

platforma
DigiVAF(ex)

3D Virtual Reality: Contemporary Art Museum in Signature (2003, 2009)

Concept:

Michal Murin

Technical support:

Stanislav Veselovský, 3D engine Unity, Richard Kitta, Autodesk 3DS max, HNZZL s.r.o., architektúra

The List of Artworks in 3D VR:

INTERACTIVITY

Erik Bartoš: The Divine Harmony, interactive sound installation, demo, 2009

Erik Bartoš: RGB noiz, 2007

Michal Šimonfy: Trojanhorsegallery, virtual gallery, 2008

Lukáš Matejka: Audiovideomixer, interactive installation, 2008

Martin Palkov: Fragile Relationships, pc game, 2007

Martin Palkov: D/A game, interactive installation, 2008

Marián Balko: Virtual Pig, interactive installation, 2009

Juraj Ondráš: The Gas Gun during the Gas Crisis, interactive sound installation, 2009

Marek Stolarčík: Buzz, interactive installation, 2009

Stanislav Veselovský: Half-Life 2: Commercial, 9:25 min., 2007

Stanislav Veselovský: Digitalisation of Memory, 2:14 min., interactive installation, 2007

Stanislav Veselovský: FreeMan, machinima, software - game engine Half-Life 2, 10:50 min, 2009

VideoSCREENING

Radovan Bries: Light and Digital, video, 1:32 min, 2009

Marek Stolarčík: The Last Film, video, 1:14 min., 2008

Juraj Ondráš: NJP4EVER, video, 0:55 min 2009

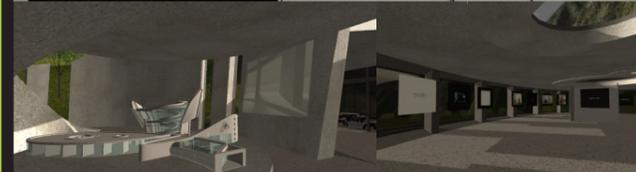
Juraj Ondráš: Au'or, video-performance, 1:00 min 2008

Martin Palkov - GAME, videoart, 1:49 min., 2006

Lukáš Matejka: Digital Sculler, 2:06 min., 2006

Pavol Palárik: Sleeping, interactive videoinstallation, 2007

Pavol Palárik: The Media Eatard, interactive installation, 2008



• Rudolf Sikora and author / Stano Filko and author

Presentation: Digital Media
House of Arts - Dom umenia, Bratislava,
nám. SNP, Slovak Republic,
09.12.2009 - 20.12.2009



DESIGN BY AKJETAM PRODUKT