

Every four years, the Atacama desert blooms. In 1987, I was there drawing the vast space that surrounded me -these are the drawings you see here. At the time I was a design student at the Architecture School of the Catholic University of Valparaíso, in Chile. Looking at the dramatic contrast between the tiny flowers nearby and the majestic Andes mountains as a backdrop, I started thinking about how we navigate space, following changing patterns that transform according to distance, and how we build our own labyrinths to make sense of the visible world. Through the following years I went on observing how we face reality and associate emotional states with different spaces. UNFOLDING SPACE is the latest iteration of these observations.

# UNFOLDING SPACE

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## **What and Whatnot**

**Unlike other interactive media, UNFOLDING SPACE uses Virtual Reality, which is real-time computer graphics that track the user's motion to position him/her in a constructed space.**

**Virtual Reality is not about pushing buttons to trigger a predefined animation, but a direct visual response to the user's location and motion, drawn in real-time. Therefore, you are invited to explore through movement, slowing down until you find your pace.**

**UNFOLDING SPACE does not use video. All you see is drawn from a computer. It is not an installation either, because it does not use any tangible objects (besides the computer, the tracking system, and the screen, which are not metaphorical as such), and it does not represent a situation or a space, but it is a situation and a space (albeit abstract) which reacts to the user.**

## **Concept**

**UNFOLDING SPACE places us in a world where four dimensions are tied to gesture. The grid in this world allows us to see the form of space, as it responds to such gesture. Moving through the grid is like being inside a flexible labyrinth, where the secret to finding our way lies in the way we move, wearing the space around us.**