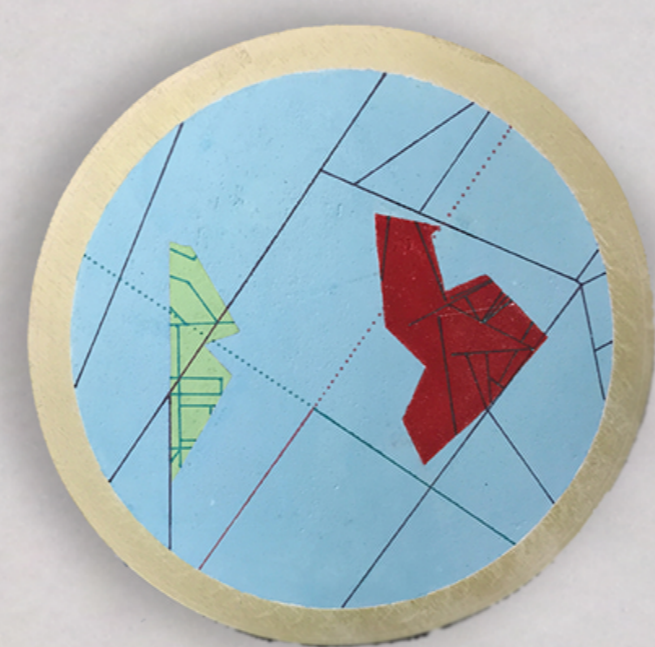


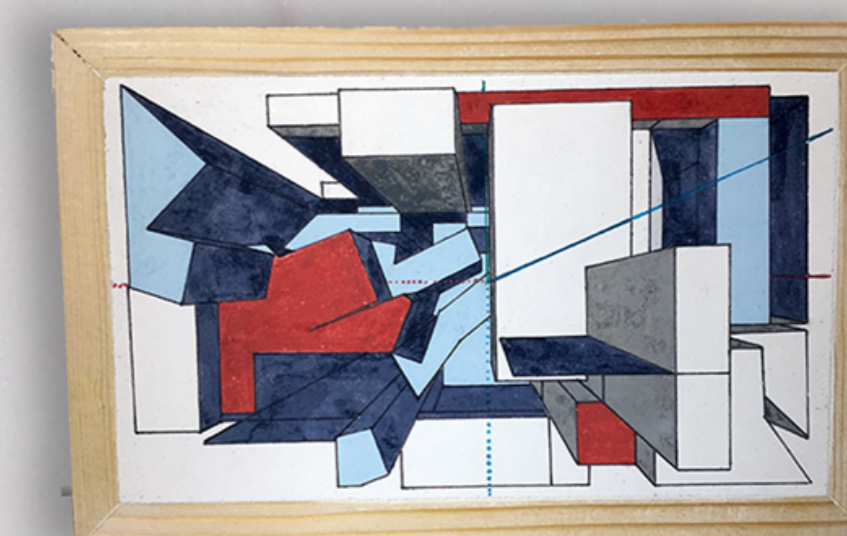
FROM LIVE ARCHITECTURES SERIES: "Dimensioning, Hidden forces and Geometric breakpoints"



"Dimensioning"

