

Odyssey

The invitation to create an immersive virtual reality environment derived from the partnership between Itaú Cultural and the HLRS- High Performance Computing Center, University of Stuttgart, in the beginning of 2016.

Technically, the challenge implied in this invitation was to go beyond local possibilities, with the extended resources supplied by this top international computer center in scientific research involving high technology.

In the Art field the challenge was to propose an invention that could be more radical, supported by these resources in a piece that should be, before anything else, a more reflexive and poetical experience.

Long imagined and carefully composed in collaboration with other minds, sensibilities and knowledge- a shared circumstance in pieces like that- the proposed virtuality is ***Odyssey***, developed within a tied technical-creative collaboration with Itaú Cultural.

Odyssey proposes a non-return journey, placed in a day light sky, open and infinite, where a house/cube operates as a transparent spacecraft.

Entrances and exits in each face and an alternate disposition of internal routes, ***Odyssey*** provide the experience of a passageway - physical and subjective – inside a glassy and labyrinthine space, where we could walk with no gravity towards the possible exits of the cube/spacecraft.

Since the first sketches and 3D models, elaborated to investigate the possibilities to virtually wander inside a hyper cube, until reach the current narrative, the technical project gradually showed the need to use the processing provided by the Stuttgart connection.

The own definition of the labyrinths, their location and scale – an aesthetical choice - was in charge of Genetic Algorithms executed by the supercomputer Cray XC-40 from HLRS.

In ***Odyssey***, the application of these algorithms to the possibilities of a narrative that constantly changes the entrances and the set of corridors of the cube/spacecraft, respond to characteristics that are in themselves questions about the conscience and autonomy of computers.

The condition of not being able to return to the already crossed spaces is caused by the own participants, whose steps merciless crush, smash and break the transparent surfaces that subdivide the inner spaces of the labyrinths already crossed, in search of an exit that could bring them back to the sky, always seen through the grid that shapes everything.

There is no other choice than follow ahead, because coming back would mean to be in a disturbing suspension inside the big transparent involucre formed by the cube, broken and empty.

The game is simple but difficult: to enter the sky, cross the labyrinth and go back to the sky...