

RANGE

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Immersive Audiovisual Installation

RANGE is a generative audiovisual installation fluctuating between abstract and realistic forms.

The work unfolds in an extremely limited virtual space, in which 3D characters are trapped, with barely any room to move, appearing to merge into one ambiguous mass.

An amorphous shadow play emerges, with both gradual and abrupt changes over time, in color, tone and mood. In contrast to the claustrophobic virtual space, an ultra wide angle video projector acts as the only light source, flooding the walls, floor and ceiling of a given exhibition space to transform the entire environment into a single kinetic canvas.

The sound track of Range, synthesized by the motions of the virtual protagonists, is best described a colored drone. 4 speakers in the 4 corners of the space plus a subwoofer diffuse the sound.