

Perceiving the Borders of Reality

Perceiving the Borders of Reality is an experiment on how we observe violent images within a VR environment. The sharp, physical boundaries of the virtual world that you can not escape from, emulate the political borders in the Middle East. It also reflects the rational borders that enter our conscience when viewing violent images in the media. The work questions whether we have become too desensitised to the point that we can no longer distinguish between what is real.

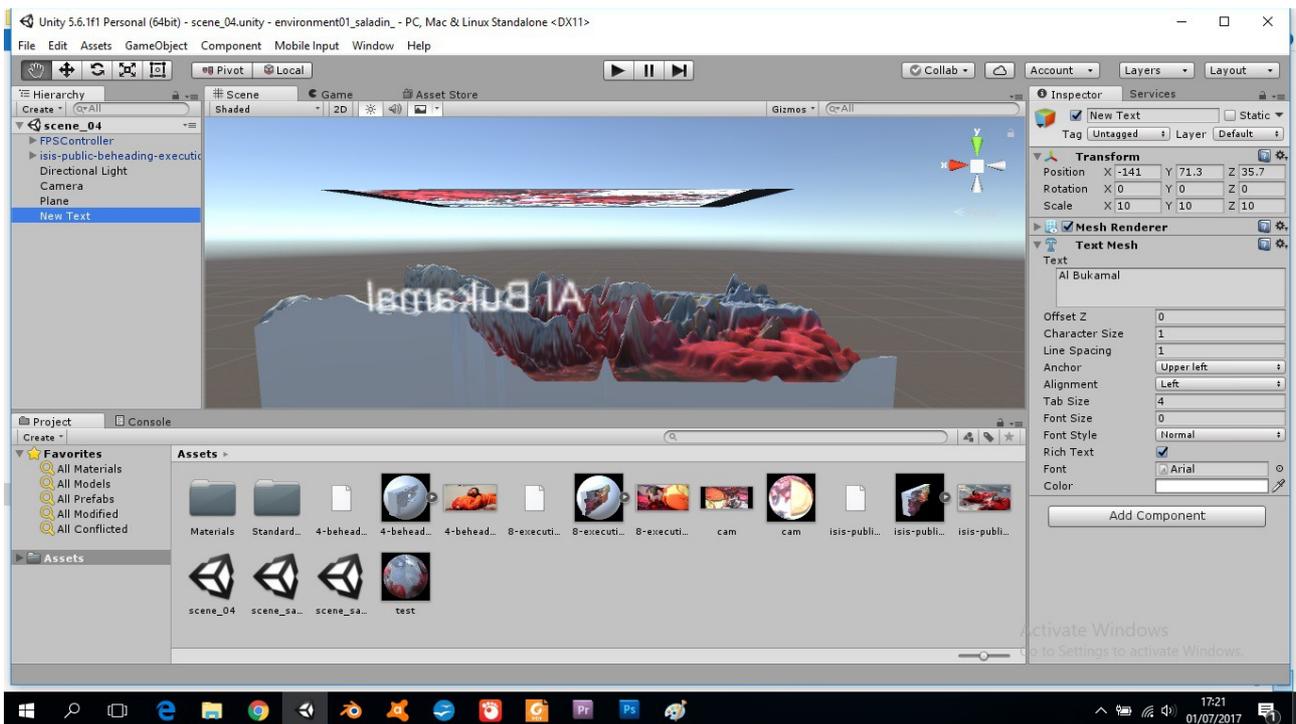
Process

Unity 3D, Htc Vive-Virtual Reality Glasses

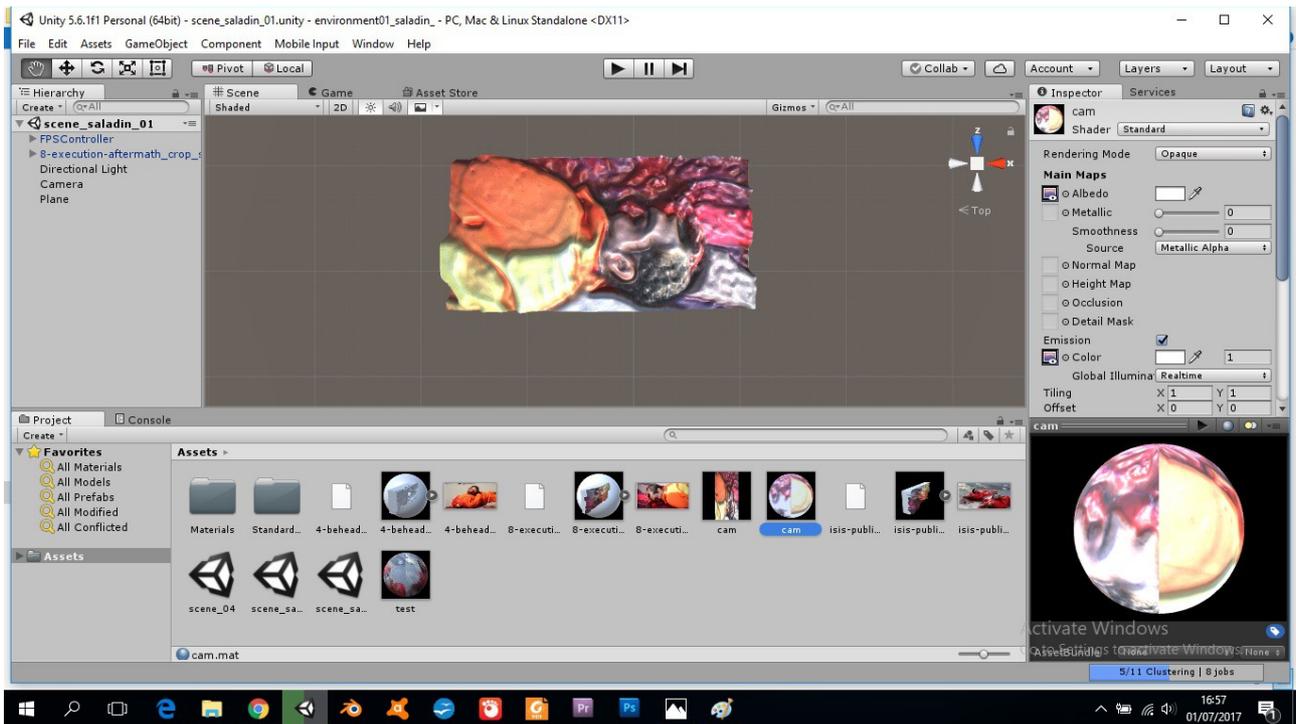
Three different terrains were created in Unity3D using with executions images (that I found on the internet).

