The CURTAIN

VR IMMERSIVE INTERACTIVE VIDEOART ANIMATION

Interactive non-narrative experience

SINOPSYS

a CURTAIN is
_"a piece of material suspended at the top to form a screen, typically movable sideways along a rail and found as one of a pair at a window"
_"a hanging screen usually capable of being drawn back or up especially **:** window drapery"
_**"**a device or agency that conceals or acts as a barrier"
_ "a piece of material, especially cloth, that hangs across a window or opening to make a room or part of a room dark or private"

STATEMENT
-Spiral is a natural shape and an intrinsic movement of nature
-The movement of our solar system is directly relate to Helical Motion
-helical and spiral are symbols of the evolution of the universe
-blue colour is used as an open space, as expansiveness.
This interactive videoart installation is based on an experimental interactive evolutionary video animation software

 CREDITS

Created/directed/produced by	Anabela Costa
Music by	Michel Titin-Schnaider

Image generation and Video animation	by	Anabela Costa
Application development/ programming/modelling	by	Tomàs Franco

Description and interactivity

_The user is inside a tube, (3D construction) which is the inside of an helicoidal spiral that will go slightly up.
_As it is in alpha channel, the user can see the continuing spiral tube above, down and side.
_The user is moving inside de spiral.
_Inside the tube will have in both sides bars/curtains that he can pull with the touch controllers, then a video/curtain will screen during ….. minutes, blocking the walk, after you can proceed the walk inside the tube.
_Other images/curtain will also suddenly appear in a random way, in alpha channel, during …...seconds, also blocking the walk
_Getting at the top, a film will appear and you have the right to see it, till the end.

The end of the film will make the 3D structure disappear, vanishing itself and you will be automatically at the beginning/entrance of the tube, of the installation.
_Nevertheless the user may choose, at any moment, not to proceed till the top, or not see the film till the end,,in that case he will go down, with all the obstacles, as he had to go up
 _Inside the tube there is a musical ambiance.

TECHNICAL DEVICE

PC and
VR HEADSET   Oculus QUEST

Component	Recommended specs	Minimum specs
Processor	Intel i5-4590/AMD Ryzen 5 1500X or greater	Intel i3-6100/AMD Ryzen 3 1200, FX4350 or greater
Graphics card	NVIDIA GTX 1060/AMD Radeon RX 480 or greater	NVIDIA GTX 1050 Ti/AMD Radeon RX 470 or greater
Alternative graphics card	NVIDIA GTX 970/AMD Radeon R9 290 or greater	NVIDIA GTX 960 4 GB/AMD Radeon R9 290 or greater
Memory	8 GB+ RAM	8 GB+ RAM
Operating system	Windows 10+	Windows 10+
USB ports (Rift)	3 x USB 3.0 ports, plus 1 x USB 2.0 port	1 x USB 3.0 port, plus 2 x USB 2.0 ports
Video output (Rift)	Compatible HDMI 1.3 video output	Compatible HDMI 1.3 video output

NOTE if possible to had a video projector/big flat screen, that in a large scale projection will show the public in general, the video that the user is creating and experimenting in an immersive way.

When the application starts:
Videos are randomized
Credits are shown on the computer screen and VR device, both credits stay for a few seconds while fading out. The credits of the device are also going up, movie style.
The speed that controls the animation of the objects starts with high values and decreases with time.

When the application does not detect movement of the helmet VR:
Starts a 60 second countdown

When motion is detected after 60 seconds:
Non visible videos are Randomized Again
Credits are shown again
The speed that controls the animation of the objects returns to a higher value.

Dynamic changes
All animations respect fixed base values
All animations undergo minor random changes in real time

Optimization:
Videos are paused whenever they are out of view
Objects that display videos are not rendered when out of view

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