

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 experience with the same title of the exhibition, a 3D printed sculpture, and a diptych of digital prints are presented.

Deconstructing the need for physical dimensions, *Um lugar para estar* (2018–2019) introduces the notion of being present at a natural environment from an experience in virtual reality. Taking as a starting point for the construction of the virtual reality experience, Lucas Alves Costa wrote: “When compared: the experience of being in a natural environment and the experience of being in a virtual environment, which replicates a natural environment – viewed through virtual reality. Is it possible for similar emotional results to be obtained?”

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 an experience introduced in virtual reality, which visually replicates a natural environment. In *Um lugar para estar*, the viewer is invited to perform a self-reflection exercise on the capacity of a virtual environment to play the same emotional role as a natural environment. The relationship between human beings and the physical environment in which he finds himself as a direct influence to define his emotional state.

Terreno (2019), a 3D printed sculpture, is presented on a plinth. The portion of space utilized for the construction of the virtual environment introduced in *Um lugar para estar* was physically materialized in a miniature. From a small scale, *Terreno* proposes to the viewer perception and notion to the spatial dimension of the virtual environment of *Um lugar para estar*. The 3D printed sculpture embodies the possibility of digitally carve a geographical space with unique characteristics.

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