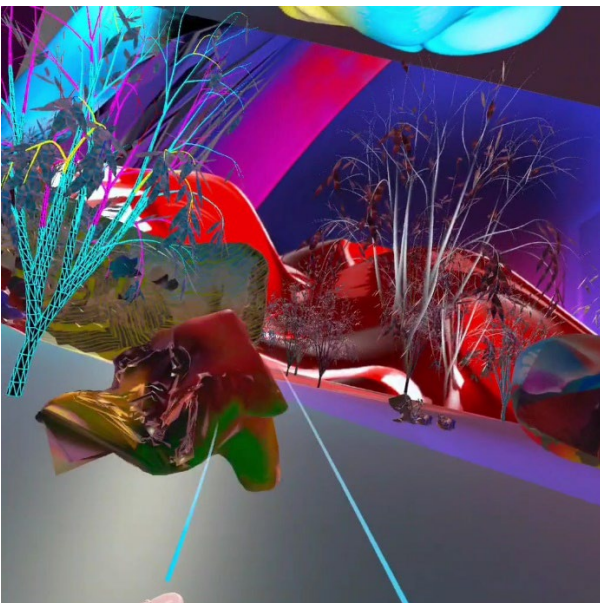
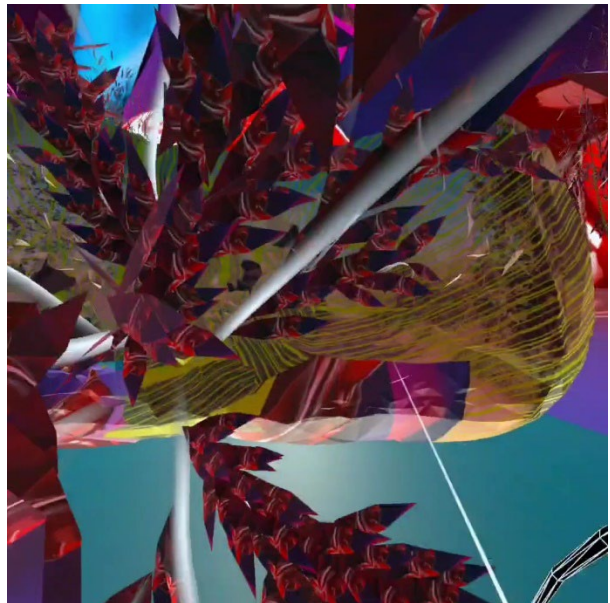
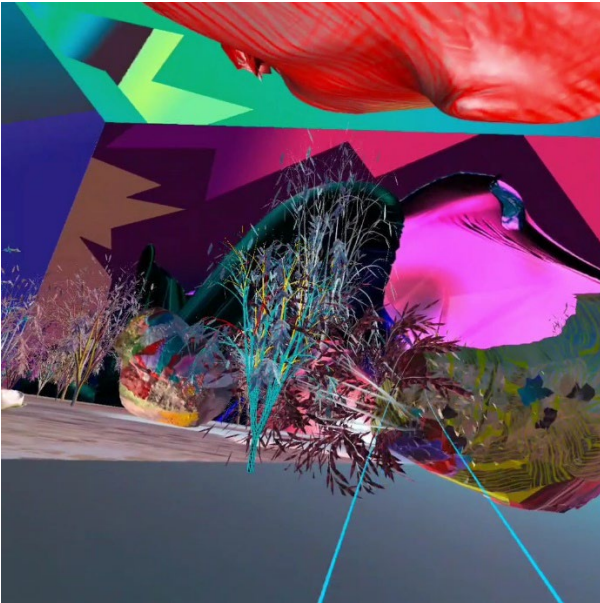
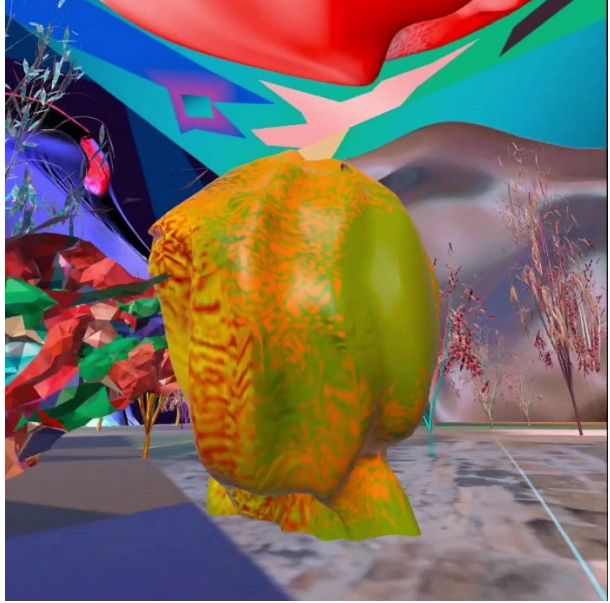
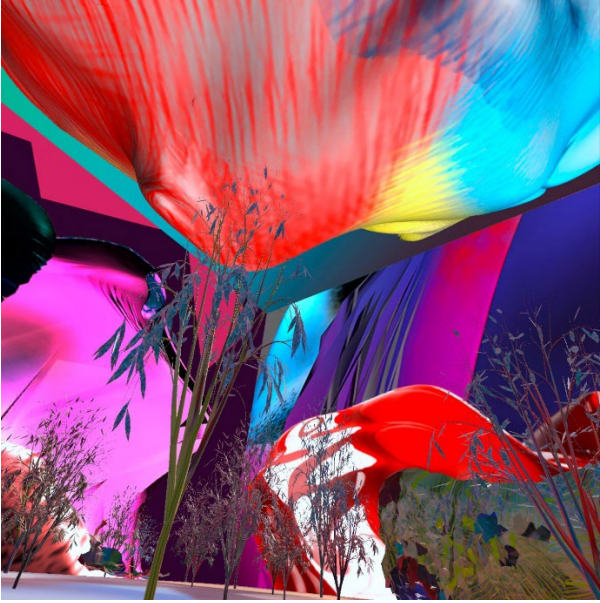
Left-hand joystick to walk forward and backward, Right-hand joystick to turn the head/view around.

