

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. The viewer is invited to participate in a new immersive experience in virtual reality.

As a central pillar for the construction of the exhibition, Lucas Alves Costa synthesized the concept of *Um lugar para estar* in a personal questioning: 'When compared: the experience of being in a natural environment and the experience of being in a virtual environment, which replicates a natural environment – visualized through virtual reality. Is it possible for similar emotional results to be obtained?'

With a homonymous title of the exhibition, in *Um lugar para estar* (VR, 2018–2019), is introduced to the viewer the notion of being present in a natural environment from an experience in virtual reality – deconstructing the need for physical dimensions. *Um lugar para estar* is presented in two first-person view versions, for the free choice during the experience: daytime and nighttime. The virtual reality experience is simultaneously transmitted to the rest of the public present at the exhibition.

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 reflection exercise on the capacity of a virtual environment to play the same emotional role as a natural environment. The relation 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 geographic 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, perception and notion to the spatial dimension of the virtual environment are proposed to the public. In *Terreno*, Lucas Alves Costa proposes the notion of the possibility of digitally shaping and carving a geographical space with unique characteristics defined by the artist – without using as reference a geographic space already existing in the real world.

In *Incidência de luz em um ambiente virtual* (2019), two screenshots taken by Lucas Alves Costa in the virtual environment of *Um lugar para estar* are presented printed on Foam plates, figuring the two visualization versions proposed in the virtual experience: daytime and nighttime. Both screenshots introduce the same portrait, differentiated by the incidence of simulated light on the virtual environment.

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