

ZERO POINT

Immersive and interactive work from the *Labyrinthe du temps*
(*VR headset or computer version*)

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ZERO POINT

User Guide (1)

ZERO POINT

Discover “zero point”, progress according to your choice in this immersive contemporary work of the Labyrinth of Time by Stéphane de Gérando, its different spaces, its 140 paintings, its infinite corridors and teleportations, its floating sculptures and words, a symphony of sounds and colours...

Two modes of use

« Mode libre »

With the option to follow a game

The user controls their visit by moving freely through the Labyrinth with the possibility of participating in a "game" (see paragraph below). The "Corridors" scene features a system of invisible portals designed to produce "non-linear" effects with the aim of disorientating the user. For example, an infinite corridor teleports from one place to another without the user noticing, or sometimes turning three times to the right to return to the starting point!

« Mode démo »

In demo mode, the user follows a predefined route allowing them to visit the entire work at their own pace. They can slow down near singular locations before resuming their cruising speed. Only one joystick is needed to control the journey: forward, backward — pushing the forward button accelerates, reverse decelerates and allows moving backwards.

The different spaces (version 1)

1. « zero point »,
 - with its 9 visual and sound sculptures - Anache, Self-Portrait, The Skull, Equator, Fan, Harpefilatic, The Mique, The Cross, Tentacle
 - and its two doors to pass through to reach the two following spaces: Gallery and Research
2. « Gallery »,
 - with its 9 spaces: corridors (infinite, containing its portals, teleporters), south terrace (above the red room), north terrace, red room, black room, geode, theater, Manifesto, dancer
 - 3. “Research”, with its three gateways to:
 - the library,
 - l’hypersphere of spectra et Entangled,
 - HyperSphere

The game (« game play », touche G, mode libre)

Game 1 – « zero point »

Identify 8 sculptures based on their music:

- Go into the "blue sphere," listen to the music,
- Exit the sphere and find the music again by passing through the corresponding sculpture,
- Your score (positive or negative) depends on the number of hints used.

NGame 22 – « Gallery »

Using the "map and stars," visit the 6 locations in the gallery

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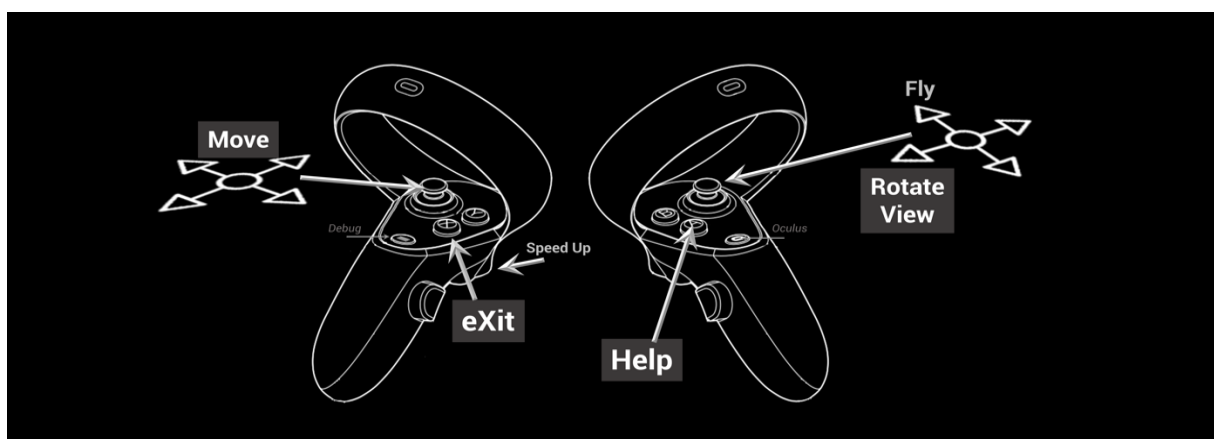
User Guide (2)

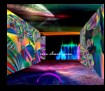
Controllers – computer version via keyboard (standard video game controls)

- Esc: Return to the previous space
- D: Demo on (automatic navigation within the game) / off (free mode)
- G: Gameplay information
- Page Up and Page Down keys, or on Mac, the Fn key with arrow keys: Fly (up/down)
- Four directional arrows
- Shift: Accelerate
- A or F1: Help



