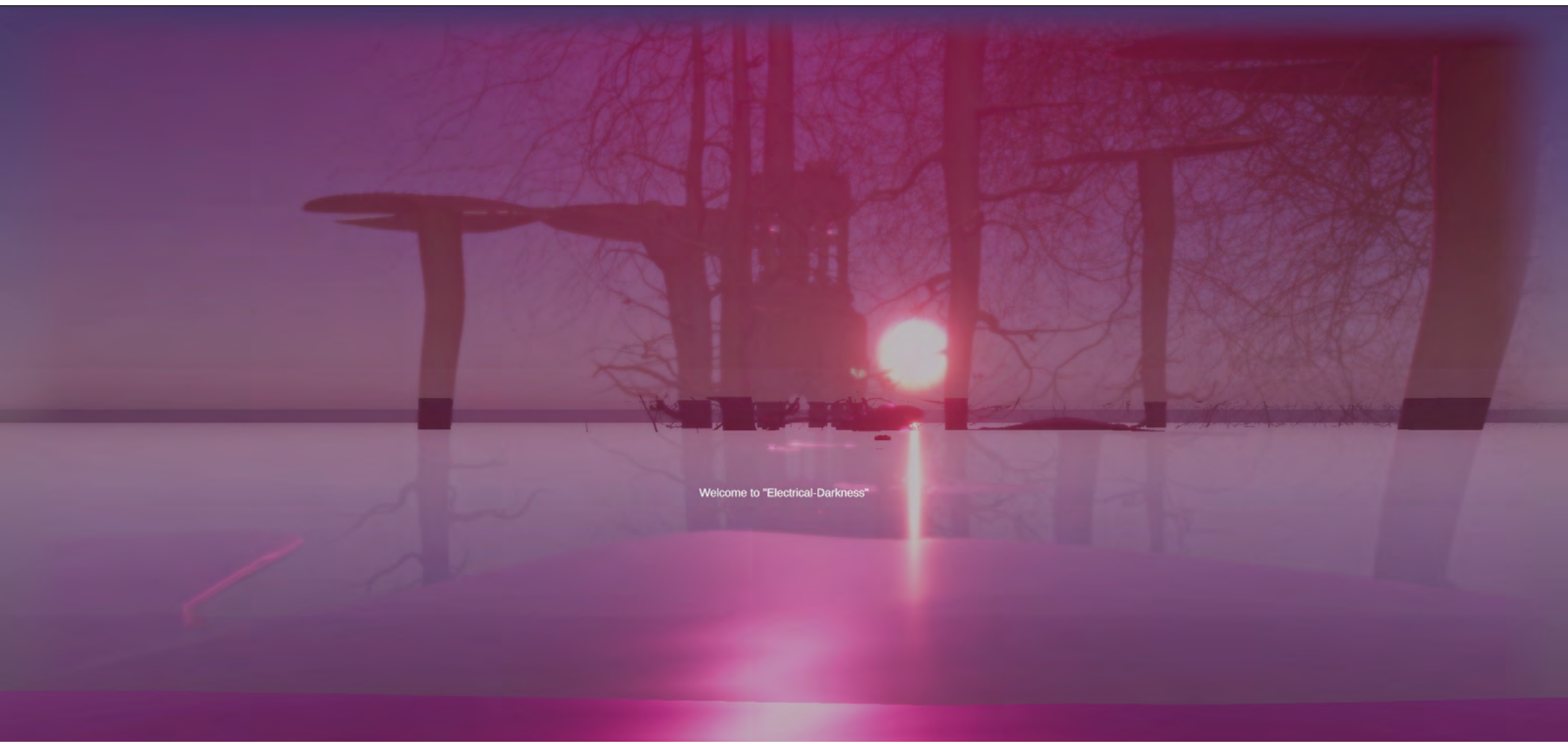
Electrical-darkness



Interactive fiction

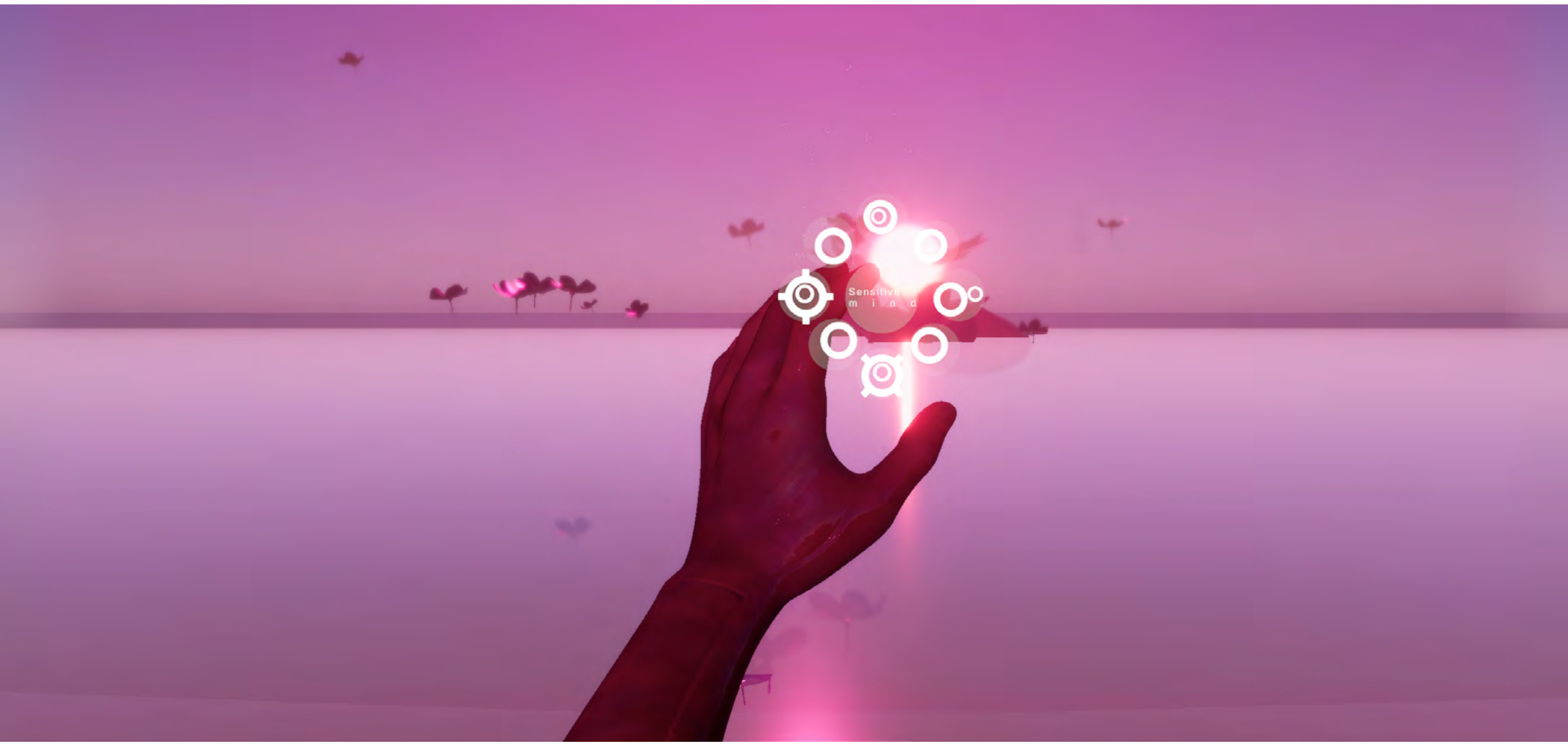
Located in a Garden-City, in-between a suburban nature and a world-city, *Electrical-darkness* is a place where different perceptions can be experienced through a body interface implemented under the epidermis. In this ultra-sensitive metaverse, the body is the site of all kinds of self-fictions.

The epidermal interface has been designed on the basis of hypersensitivity phenomena. Coupled with an internal eye that allows these phenomena to be visually re-translated, the interface enables multiple levels of perception, time distortion and the infiltration of different bodily materials. In this hyper-intuitive metaverse, every form of individuality is plural. Electrical-darkness is a metaverse constructed like a set traversed by immobile speeds, where perception leads to explorations with fluid contours and where the body is subjected to varying degrees of emotional variation. Mutualism, symbiotic mutations, processes of perceptual multiplication and emotional hyper-activity form a framework in which to insert and dilute oneself. *Electrical-darkness* is an experiment in the dematerialisation of the self in exponential fictions.

In this first-person game, the aim is to explore the Garden-City and discover the many functions of the body interface. The Garden-City is made up of different platforms that can only be accessed through levels of attention generated by the body interface. However, there are no instructions on how to use the interface at the start of the experience.

With the support of ADAGP and Gastatelier Gleis70

Demo : https://saemdre.itch.io/electrical-darkness



Electrical-darkness - sandrine deumier 2024

Take your time to explore

Synopsis
Inner skin /Mutatis mutandis

Electrical-Darkness is a world of overplayed artificiality in an extreme willderness.

A flamboyant green opening, illuminated by bars of acid pink light. The first shot plunges us into an atmosphere that is both hyper-urban and extraordinarily wild. Paths glistening in the vegetation give access to platforms with mysterious titles. The platforms are multi-directional spaces. These shifting places unfold in a profusion of vegetation criss-crossed by spasms of light. Phantasmagorical matter forms and deforms in capsules at the entrance to each platform.

