

terrain study

terrain study is a work for solo performer and virtual reality system. The performer, wearing a VR headset, can move freely within a space of roughly 25 m², with their field of view being projected on the screen and the sound rendered in 3D. The position and orientation of the performer within the game environment shape the overall sound; additionally, they can interact with several non-player-characters. In the beginning, the 3D game environment is reduced to the absolute minimum, but over the course of the piece it undergoes various dramatic transformations, questioning the division between the self and the other.