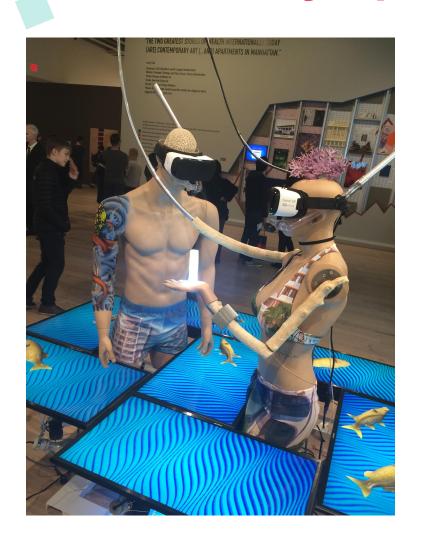
Virtual Reality in Contemporary Art World

Nuo Yin

My Spring Break Findings





Sarah Rothberg - Memory/Place: My House (2015)

"The First True Virtual-Reality Art Masterpiece"

In Rothberg's capable hands, VR technology is pushed **beyond merely instrumental use** into a personal, idiosyncratic

realm that hints at the wonders to come. -- Artspace

• VR recreation of the artist s childhood home made using home movies, diaries, and photographs.

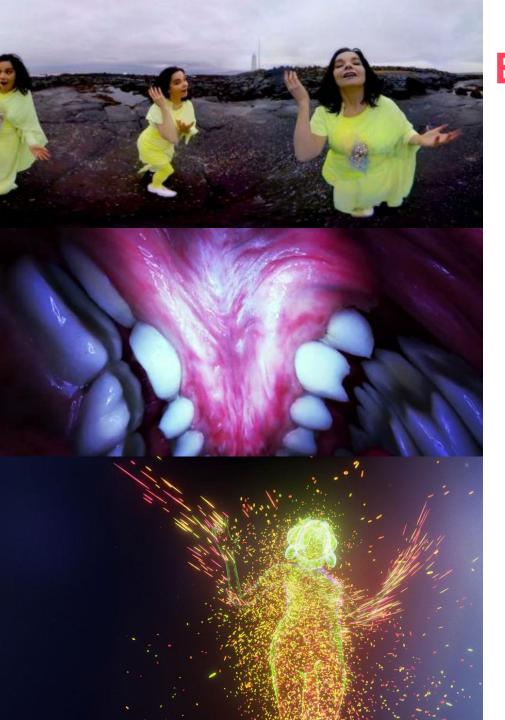
• The virtual reality headset is situated in a physical installation.

 The installation speculates on the emotional impact that future archiving technologies will have on personal memories.

https://vimeo.com/134422964

http://www.artspace.com/magazine/news_events/art-bytes/art-bytes-sara-rothberg-53008





Björk Digital - Immersive Reality Show

Björk believes that by offering a private theatrical experience, VR provides a unique way to connect with her audiences."

- Björk Digital is an exhibition of digital and video works in London (2016).
- Focus on the increased popular interest in VR experiences, as it invites visitors to engage with Björk s work through the latest in virtual reality technology.

Family VR https://www.youtube.com/watch?v=wMCOCvrFJgw
Notget VR https://www.youtube.com/watch?v=iIhLCXmrCm8

https://news.artnet.com/exhibitions/bjork-immersive-reality-exhibition-london-564725

Margaret Dolinsky - from paintings to VR (2017)

• I work in virtual reality, and extend the visuals to art installations, opera, theater, and augmented reality. Virtual reality is my walking visionary thinking. I can walk through the world of my characters first found in my sketchbooks then in paintings and finally in virtual reality. It is important to see the paintings to understand the style in virtual reality.

Dream Sequence 000 https://vimeo.com/35351311









http://www.digitalmeetsculture.net/article/of-sketchbooks-and-virtual-reality/

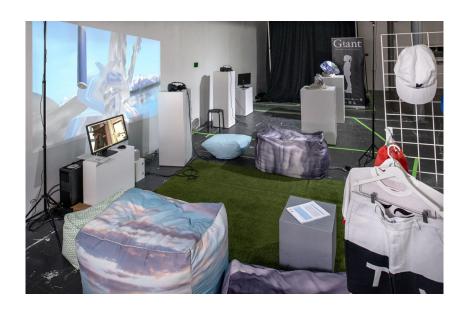
Artnet News: Will Virtual Reality Art Destroy Visual Art?

What if tech itself is the next big thing in the art world? What if tech itself is the Duchamp urinal in the twenty-first century Armory Show? --Douglas Coupland

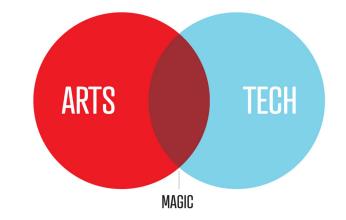
Ben Davis - Public Beta: End-of-Year Showcase 2016 (Part 1) New Museum 2016

- "The gimcrackery of the virtual reality undercuts the wonder of the art s real reality."
- Art being grandstanding and insincere





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SATURDAY 03/05/16 10AM-6PM

New Museum





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Versions: The Creative Landscape of Virtual Reality



Contemporary Art / 360 Virtual Reality (VR)

















