<1>:"der"//pattern for a virtual environment

An art exhibition in 3D by Lisa A. Frank
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"der"//pattern for a virtual environment is a fifteen-minute art exhibition in 3D consisting of six explorable artworks. Although specifically designed for the immersive experience of a 6-sided CAVE™, the experience of the exhibition will be remarkable using any virtual reality viewing equipment. I am pleased to make it available to the general public at this time.

This exhibition presents the outcome of a collaboration between two different disciplines, computer science and the visual arts. With the assistance of Nathan Mitchell, a computer science graduate student at the University of Wisconsin-Madison, I reinterpreted my nationally exhibited art work using a combination of programming strategies that endow the imaginary settings with a deep sense of spaciality.

The process of creating this virtual art exhibition began far away from the CAVE™’s projection screens. As an artist, I find wonder in nature. Over several years, I have taken thousands of photographs in the natural settings of forests, prairies, and wetlands. Culling through this library, I isolate elements of the photos, regroup them into motifs, and stitch them together. The resulting images are constructed patterns of substantial size and complexity, referencing traditional wallpaper design. In the CAVE™, these are reinvented as interior and exterior spaces that become expansive, exploratory worlds, allowing the immersant to consider the wonders of nature from atypical perspectives.

As the viewer shifts her gaze and position in virtual reality she senses that she is moving ‘through’ the pattern, that she is ‘inside’ of the pattern, that she has actually ‘become’ the pattern. Plant life grows large and fades away while the immersant interacts with 3D models drawn out directly from the 2D plane.

This exhibition was supported by the Living Environments Laboratory at the Wisconsin Institute for Discovery. First shown at the UW-Madison in December, 2011, it was enormously popular with over 800 people experiencing it during the course of ten evenings. Its success signals the promise and recognition of rich and remarkable collaborations.

I am excited to make "der"//pattern for a virtual environment available to a wider audience. The exhibit can also be experienced with a head-mounted display. Please contact me to discuss the potential for bringing this visually compelling exhibition to you.

Technical Requirements: The exhibition is portable and can be viewed using any VR equipment. Running the scenes requires OpenSceneGraph.

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“For virtual reality to succeed... we need continual and deep involvement by artists in the ongoing process of understanding what virtual reality is for and what it can be. We need convivial tools that allow artists to work in the medium in order to influence its evolution. Most of all, we need artists to help us understand how virtual reality, like other art forms, can inform and enrich human experience.”

-Brenda Laurel
Computers as Theatre
Mushroom Diorama
Milkweed Diorama
Nest Diorama
Travelling Exhibition:
Exhibition includes an on-site orientation and presentation by the artist. Presentations can specifically target the interests of classes, laboratories, centers for study, conferences, and workshops.

Presentation topic examples:
~Artist presentation: bringing 2D artwork into VR
~Strategies for successful cross-disciplinary collaboration
~Working with color, light and resolution issues in virtual reality applications

Licensing Opportunities
~All scenes are available for commercial licensing.

Technical Requirements:
~The exhibition is portable and can be viewed using any VR equipment. Running the scenes requires OpenSceneGraph.
~Also available for head-mounted display (HMD).
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