

LA CAMERA INSABBIATA

There is no question that Virtual Reality is gaining traction in a wide variety of fields, and this situation causes alteration of experiences and accumulation of knowledge in various topics. In 2017, the Venice Film Festival hosted a category for Virtual Reality movies. La Camera Insabbiata, which is filmed by Laurie Anderson and Hsin-Chien, won the award for the best Virtual Reality experience in Venice.

The target of La Camera Insabbiata is to enable users to experience travels through stories, words, and letters, and this concept of the project was implemented in both realities, so-called and virtual. In

so-called real world, plenty of the rooms have covered with words, drawings, and narratives, in addition to this, a variety of activities were placed in these rooms which diverse from 3D sound to sculpting that allow participants to develop more active interactions with the place that they are in.

By using VR, users are getting into new real world where they can fly into words, stories and so on. Furthermore, they reposition themselves from spectators to

participants, so that they can have a more intimate relationship with the project as the limitations of the physical body disappears and the conscious of the self remains intact. According to Anderson, dissolution of the body describes the fluctuation of a "disembodied" and expanded consciousness. Participants are not only allowed to roam around those eight rooms, which are Cloud Room, Anagram Room, Dog Room, Water Room, Sound Room, Dance Room, Writing Room, and Tree Room, but they can also contribute to the project by making sculptures and so on in some rooms. In the strictest sense of the word, it is a multi-sensory experience.