The created terrain is in rectangular form. It looks like drawn with a ruler, like the borders of some countries. These straight borders are often politically unstable. Can be navigated in the terrains, but can't go out when you reach the borderlines.

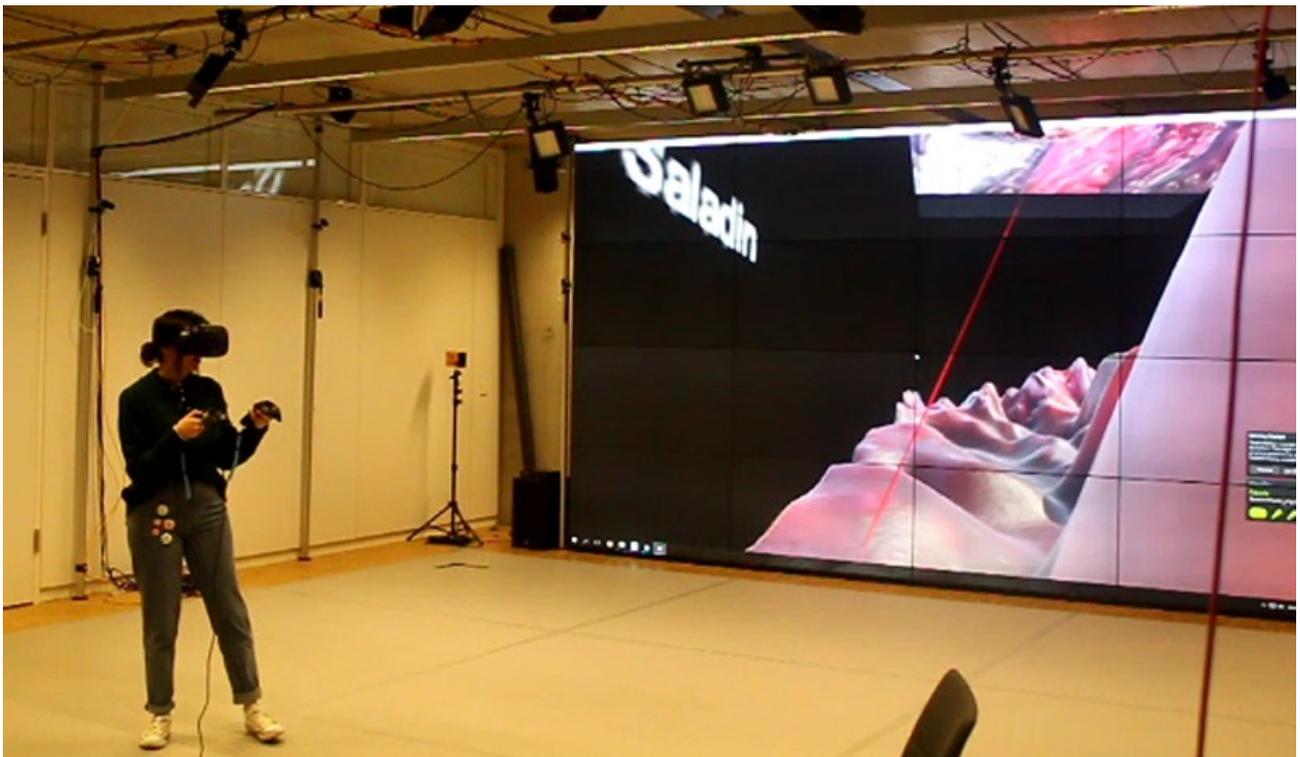
Names that are constantly seen around the terrain are places where executions are made.



Unity3D process



Unity3D process



Installation view

Installation sample video: https://youtu.be/_Af-aPnDspc

