

Project Description

You Are X is a minimalist installation and interactive VR simulation in which users embody, in a sequence of scenes, a series of different atomic elements and pieces of matter. These scenes showcase static matter, dynamic cellular life, and chemical reactions.

For each scene, users are transported to an environment where the selected piece of matter would typically be found. In this scene exist hotspots which, when interacted with by the user, reveal information about the material's geographical origin, its current location, the processes required for its extraction and processing, and other information relevant to the material's ecological impact.

The installation requires the user to step onto a platform. Attached to the platform, a simple but dignified monument bears a VR headset. On the other end is a vertical semi-transparent sheet onto which the experience is projected, allowing outside viewers to passively observe the project.

Once the headset is equipped, the user is taken on a journey through the life cycles of several elements. *You Are X* seeks to do away with the limitations of the human eye. The piece seeks to redefine the relationship between user and matter by stripping them of their human perspective and replacing it with that of matter itself. This experience seeks to raise awareness of the path these materials take, from their conception to their unfortunate waste.

Materials

You Are X is both a digital and physical experience, meaning that resources are required in both aspects. As outlined in the budgeting document, the project requires:

Wood. Used in the construction of the platform and monument.

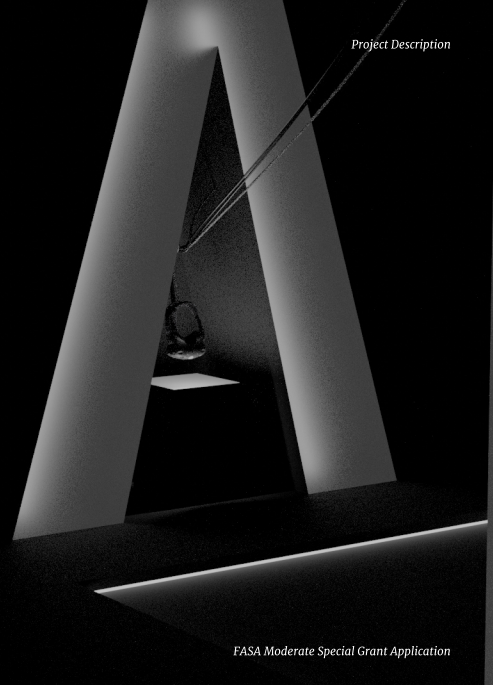
Semi-transparent sheets (acetate). Used for the screen behind the user to project the project onto.

White LEDs. Used in outlining silhouettes of platform and monument.

Projector and sound system. Acquired from the CDA.

VR headset and computer. Acquired from the Sensor Lab.

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FASA Moderate Special Grant Application

Documentation

You Are X's construction is currently being documented on our own website:

<https://exp.v-os.ca/YouAreX>

as well as our Github repository:

<https://github.com/YOU-ARE-X/YOU-ARE-X>

Pictures, videos, and written logs will continue to be added to the website as the project as built.

Community

You Are X aims to tackle a topic relevant to us all – our relationship with matter. The experience this piece offers will motivate meaningful consideration of our treatment of our environment, and broaden viewers' perspective through educative information about material acquisition, transport, processing, and application.

The project will be accessible to the public during its exhibition in Concordia's EV building this December, meaning that Concordia students, staff, and strangers alike will be free to visit and experience *You Are X*.

Team

Catherine Weng

Catherine is a 3D artist with experience ranging from illustration, to modeling, to 3D printing, to tangible media. Her expertise in physical manufacturing is being focused on producing the physical installation for *You Are X*.

Simon Demeule

Simon is a programmer and designer with a specialty in graphics programming. With an interest in complex systems, chemistry, and generative art, Simon is writing visual effects and interactive systems for *You Are X*.

Jennifer Powroznyk

Jennifer is a graphic designer with experience in 3D, conceptual work, interior design, and user interfacing. She is crafting the 3D environments which players will explore through their journey in *You Are X*.

Victor Ivanov

Victor is a designer, web artist, and musician with an interest in all things narrative. His curiosity for strange sounds and game development are serving the project by creating the soundscapes of the microscopic world, and putting together the scenes in *You Are X*.