



ABOUT ME;

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MINT

Media Architecture

Master degree program, 2nd Semester

Immatriculation number: 123205

PROJECT;

DEEP, 2018

Owen Harris & Niki Smit & Monobanda

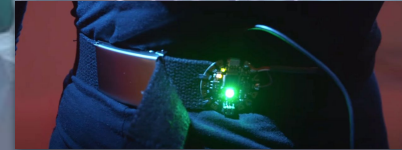
VR experience for HTC Vive and Oculus Rift



https://www.youtube.com/watch?v=qlhZhdmPQ_8

PROJECT; What is it about

- DEEP is a meditative and psychoactive VR game the is controlled by breathing (through belly/ Diaphragmatic yoga)
 - Breath In move up
 - Breath Out forward
- The developers also have a difficult time as a kickstarter, which leads to stress, depression, anxiety etc.



- Teach them breathing techniques that the visitor can then use to handle and to deal with their condition/situation outside of the game. (Intoxication)
- Comfort your anxiety, depression, through this game it can stop the moment and allow them to recenter.

What makes it artistically relevant?

- with VR allow people to experiences the beautilness under the ocean (fish, plant, lively..). I think it is truly connect to people and it is so touching when you are in these immersive space with your own breath.
- It is not just a personal expression from the artists but it also demonstrates their point of view. They concern not only the technique but also with color scheme, shape(low polygon, high polygon with organic shape..).

