

DUST

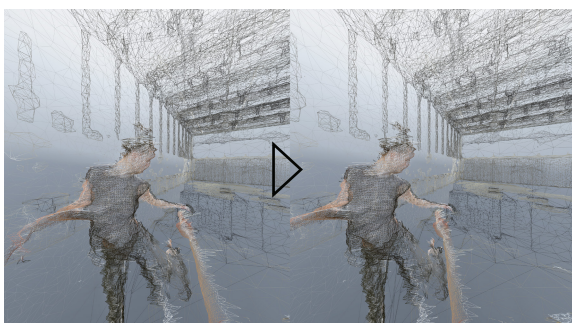
PRESS RELEASE

For Immediate Release | 4th April 2017
Media Contact | Carmen Salas info@vrdust.org.uk
Press kit | vrdust.org.uk/dust-press-kit.zip
Project website | vrdust.org.uk
Mária Júdová's website | mariajudova.net
Andrej Boleslavský's website | id144.org

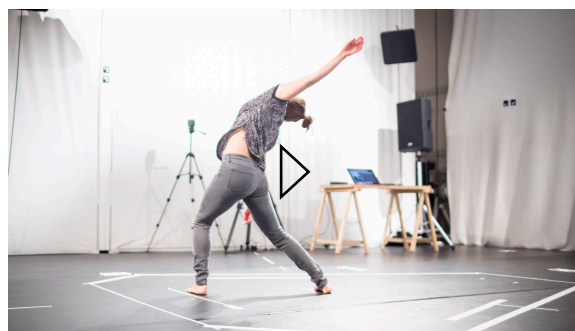
DESCRIPTION

DUST is a VR art project that aims to transform the way people see and experience contemporary dance through a 4 minutes long immersive virtual reality experience and an [interactive website](#). The project explores the boundaries between the virtual and the real-world experiences and advances research in the fields of participatory performance, human-computer-interaction and VR technologies.

In DUST, the audience uses a Virtual Reality (VR) headset to place themselves in the immediate presence of the dancer and within a unique visual and aural scenario which has been created by capturing volumetric recordings of dancers and photogrammetric imagery of Rambert's building. The resulting effect is exhilarating, allowing the audience to experience the work from different perspectives and within the space where the dance is happening. DUST creates an emotional connection between the audience and the dancers, and between the audience and the digitally reconstructed architecture. It is dance as no audience member has ever experienced before. The project is a demonstration of what dance, performance, film and sound could become in the future of VR.



Interaction Preview



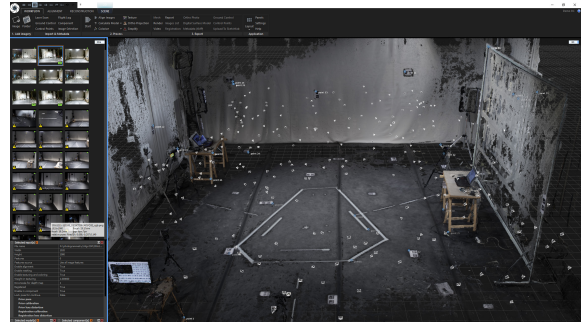
Trailer by Nye Williams

The piece is inspired by how almost every element on Earth was formed at the heart of a stardust, including our bodies. Drawing inspiration from these eternal particles which were part of our bodies for an incredibly short moment, as well as the motif of the unthinkable world expressed by the philosophy book *In the Dust Of This Planet* by Eugene Thacker, DUST seeks to reimagine our perception of body, space and time with the use of digital technologies. It merges real and virtual worlds to produce new environments where physical and digital co-exist and interact in real time. More specifically, it combines the live stream with volumetric capturing of dance and virtual environment and in doing so, immerses the viewers visually, as well as physically and emotionally. DUST seeks to explore innovative forms of engaging the audience and ways of building new narratives through the creative partnership of performing arts and new media.

DUST is a project by artist duo Mária Júdová and Andrej Boleslavský, produced by [Carmen Salas](#) with the support of Arts Council England and Rambert Dance Company. The project has been presented at the V&A's Digital Design Drop in, [Watershed's Pervasive Media Studio](#) and [Bartlett School of Architecture](#) in January 2017.

TECH DESCRIPTION

DUST was created with a custom suite of tools that allows to capture, edit and preview volumetric recordings in a Virtual Reality headset. For the dance performance, a Kinect depth sensor and custom software was used to simultaneously shoot the performers from a variety of angles and capture the full volume of the dancer's body. To produce high resolution 3D models of architecture, the artists used the Reality Capture photogrammetry software and Blender for postproduction. DUST was made with VVV, a multipurpose toolkit for room-scale VR experience using HTC Vive headset.