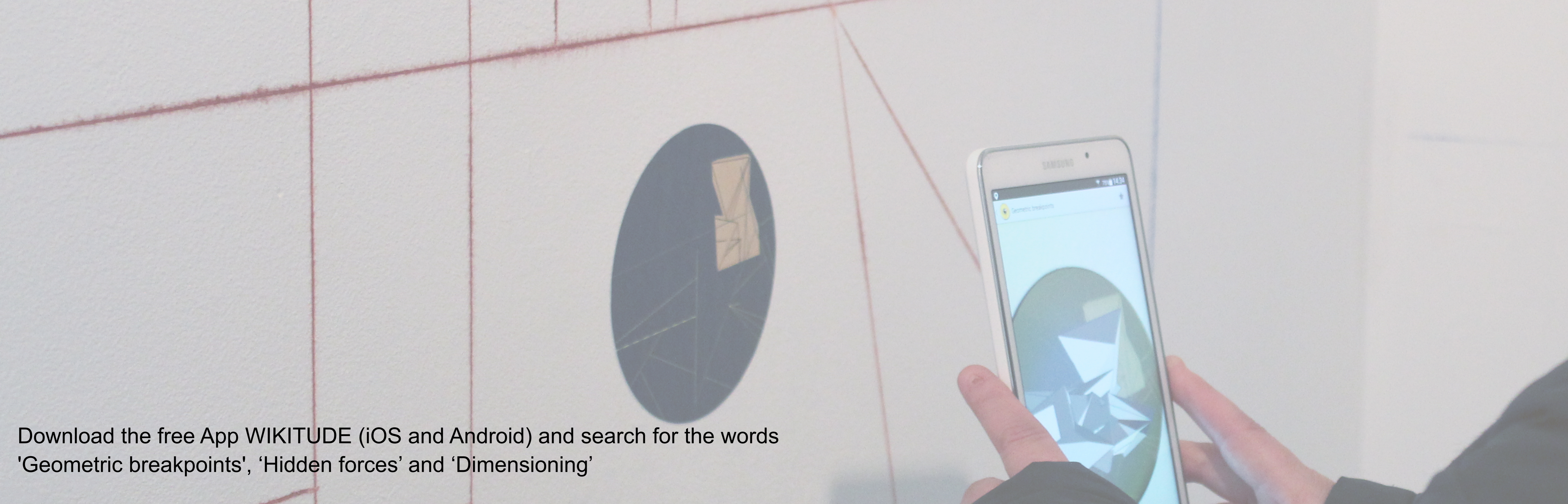


"Geometric breakpoints"

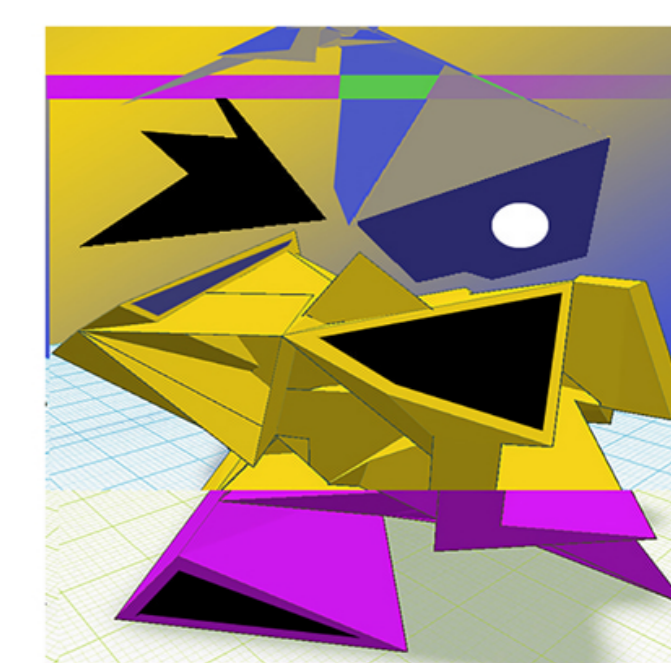
