



A playful interactive art piece about the future, Oracle presents a virtual walkable street map of Baltimore City, with all buildings removed except the Psychic Reader businesses. The environment will preserve topography and streets so that viewers will explore an eerie, skeletal version of a familiar environment.

Conceptually, Oracle responds to constant media fear mongering about the future of Baltimore. Especially on a national level, the media makes grim predictions about our future, then extrapolates these points until the sensationalist fantasies of non-residents eclipse present-day Baltimore. Oracle's virtual reality environment mimics this by creating a space where Baltimore itself disappears and leaves only room for speculation. Viewers wander between psychic readers with no set goal. The backdrop of the model is empty space, a digital abyss. The spaces for other buildings would be holes showing the backdrop.

Left: A mockup photocollage. Below: Potential gallery install. While one person uses the VR headset, the experience is projected onto the wall behind them.



Oracle

A fantasy world for fantasies
about the future of Baltimore
City.