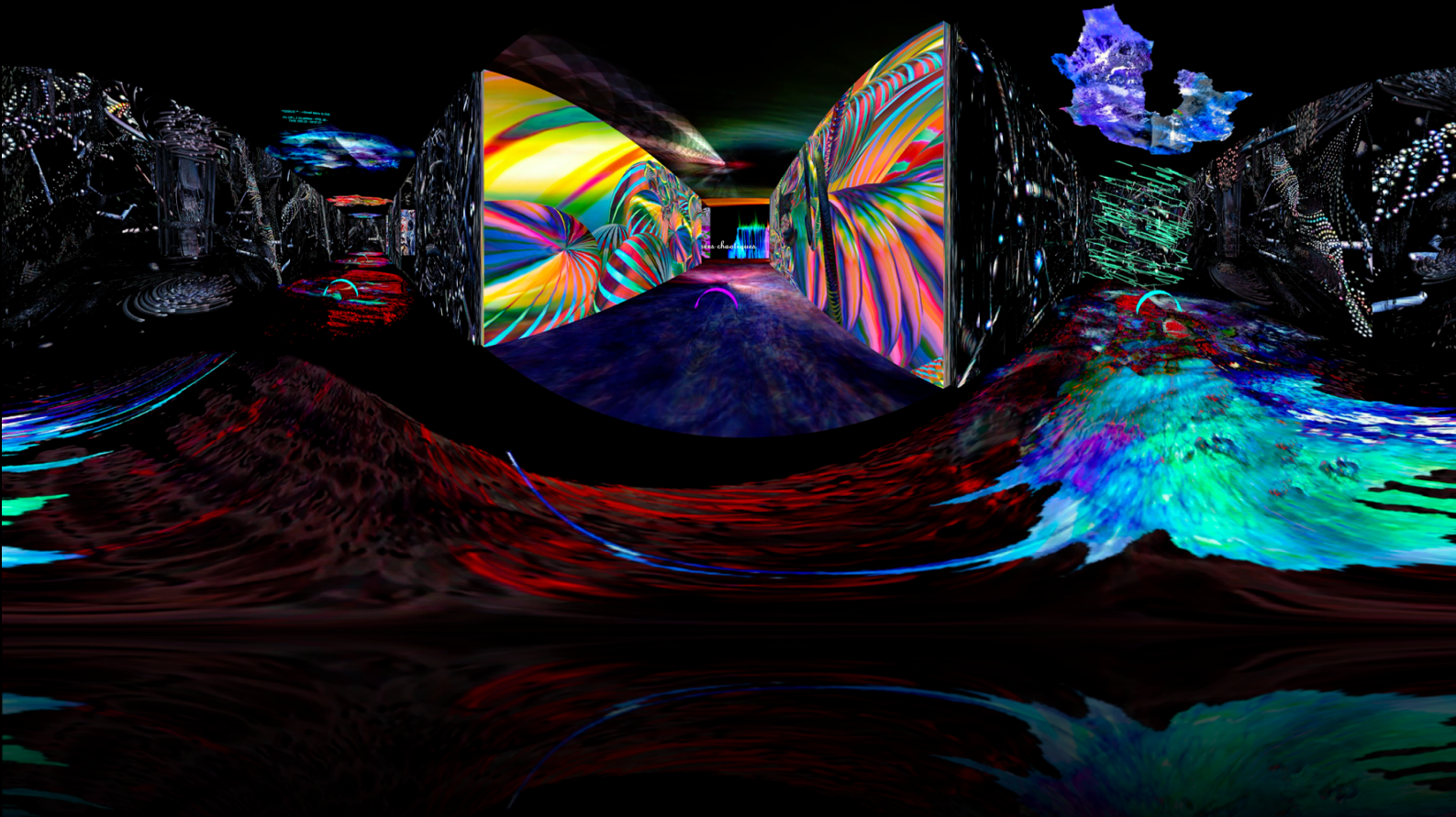


Virtual Reality Time Labyrinth [7/10]

« ZERO POINT »



a world first in the history of LDT
Stéphane de Gérando

• 3icar / icarEditions

*For the first time together in the same space and time,
come and visit in total visual and audio immersion,
with a virtual reality headset or via a computer application,*

the geode and its 140 still images of the Labyrinth of Time

its floating poetic texts,

*its digital and sound sculptures
such as the Mique, the self-portraits, Anache, the Harpefilatique...*

its red and black rooms,

its Theater and LDT Manifesto spaces,

its dancer,

its infinite corridors, portals, and teleporters,

its research space such as the entangled hyperspheres.

