



The Little Prince Theatre Yao Chen



The Little Prince Theater is a virtual reality project that explored potentials for narrative action on the part of performer on a simulated stage, and and inviting the audience to play an active role in immersive. The work incorporated elements of a traditional children story The Little Prince, written by French writer Antoine de Saint-Exupéry. Three-dimensional videographic scene and spatialized sounds and interaction movements were employed to construct a interactive dreamland from the original story, and can be experienced by the performer and audience concurrently.

While I taking sonography at UIC from theater department, I was impressed by the experiments that set designers are doing with representation a place on stage, boundaries are constantly

being pushed beyond the structural confines of the boards to give audience a better immersive experience. Lighting and sound and site specific shows are incorporate, and now computer graphic and VR technology should participate in the evolving phase of this traditional form of artwork. In a immersive performance in VR environment, audience can fly-through the space and experienced the journey with the Little Prince. And the application of inter-discipline of VR and theatre design also open up endless possibility for designers to create new way of narrative of stories.