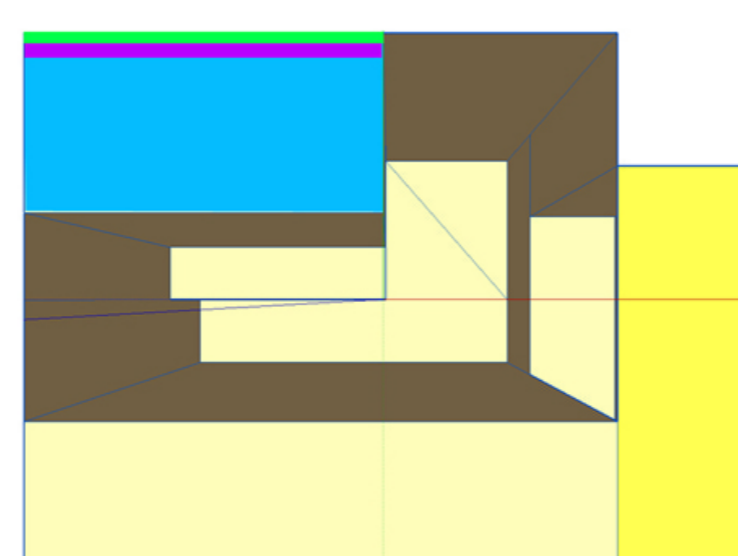
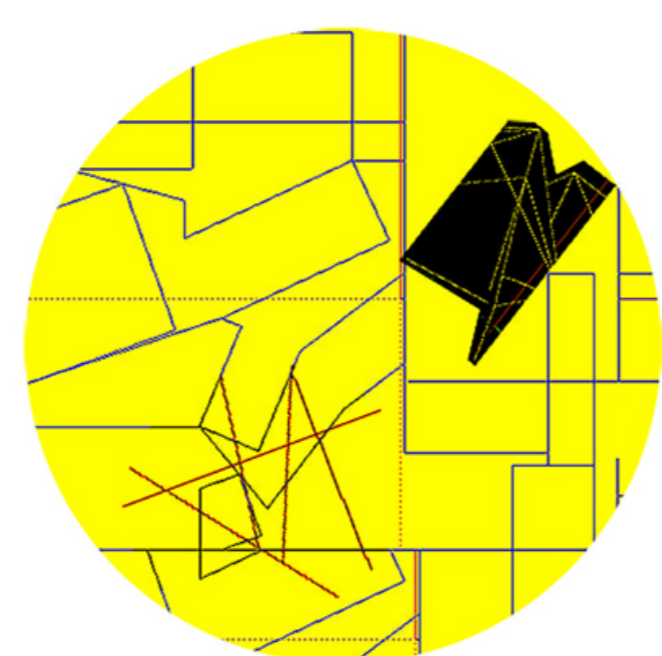
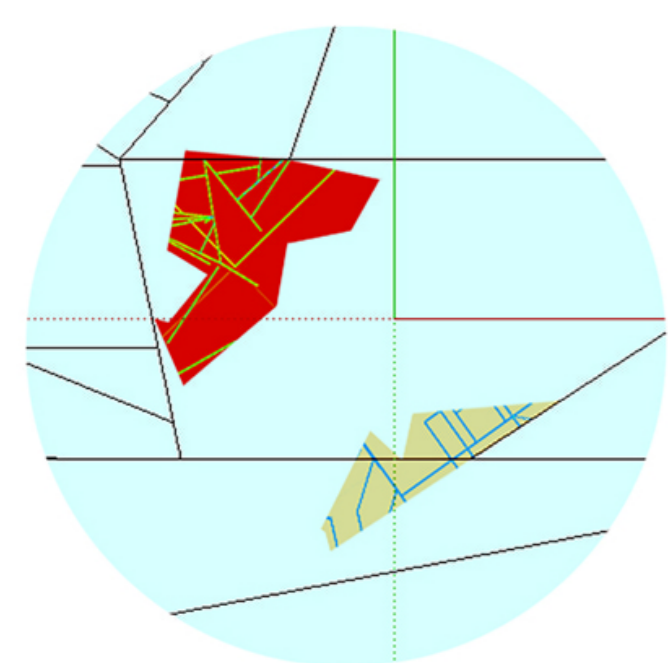


