***Once upon a time in the digital realm of Cyberspace.* Artificial intelligence immersive video installation composed of four spherical projections in which the spectators are mirrored thanks to a camera, 2023.**

Once upon a time in the digital realm of Cyberspace is a quadriptych video installation composed of four spherical projections. The protagonists of this artificial intelligence narration are four quirky geometric solids living and acting inside a virtual art studio called The Algorithmic Atelier located in an ever-changing cyberspace. In situ, there is a buffer zone transforming into a sort of oracle, where CUDA manages the delicate equilibrium between four elements: Cubeo, Spherio, Prismo, and Pyrato whose voices generate acts, shakes and movements inside each animation. The story continues in the virtual realm of Digitalia, a transcendent space known as the Zestful Atelier. Here, the buffering process is no longer merely a technical choreography but becomes a vibrant celebration of zest, infusing life into the creation of minimalist art.

Once upon a time in the digital realm of Cyberspace is an augmented/immersive escapism artwork pointing out how we can be distracted from other spaces/dimensions in which nowadays we are even more diluted, in between physical and liquid space. Through generative narration with AI, we can achieve in art a strange oscillation between spaces and unexpected shifts in meanings. Through the idea of an interactive mirror, we are part of this crazy narration because we are all projected into an ever changing dimension that reinvent time and space into a sort of bizarre metaverse.

Virtual reality and augmented reality combined with artificial intelligence are necessary tools that I use on a wide scale to create illusory declinations of the real space where digital echoes come to life for expanding the field of sensory intuition. The theme of the self-performative space has always been very important in my artistic research since the beginning. In fact, already in 1997, I began to develop a deep interest in architectural space and how it can be transformed within the computer language.

Once upon a time in the digital realm of Cyberspace let more people all together approach this immersive space-narrative, connecting physical and digital space with the aim of generating curious overlaps and intersections between them, often producing in the viewers the sensation to feel suspended.
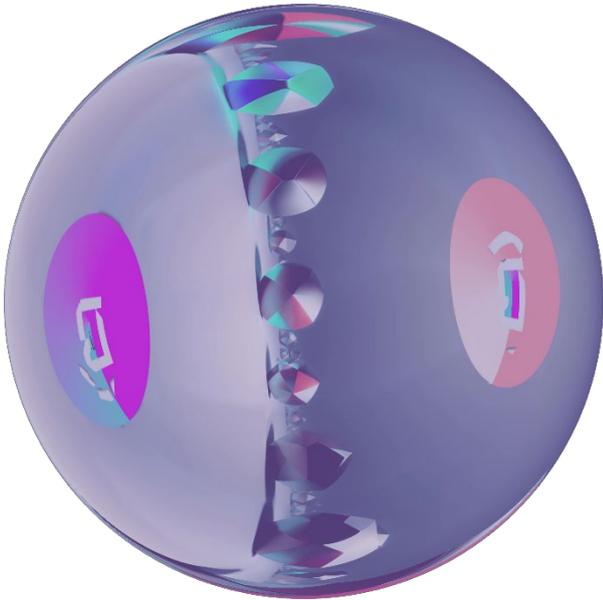
Screenshots taken from the animations.
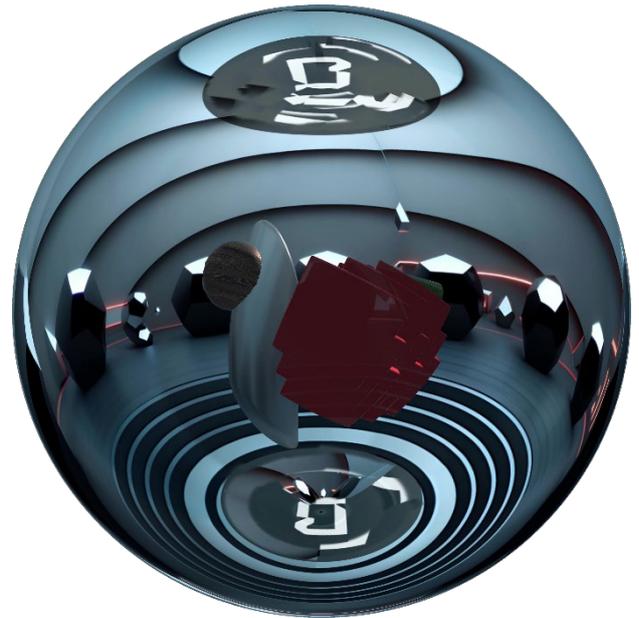
Renderings.

Links to the artworks:

1st sphere https://youtu.be/6ZTHCY4wKhU
2nd sphere https://youtu.be/Id37kPNQ0DY
3rd sphere https://youtu.be/eouktLagFI4
4th sphere https://youtu.be/t2pqnTWx_dY

Technical specification:

The artworks consist of four 4k (3072 x 3072) round-spherical animations to be projected on spheres, domes, and/or retro-projected through a film-screen very similar to a mirror surface, so that people can be reflected in thanks to a camera connected to a tablet or a pc.

To realize the artworks, I used mathematical expressions in After Effects and some TTI to generate the 360° spherical skyboxes. Plus, I used the AI with GPT 3.5 and APIs to invent a model which is part of the story based on an essay I wrote one year ago on cyberspace and metaverse as spaces for a future living after passing.

Chiara Passa, visual artist (Rome, 1973) working in media art AR, VR, AI 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.html
Portfolio: http://www.chiarapassa.it/Portfolio-Chiara-Passa.pdf