MAGRITTE VR

HOMEWORK

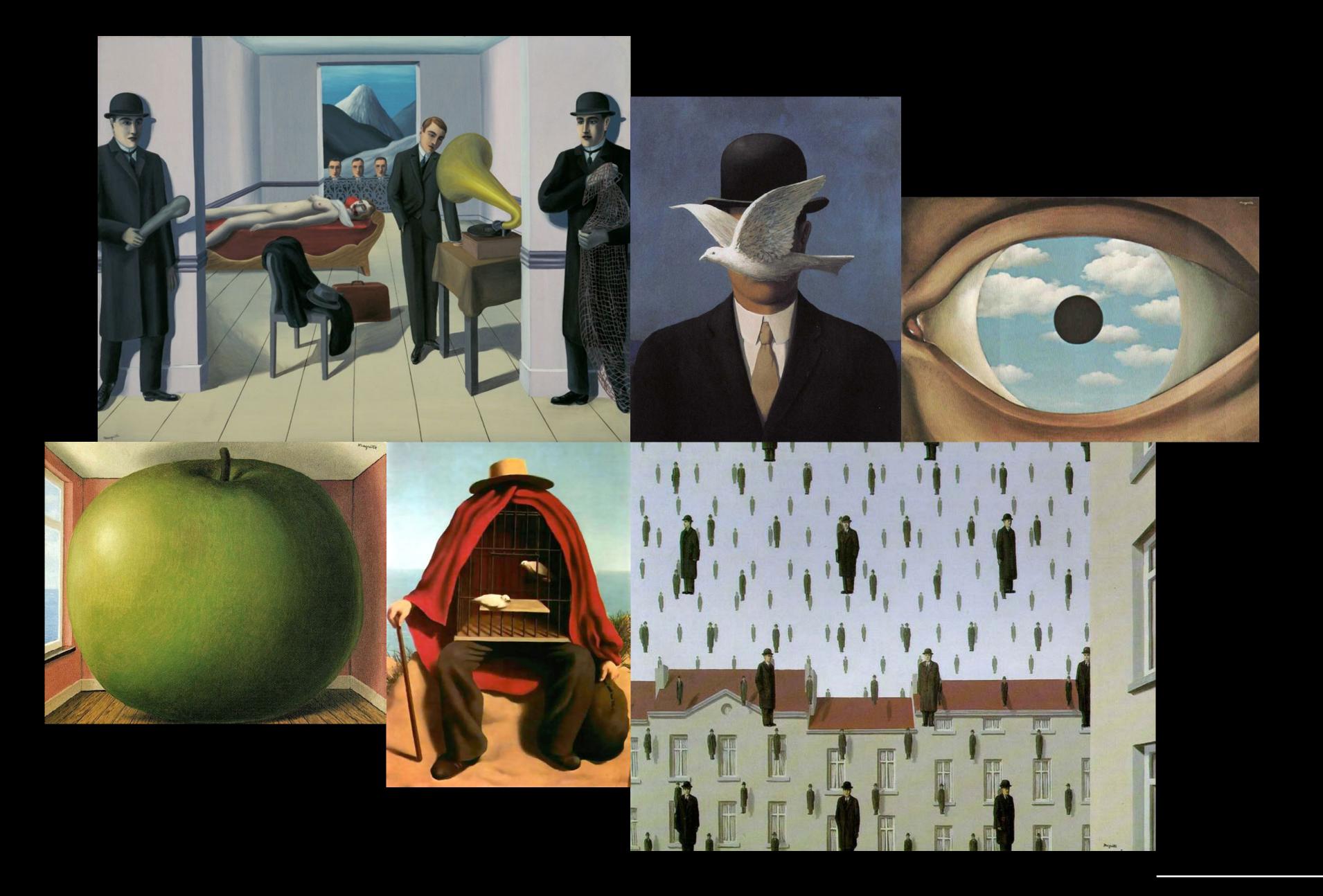


Paul Polze

Student / Master of Fine Arts / Medienkunst/Mediengestaltung / Bauhaus-Universität e-mail: paul.polze@uni-weimar.de / mobil: 0179 669 36 23 / Matrikelnummer: 119380 Fachmodul / Critical VR LAB / Jörg Binkmann / SoSe 2018 / 24.04.2018

MAGRITTE VR

On an event in memory of Rene Magritte images of the surrealistic artist are rebuilt in an immersive way in a VR-experience. High resolution scans of the artworks are used. The Experience take place in a giant hat and can be viewed up to 30 peoples at the same time.







MAGRITTE VR



- brings still standing artworks to live in 3D
- remix and immersion
- creating VR-world with this artworks
- VR in context of an exhibition
- location and surrounding area
- up to 30 viewers at the same time
- an immersive experience together