"Hidden Forces"

Augmented Reality video installation composed by diverse fresco-points working as AR matrices overlaid by several 3D-movies. Chiara Passa 2015.

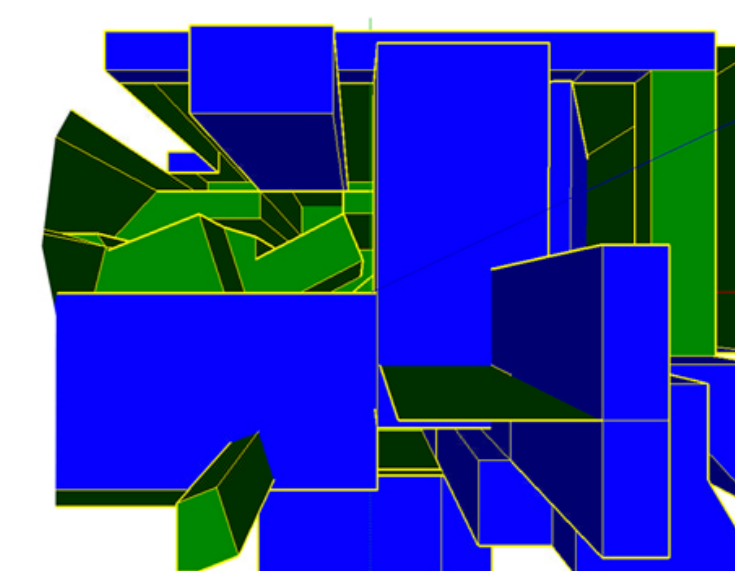
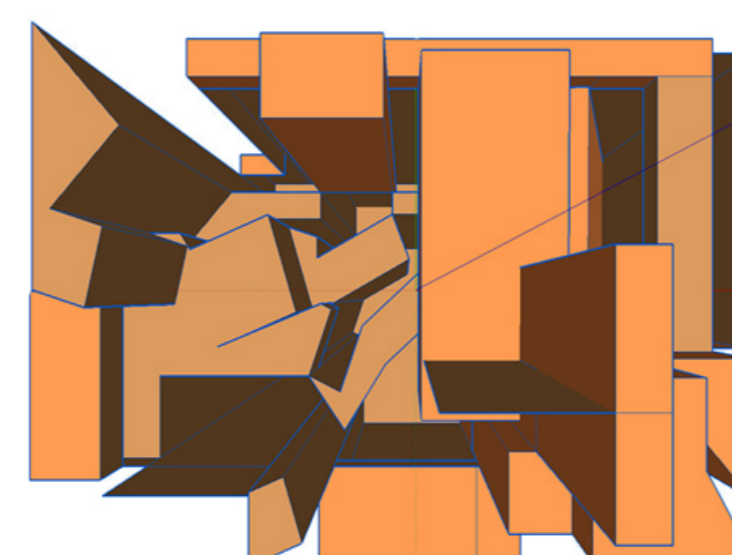
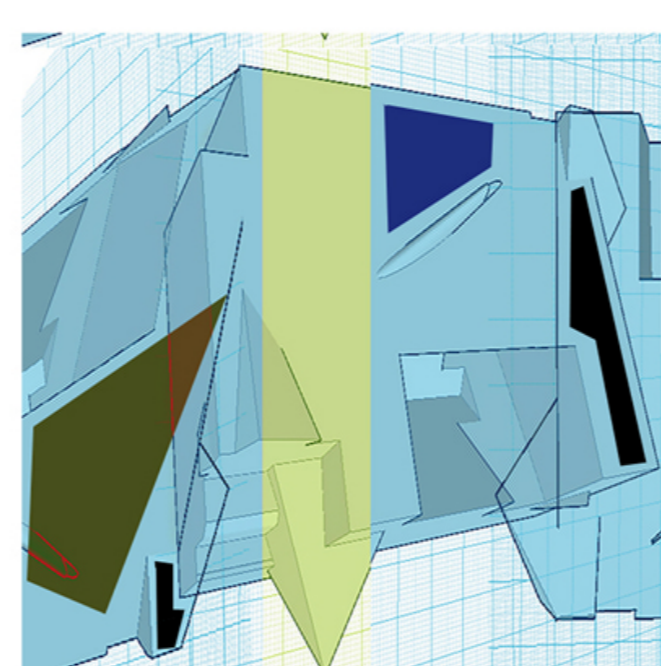
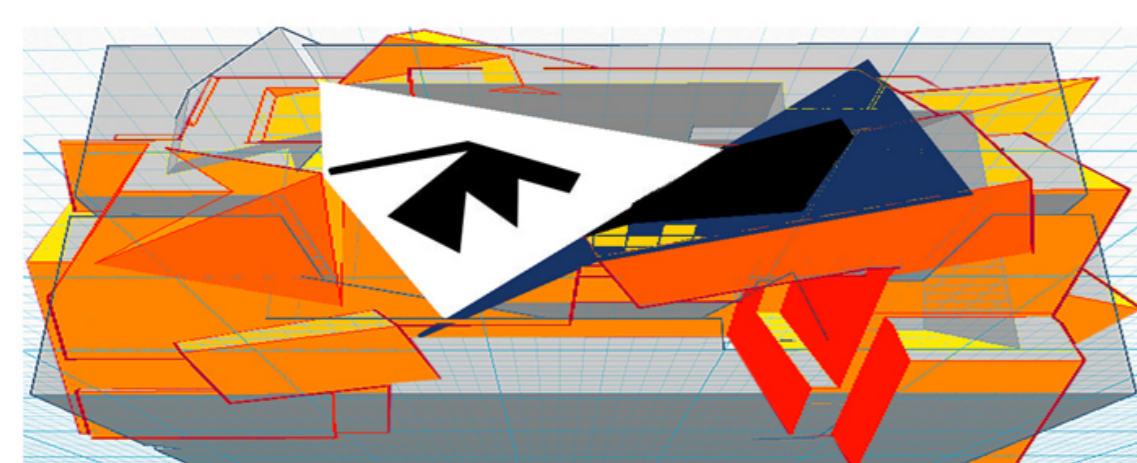


