

GALERIA PALÁCIO

Lucas Alves Costa: *Mundo Aberto*

July 21 – September 1, 2018

Galeria Palácio is pleased to present *Mundo Aberto*, Lucas Alves Costa's second solo exhibition with the gallery. A digitally built planet, with a large total area, is presented in virtual reality to the public. As a synthesis of his practice, Lucas Alves Costa explores the notion of spatiality and presence in space: 'Understanding the influence of spatial circumstances on social relations enables the characterization of subjacent factors that directly contribute to the personal construction of each individual.'

Introduced in virtual reality, *Mundo Aberto* (VR, 2017–2018) proposes to the viewer an exercise of free autonomy in space from a moment of complete immersion. In *Mundo Aberto*, the possibility of the spontaneity of action is exercised in a space of virtual dimensions. The virtual reality experience was conceived by Lucas Alves Costa from a written concept, which served as a conceptual, aesthetic, and cognitive protocol for *Mundo Aberto*: 'The human brain's response to the perception and notion of an environment is primarily processed from the light, color, and texture present in a space.'

The virtual reality experience explores the viewer's understanding of the possibility of *Mundo Aberto* being perceptually compelling as a consensus reality. Under first-person view, the simulated planet produces the sensation of being real, with the viewer feeling present in the virtual space. *Mundo Aberto* proposes to the viewer to perform a cognitive analysis around the perception of being physically present in a non-physical environment.

Presented over a plinth, in *Superfície de Mundo Aberto* (2018), a 3D printed sculpture materializes a cutout of the geography of the virtual planet's surface of *Mundo Aberto*. The notion of scale and the similarity ratio between the 3D printed miniature and the planet visualized in virtual reality leads the public to construct a notion of magnitude. *Superfície de Mundo Aberto* physically materializes a small portion of the simulated planet, proposing the viewer to interpret and understand the possibility of an artificial planet being conceived from scratch — without relying on existing universe spatialities. Serving as a corporeal and objectified reference, 3D printing enhances the virtual reality experience presented in *Mundo Aberto*.

Visão Aérea de Mundo Aberto (2018) portrays the surface portion materialized in the 3D print of *Superfície de Mundo Aberto* in a screenshot taken by Lucas Alves Costa inside the virtual environment of *Mundo Aberto*.

Lucas Alves Costa (1996, Porto Alegre, Brazil) lives and works in Porto Alegre.