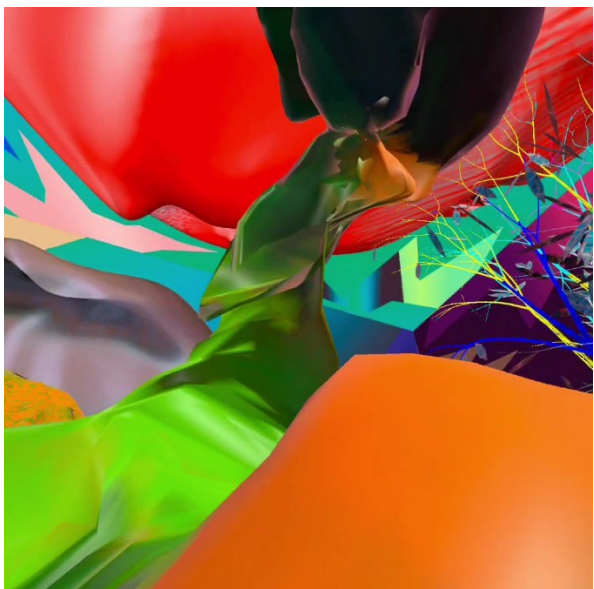
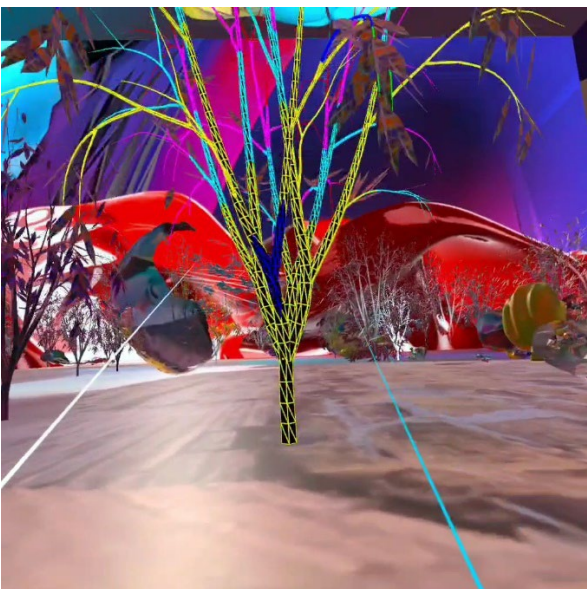
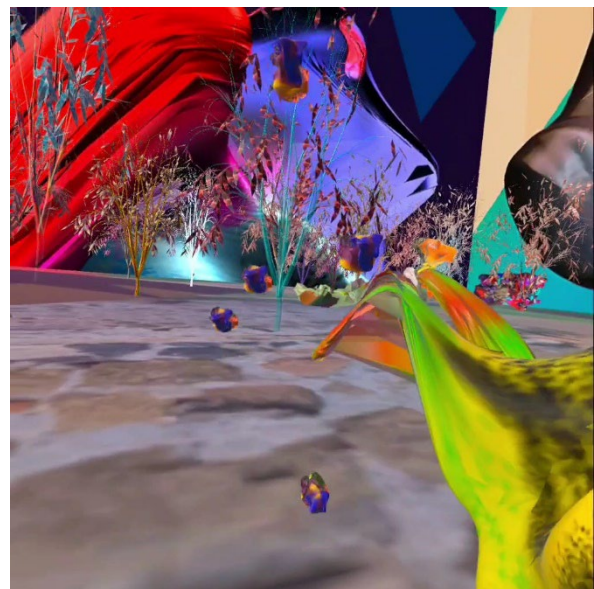
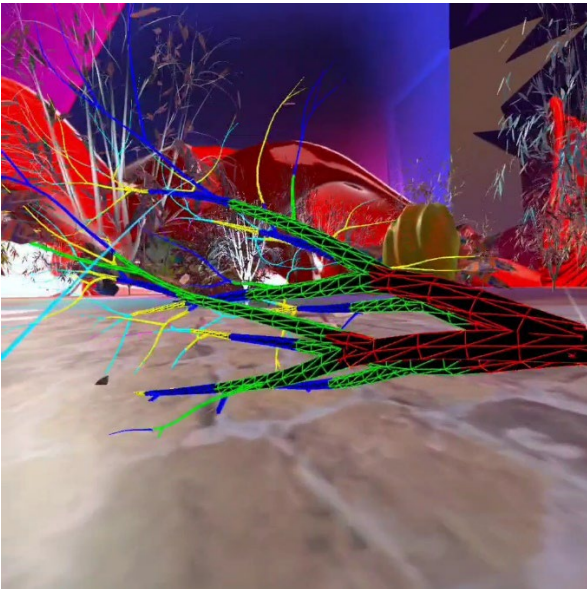
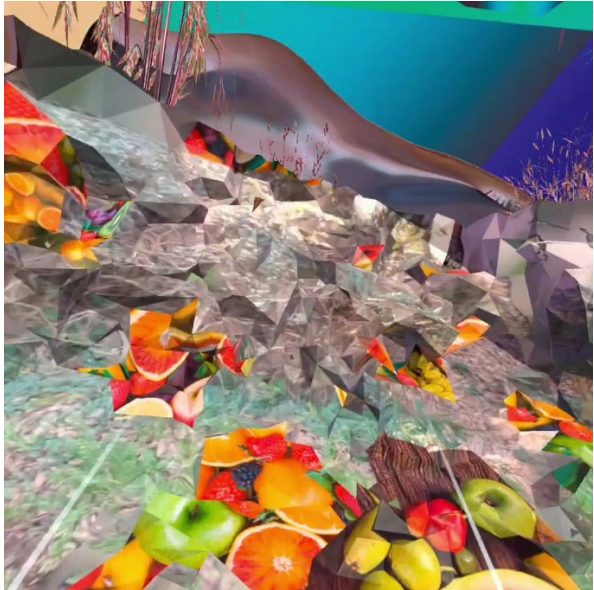
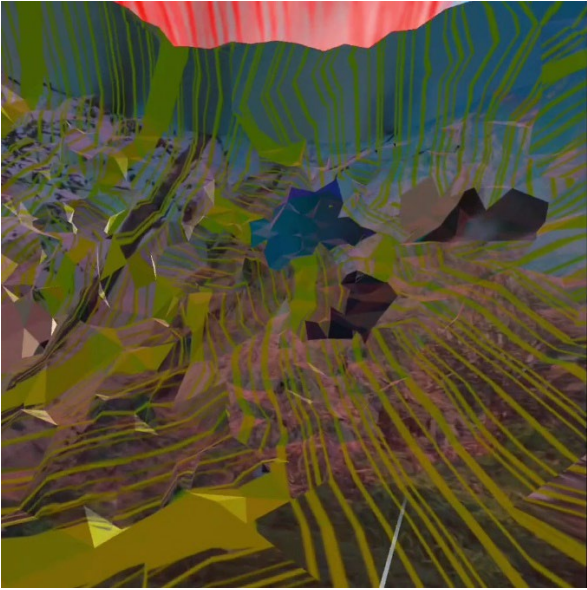
Left- and right-hand triggers for changing colors, grabbing and deforming the 10 objects. When the trigger is on an always different particle system starts from the objects.

Left- and right-hand triggers to grab and move the phantom trees and change their color. Both the triggers pressed together to enlarge and reduce the 10 objects.

When objects and trees are pushed by the user into the 10 spread scenario's pieces, they hook up and melt into the scenography to create another atmosphere made of the object that penetrated the specific scenario's part.







Screenshots from the VR artwork.



Installation view

Chiara Passa, visual artist (Rome, 1973) working in media art AR, VR, MR since 1997. Graduated (M.F.A.) from the Fine Arts Academy of Rome, Master in audio-visual media from the Faculty of Modern Literature. My artistic research - part of the revival concerning the immersivity in art that began around the mid-Nineties - analyses differences in virtual spaces through a variety of techniques, technologies, and devices, using virtual reality and augmented reality technologies as artistic media to explore architecture as a lively interface.

Selected shows: <http://www.chiarapassa.it/SelectedExhibitions.html>

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

Portfolio <http://www.chiarapassa.it/Portfolio-Chiara-Passa.pdf>