Some spaces emit emotional halos. These halos, which function as emotional recharges, are visualized through the body's innervated matter. First reading: this matter is highly transmissible through the pores of the suit. Visual translation : the phantasmagorical material to be incorporated offers a plunge into translucent, silky materials with intense emotional potential.

Self-fiction / Solaris

Let's dive into emptiness

Technical rider

Windows executable file | Unity3D | Stereo | Approximate duration : 20 min

Material to be provided by the event producer :
- 1 Windows computer (Intel ® Core™ i5-4590 or AMD Ryzen 1500 equivalent or greater, NVIDIA ® GeForce ® GTX 1060 or AMD Radeon RX 480 equivalent or greater, 8 GB RAM or more)
- 1 mouse (on a block)
- 1 videoprojector

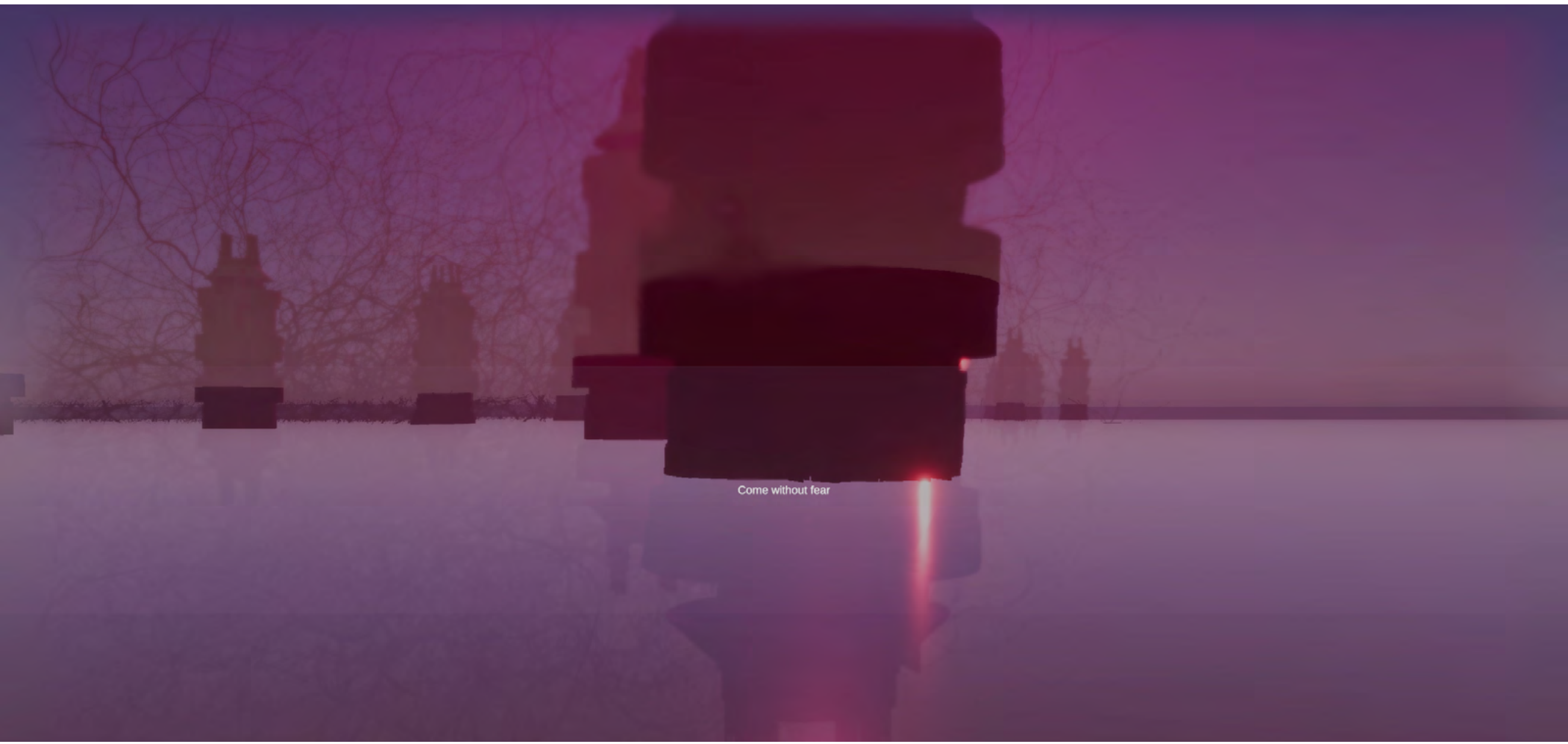
Build : https://drive.google.com/file/d/1qmCyzzVo77rL_cptafEzppBEHDr_NQQo/

(Executable file for Windows OS)

Electrical-darkness - sandrine deumier 2024

Electrical-darkness - sandrine deumier 2024

Electrical-darkness - sandrine deumier 2024


Come without fear