

# **Project**

## Pass out, disappear, re-emerge

Lotus Eaters is a journey through an immersive and interactive virtual environment that tries to develop an imaginary centered on a form of post-futuristic animism. The title refers implicitly to the notion of forgetfullness as a process of appropriating transient identities.

Lotus Eaters is a displacement experience: a reappropriation of pre-human / a-human identities in an attempt to invent images representing a tangible immateriality of other forms of consciousness.

A self-forgetfulness.

With the support of VIDEOFORMES and DRAC Auvergne-Rhône-Alpes

# **Description**

Immersion in a space suggested at the limit of the visible, *Lotus Eaters* proceeds from a minimalist aesthetic intended to position the user in a form of altered perception in order to refocus on minor and infinitesimal things.

The immersive device used, specific to the virtual reality format, allows to explore new narrations and to experiment new states of attention.

Consisting in a combination of different landscapes to explore, the virtual environment is dotted with portals and passages giving access to different narrative scenes. These multiple scenes are ritual narratives and function as processes of reconnection to the living world.

Each scene describes a particular story.

# **Synopsis**

### 1. Material-consciousness

Transcribing notions of interconnection in a group of individuals from the perspective of a collective intelligence where the tribe / the emitting group would be a consciousness among / between things of the world.

#### 2. Animal-totem

Establishing interspecies implementations to re-enchant a disconnected world. Manipulating the matter of a consciousness-world to fabricate other identities from a hybridization of living beings and a modification of their consciousnesses. Generating incantations to become / become again interconnected beings.

Experiencing otherness in itself. Dissolving into multiplicity. Focusing on things without measure. Being weightless.

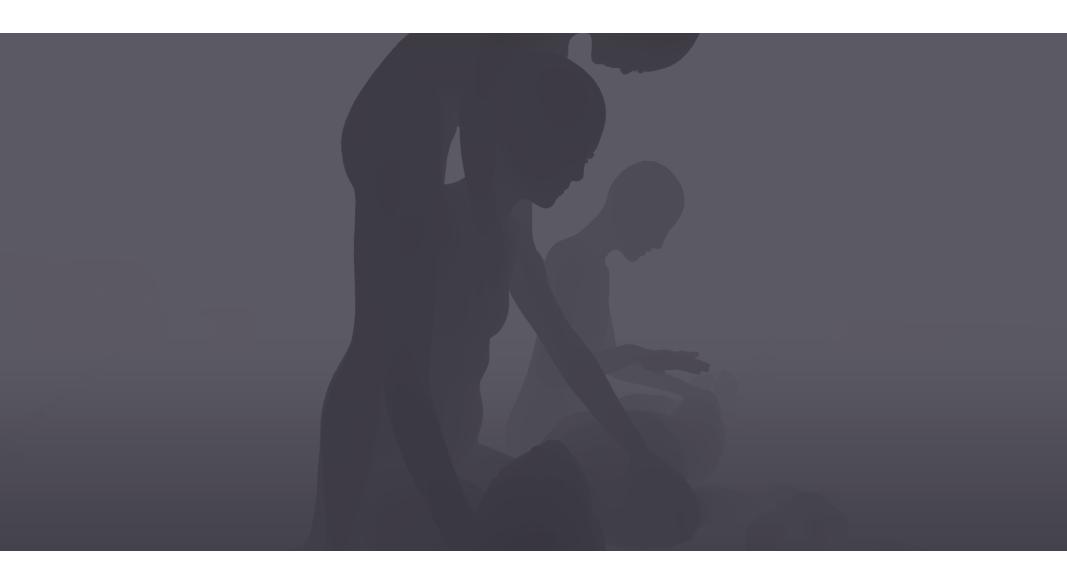
### 3. Pulsations

## - Cycles and germinations

Being related as a group to a multiple, polymorphic and hyper-material world. A consciousness-world coordinated in various degrees of interconnected planes irrigated by a simultaneity of the cycles of life and death and a non-separation of living beings: a consubstantiality of existing ones.

Re-establishing a living world in itself / readjusting to the whole of the living world.

- 4. Connections
- 5. Instability and emotivity-meteor









# Links

### Teaser:

https://vimeo.com/700159160

### Demo:

http://sandrinedeumier.com/LotusEaters/index.html

### Build:

https://drive.google.com/file/d/1N5HYAcAiDOpr0QgDEQ DvfpryldaohBfB (Executable VR experience for Windows OS)

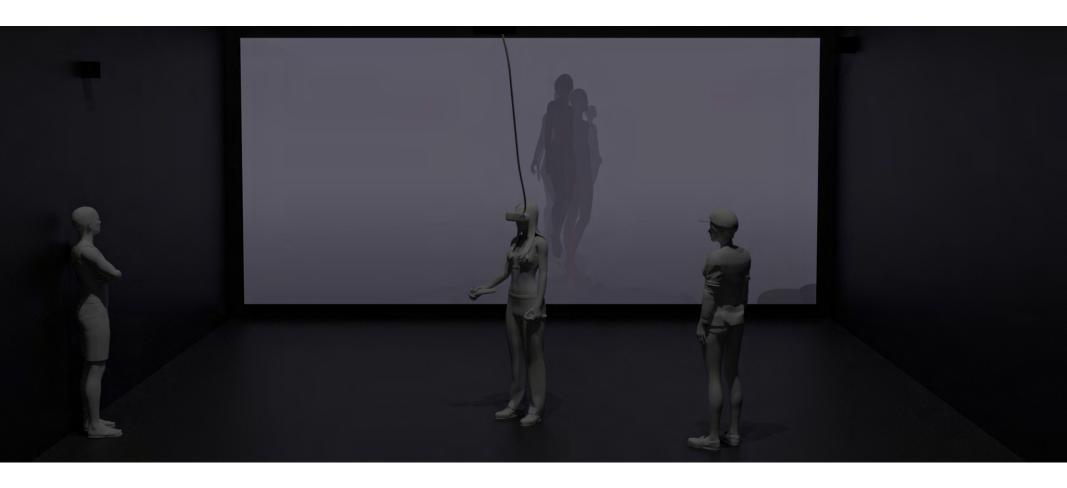
# **Technical rider**

Virtual reality experience made with Blender and Unity UNITY3D File | Interactive animation | Approximate duration : 25:00 | Stereo

### Material provided by the event producer:

- 1 HTC Vive + 1 headphone + 1 computer (Computer requirements : https://www.vive.com/eu/ready)
- 1 video projector + 1 screen / 1 monitor

Minimum floor space required: 4m X 4m Internet connection + Steam account





Use the left controller trackpad to move around