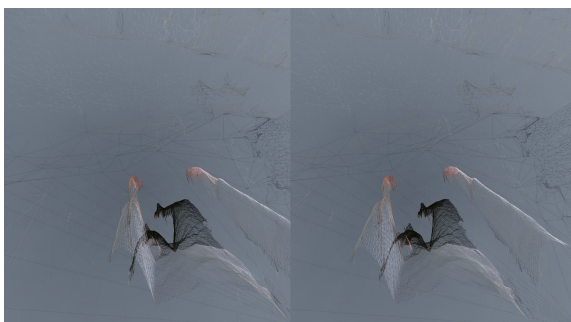


Camera alignment process

The interactive website contains the preview of the volumetric recordings and supports WebVR.

ABOUT THE ARTISTS

Mária Júdová and Andrej Boleslavský, Prague-based artist duo, have been exploring the creative potential of technology for over a decade. Their work combines the exploration of technologically informed dance practices with participatory performances, body movement, time and space.



First person view in VR

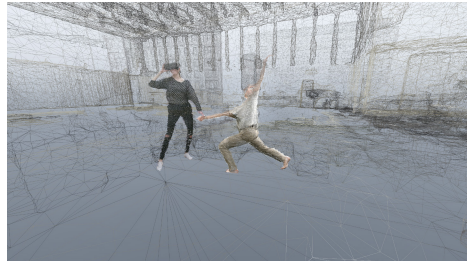
Mária and Andrej are interested in combining choreographic thinking and the practice of digital art creation to deliver richer and more meaningful experiences. They often find themselves working in close collaboration with performers, dancers and choreographers with the aim of trying to understand the principles behind the creation of the movement.

“As an improvisational tool, VR can inspire creative movements; as an educational tool, it can record choreography and encourage public engagement, and, for us, it is a tool for endless artistic expression.” Andrej Boleslavský

PROJECT CREDITS

Andrej Boleslavský | concept, design, creation
Mária Júdová | concept, design, creation
Patricia Okenwa | NMC | choreographer
Soňa Ferienčíková | dancer
Roman Zotov | dancer
Miles Whittaker | Demdike Stare | musician
Carmen Salas | creative producer

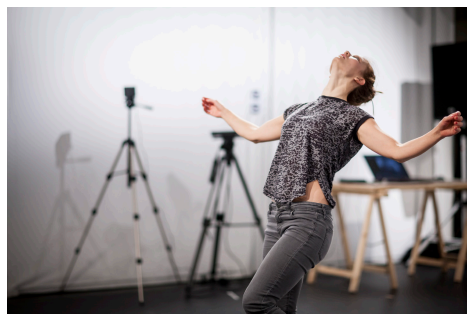
IMAGES



imagery displayed in VR headset | screenshot by Mária Júdová and Andrej Boleslavský



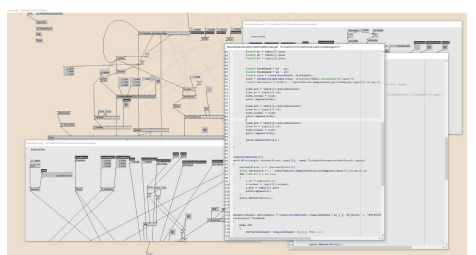
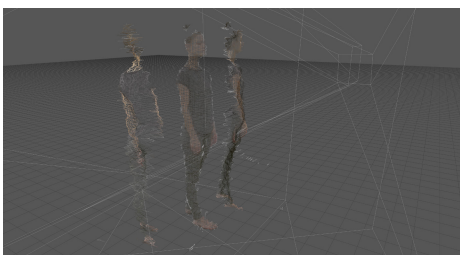
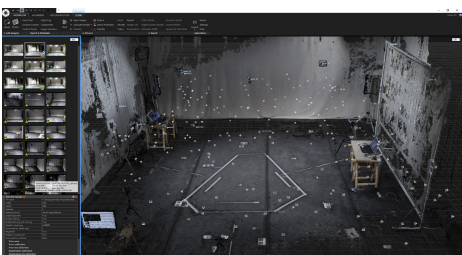
recording session | dancers Liam Francis, Vivienne West | photo by Mária Júdová



recording session | dancers Soňa Ferienčíková, Roman Zotov | photo by Vojtěch Brtnický



exhibition in Rambert Dance Company | photo by Nye Williams



behind the screens | screenshot by Andrej Boleslavský