Anthony Woodward | Critical Commentry

Unlikely Things

Virtual Environment Art

# Introduction

Virtual Environment Art is the term I use to define installation and environment artworks that are accessed through virtual reality. Unlikely Things is a collection of Installation art inspired Virtual Environments for participants to experience through a virtual reality headset. Claire Bishop writes that Installation art refers to a type of art that the viewer physically enters, and that the word installation has expanded to describe “any arrangement of objects in any given space”. The concept of Unlikely Things is a type of art that the viewer *virtually* enters. Installation art separates itself from the installation of art by making the arrangement of the artwork art itself.

# Unlikely Things as Installation Art in the field

# Inspirations

Dis-Place (Wise, 2019) Demonstrating how a real world performance of dance was translated to virtual space and VR, whilst also showing the artistic freedom that was gained by moving it to the virtual world, so performers could pass through the walls of the set

Azure Playkit was a project of my own that started my research into digital art and installation art. The piece was designed to be fully interactive, however it wasn’t installation art itself.

Void – 2020./ Void was a VR experience I created for my final project on my undergrad. Void inspires my current practice as it was my first and only attempt at creating digital environments for virtual reality in unity.

Olaf Eliasson – The Weather Project, Tate Modern 2003.

Olaf Eliasson – The Mediated Motion, Kunsthaus Bregenz, March 2001

Liminal Spaces -

# Creative Strategies

# Bibliography

Bishop, C., 2005. *A Critical History*. London: Tate.

Wise, K., 2019. *Dis-Place*. [Dance].