

# VIDEONALE.16 Virtual Reality

During the opening weekend of VIDEONALE.16 (16-19 February 2017) we will present a Virtual Reality station with selected and ambitious VR productions. The station is situated at the ground floor of Kunstmuseum Bonn.

The station can be visited from February 16th to 19th at the following hours:

Thursday, 16th February 2017: 8 pm - 12 pm

Friday, 17th February 2017: 11 am - 9 pm

Saturday, 18th February 2017: 11 am - 9 pm

Sunday, 19th February 2017: 11 am - 6 pm

## Alison Bennett, Megan Beckwith & Mark Payne Virtual Drag

**Date** 2016 **Length** 10:00 min **Specification** Oculus Rift

Virtual Drag is a virtual reality encounter with 3D scans of drag queens and kings via virtual reality headsets by Alison Bennett, Megan Beckwith & Mark Payne. They have explored the potential of 3D scanning to create cyberspace encounters with the magnificent Philmah Bocks, the divine Art Simone, Jackie Hammer (a bit of a hot mess really ...), & the knee-weakening Transylvanian Gypsy Kings (aka TGK).

virtualdrag.net

Essay: <http://virtualdrag.net/virtual-drag-speaking-academically/>



## Sara Kolster & Jan Rothuizen Drawing Room

**Date** 2016 **Length** 08:00 min **Specification** Oculus Rift

Drawing Room is the first fully handdrawn VR experience by visual artist Jan Rothuizen, known for The Soft Atlas of Amsterdam and his award winning interactive documentary Refugee Republic. For this project Rothuizen teamed up with interactive director Sara Kolster and new media collective Zesbaans. Together they recreated in clear lines the interior and the view of a room on the roof of a department store in the center of Amsterdam. Through the eyes and thoughts of the artist, we discover the room and the city below. Drawing Room playfully deals with the question Virtual Reality creates: can being somewhere, an experience, be a work of art in itself?

<http://drawingroom-vr.nl/>



## Zohar Kfir & Josephine Wiggs Le Temps Perdu

**Date** 2016 **Length** 10:00 min **Specification** Gear VR

Le Temps Perdu is an interactive Virtual Reality film that engages a found-film footage archive for the creation of a new, inventive work. This project transforms a unique and massive archive of found visual and audio materials into VR film where viewers can construct their own film and piece together their particular narratives. Similar to the famous 'Choose Your Own Adventure' books, which serve as the landmark model for interactive story telling.

<http://www.letempsperdu.net>



## Quba Michalski The Pull

**Date** 2016 **Length** 03:30 min

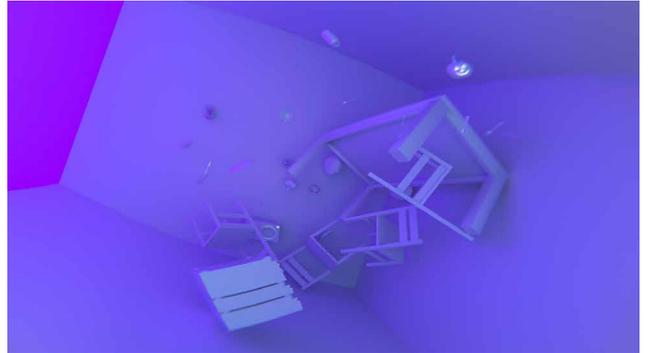
**Specification** Stereoscopic (3D) 360° Video, Oculus Rift

Gravity is no longer a constant.  
Enter a world where the rules that bind us  
are suddenly disobeyed.

In a secret science facility, gravity has been conquered. “Down” is no longer a direction, but a choice. Step into the center of modified chambers and witness the laws of nature be broken in this five-experiment series.

While flat media limits us to hinting and coaxing at an experience, by creating in VR, I can more faithfully share my vision with you, the viewer. For a few minutes – for five chambers – I can truly invite you into my world.

<https://qubavr.com/portfolio/the-pull/>



## Mate Steinforth, SEHSUCHT Berlin Moderat: Reminder

**Date** 2016 **Length** 03:26 min **Specification** VR Music Video

Drudgery, Allure, Agony, Destruction: experience the new interactive VR music video for MODERAT's Reminder, produced by SEHSUCHT Berlin in co-operation with PFADFINDEREI. Wrapped in an immersive video game aesthetic, this music clip references today's ongoing cycle of politically driven wars. To be released as video clip and interactive VR experience.

MODERAT: Reminder, produced by SEHSUCHT Berlin in co-operation with PFADFINDEREI

<https://sehsucht.de/work/moderat-reminder/>

