

## GALERIA PALÁCIO

Lucas Alves Costa

*Um lugar para estar*

July 13 – August 25, 2019

Galeria Palácio is pleased to present *Um lugar para estar*, Lucas Alves Costa's third solo exhibition with the gallery. A virtual reality artwork, a 3D printed sculpture, and a diptych of digital prints are presented.

*Um lugar para estar* (2018–19) simulates a virtual natural environment presented in virtual reality, which is visualized in a first-person perspective. The three-dimensional environment may be visualized on daytime and nighttime incidences of simulated light. "When comparing: the experience of being in a physical natural environment and the experience of being in a virtual natural environment, which replicates a physical natural environment and is visualized through virtual reality. Is it possible for similar emotional results to be obtained?" Lucas Alves Costa said.

Being outdoors, seeing vegetation and the sky, feeling in touch with nature, are associated with high levels of emotional well-being. A close result is expected in a virtual reality experience that simulates a natural environment. Detail-rich, *Um lugar para estar* invites the viewer to interpret the ability of a virtual natural environment to play the same emotional role of a physical natural environment. In the end, the artwork virtually deconstructs the need for physical dimensions to be in a natural environment.

In *Superfície de Um lugar para estar* (2019), a sculpture embodied through 3D printing is presented on a plinth. The portion of space used for the construction of the virtual natural environment introduced in *Um lugar para estar* was materialized into a sculpture. From a small scale, the sculpture proposes the notion of the spatial dimension of the virtual natural environment of *Um lugar para estar*. The artwork exemplifies Lucas Alves Costa's research around notions of space and spatiality. *Superfície de Um lugar para estar* investigates the possibility of digitally modeling a topography with unique characteristics, not based on real data. The sculpture marks the presentation of a new body of work produced by Lucas Alves Costa, which consists of 3D printed sculptures.

*Incidência de luz de Um lugar para estar* (2019) presents a diptych of two digital prints. The digital prints introduce the same portrait screenshotted in the virtual natural environment of *Um lugar para estar*, differentiated by the incidence of simulated light on the virtual environment: daytime and nighttime.