Download the free App WIKITUDE (iOS and Android) and search for the words 'Geometric breakpoints', 'Hidden forces' and 'Dimensioning'



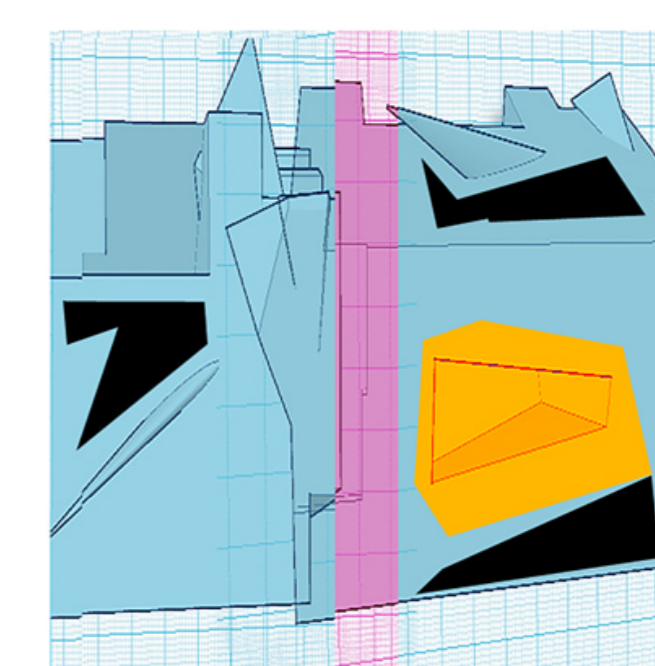
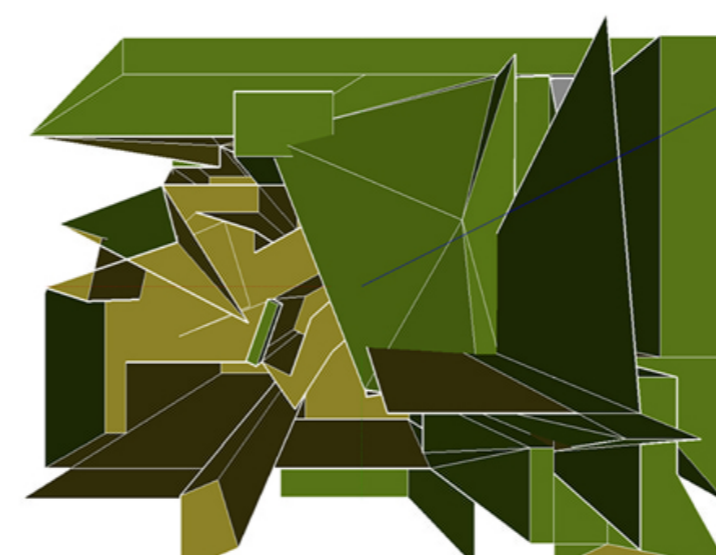
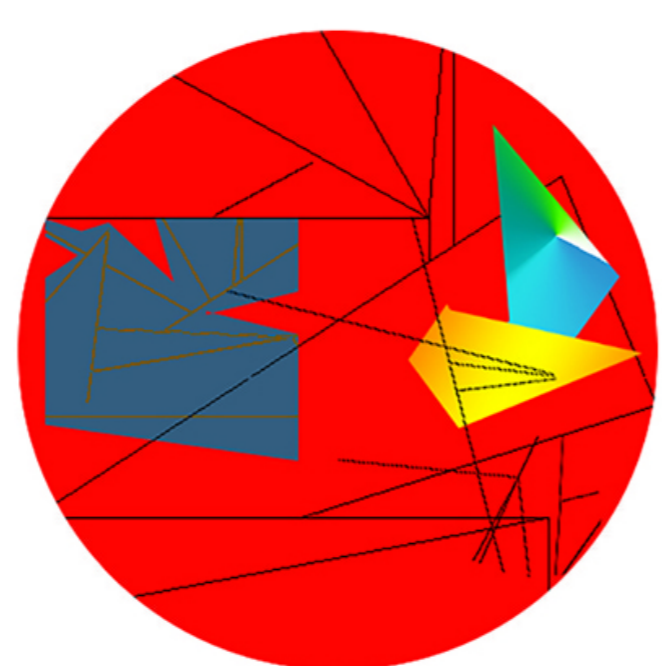
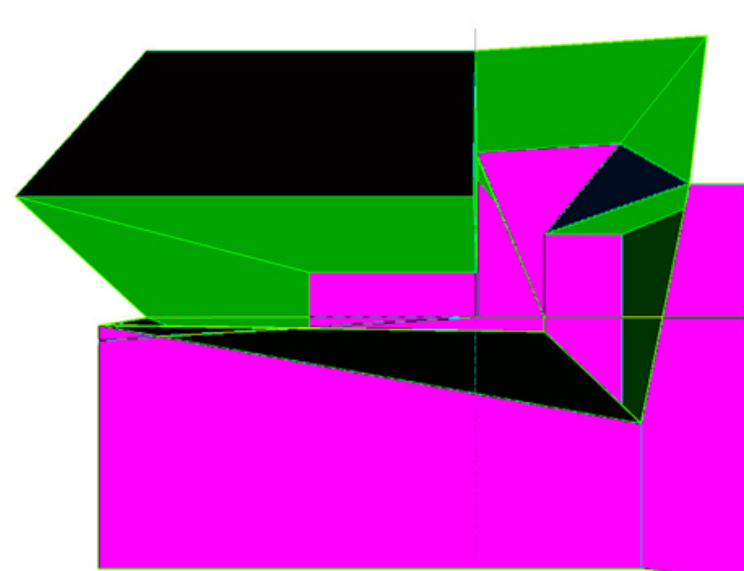
This is an interactive poster composed by diverse Augmented Reality stickers (originally frescoes) overlaid by several 3D-movies.