Controllers - VR headset version via joysticks



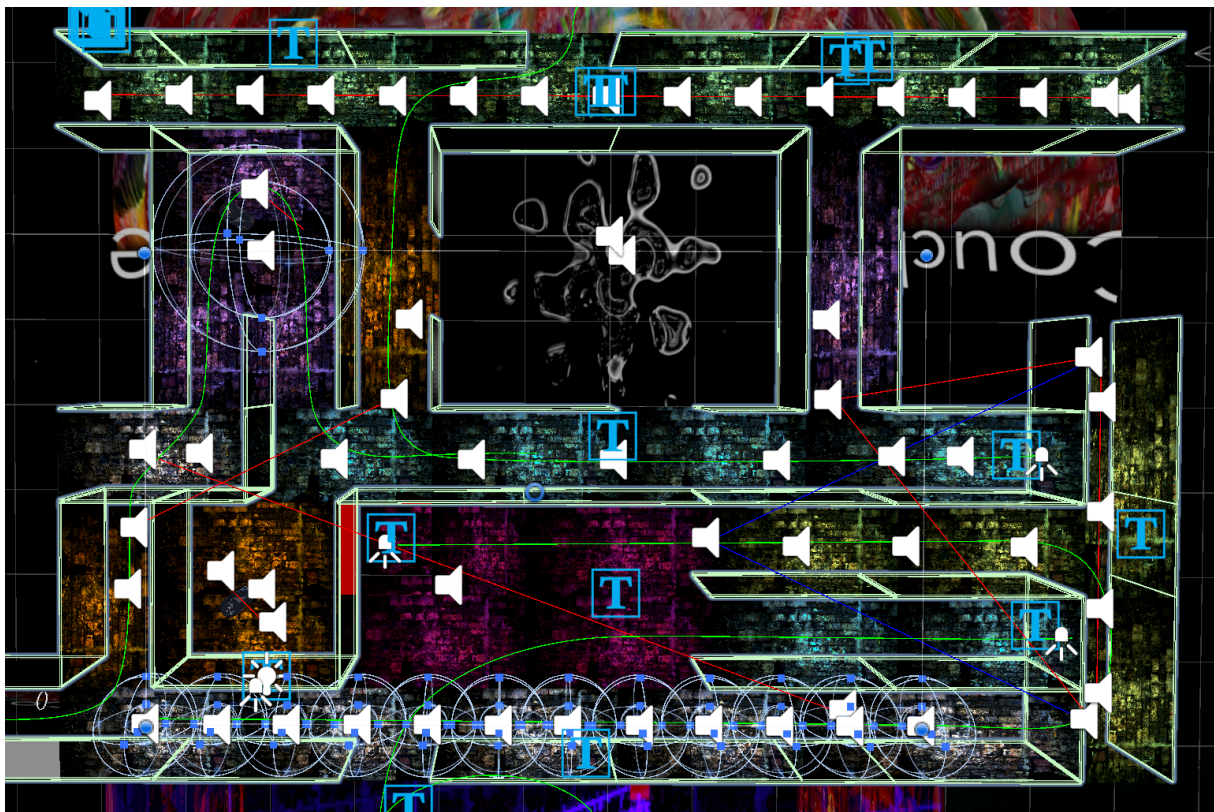


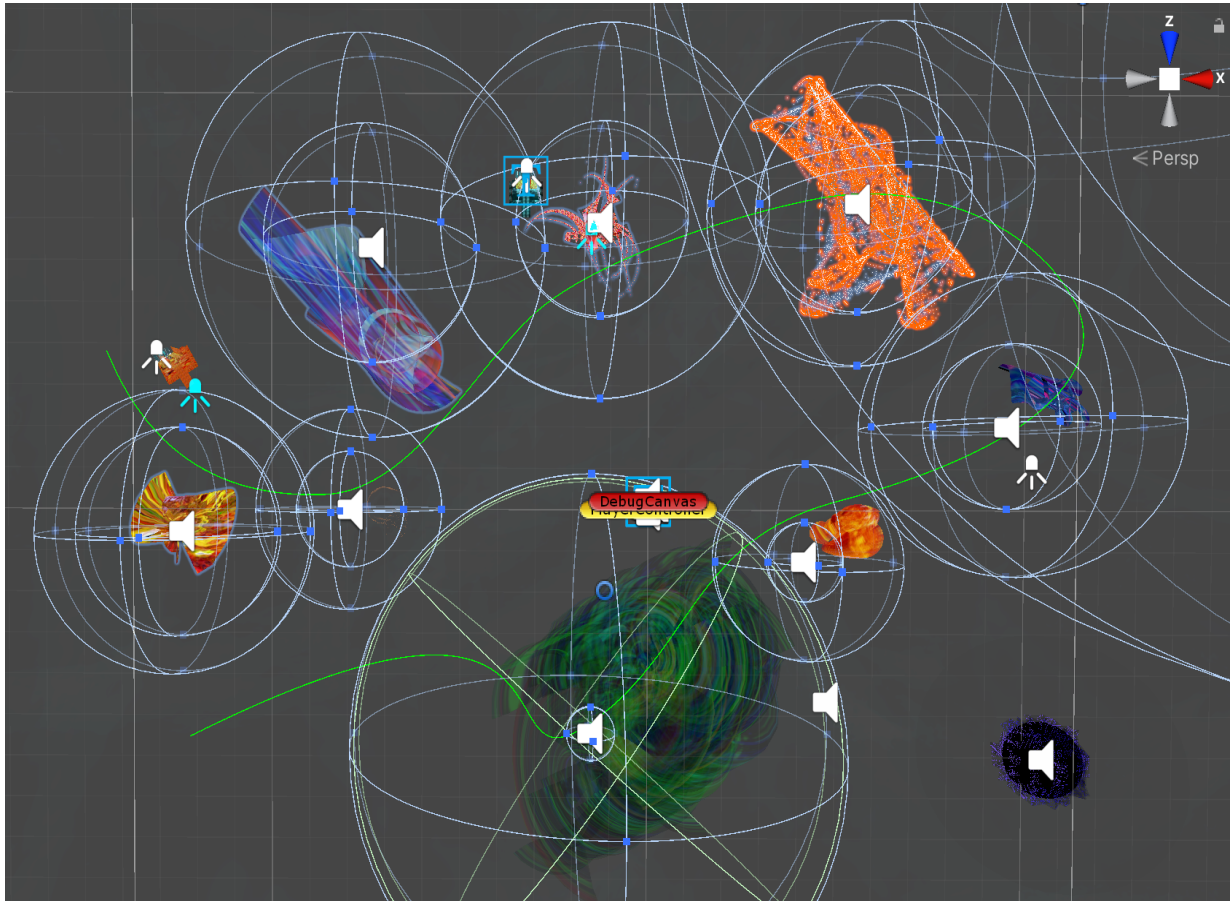
Scenes

- ★ La Géode
- Le Theatre
- Salle Rouge
- Salle Noire
- ★ La Danceuse
- Le Manifeste

Zones

- Intumescence
- Autoportraits
- BlueBird
- Megatron
- Death of LDT





The “gallery”, trajectories within the artwork controlled in real time by the public, with poetic words appearing in labyrinthine corridors.