

Le Jardin d'acclimatation

virtual reality experience

sandrine deumier 2023



Synopsis

Initially presented as a mysterious botanical garden shrouded in fog and adorned with interactive panels and manipulable objects, *Le Jardin d'acclimatation* is an anthropized space, ordered by the human gaze and thought system. Gradually, this virtual space, freely available for exploration but offering only limited visibility, will branch out into other adjacent spaces providing access to other modes of visualization. These different stages give visibility to the enigmatic complexity of plant organisms interacting with their environment.

The different levels of perception function as different levels to be crossed, and attempt to highlight, in particular, the visibility of the complexity of root systems and mycorrhization processes, the various modes of nutrition, communication and interaction (associations, symbioses and mutual aid, not forgetting predation strategies).

Available in three different and complementary modes (exploration mode, intuitive-emotional mode and scientific mode), exploration of the botanical garden will thus open up into multiple parallel scenes to allow us to multiply our perception and attempt to gain a better understanding of the plant world.

Original music : Sonia Paço-Rocchia

Demo : <https://vimeo.com/885208588>



Objectives

This project, directly inspired by current scientific research, uses the possibilities and processes of immersive environments to access parallel levels of perception and to open up in an emotional way to the complexity of plant beings in interaction with their environments. How, through mechanisms of visual acuity, can we trigger processes of emotional porosity to these non-human worlds? This project attempts to explore the strategies of immersive technologies that allow us to instill or propagate this kind of fictions.

Le Jardin d'acclimatation has been conceived as an invitation to immerse oneself emotionally in the heart of the imaginary of the living.

Work created at the Chartres-La Saussaye public agricultural establishment as a result of a DRAAF - DRAC - Centre-Val de Loire Region partnership.







Technical rider

Virtual reality work made with Blender and Unity

UNITY3D File | Interactive animation | Approximate duration : 20:00 | Stereo | Language : FR/EN/ES

Material to be provided by the event producer :

- 1 Vive or equivalent VR headset
- 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 videoprojector

Build : <https://drive.google.com/file/d/1DuniYfcnQA5HoGZpPcFt64VWWsnD3Zs>

(Executable file for Windows OS)



Châlon 1900
de T. Roux