My artistic research since 1996 explores architecture as interface through a variety of techniques, technologies and devices, mostly combining Augmented Reality and Virtual Reality mediums.

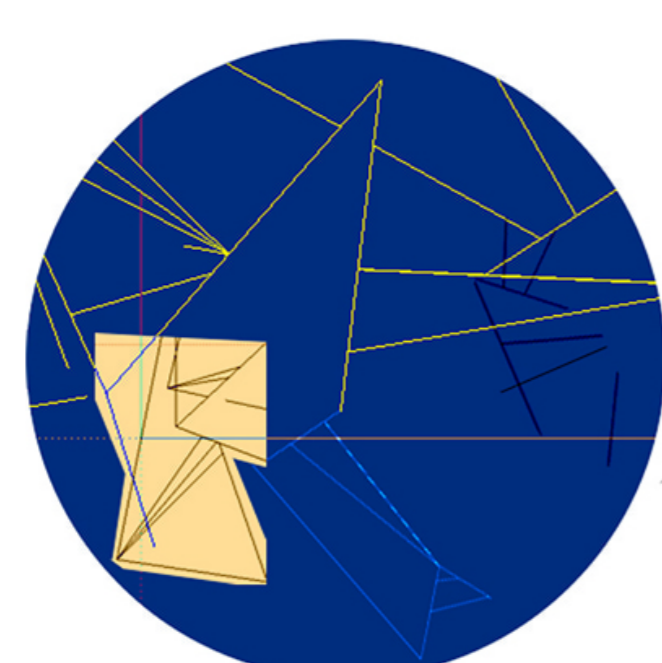


The poster shows diverse AR animations in continuous transformation creating multi-dimensional extensions of the wall, allowing visitors to travel through the Augmented Reality matrices into moving diagrams, uncanny perspective and plans overturning Cartesian axis.

These Augmented Reality frescoes are part of 'Live Architectures' series of digital artworks I created over time in a multi-faceted production developed to reconsider the architecture of outer and indoor areas as an alive and vibrant entity.



The 3D animations generated by the language of geometry and its unpredictable variations, which, in this liquid dimension are composed by fragile lines form complex architectural shapes, re-create the impression of walking through a geometric equation. Once in this scenario, the spectators are forced to confront themselves within a fourth digital dimension, a kind of place that has become intrinsic to our daily lives, due the possibilities and 'dimensions' offered by the digital world which nowadays is not too much separated from the real one.



The AR frescoes-matrices become hotspots into a virtual world where the viewer is projected into the 3D software scenario I used to build the whole installation.