The invention of ZERO POINT, the LDT's first virtual reality satellite, marks a turning point in the history of the Labyrinth's creations.

For the first time, by eliminating the notion of distance, this immersive, interactive, and playful (gameplay) component of the Labyrinth offers the means to bring together in one place the uniqueness of the LDT: a symphony of words, images, sounds, gestures, shapes, textures, links between art, research, and transmission, a space for exchange, discovery, and questioning...

ZERO POINT

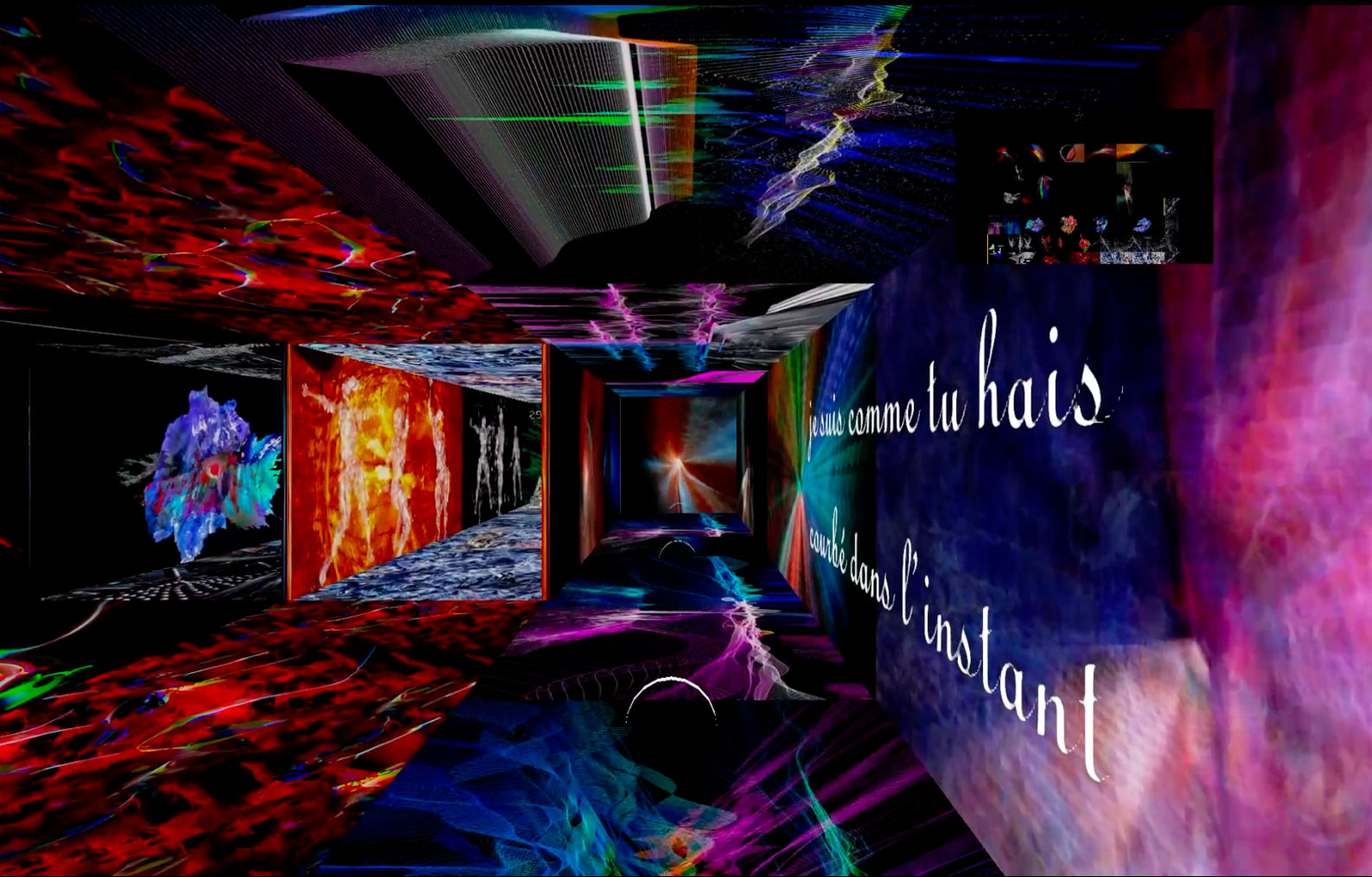
Immersive satellite of the labyrinth of time

Work by Stéphane de Gérando

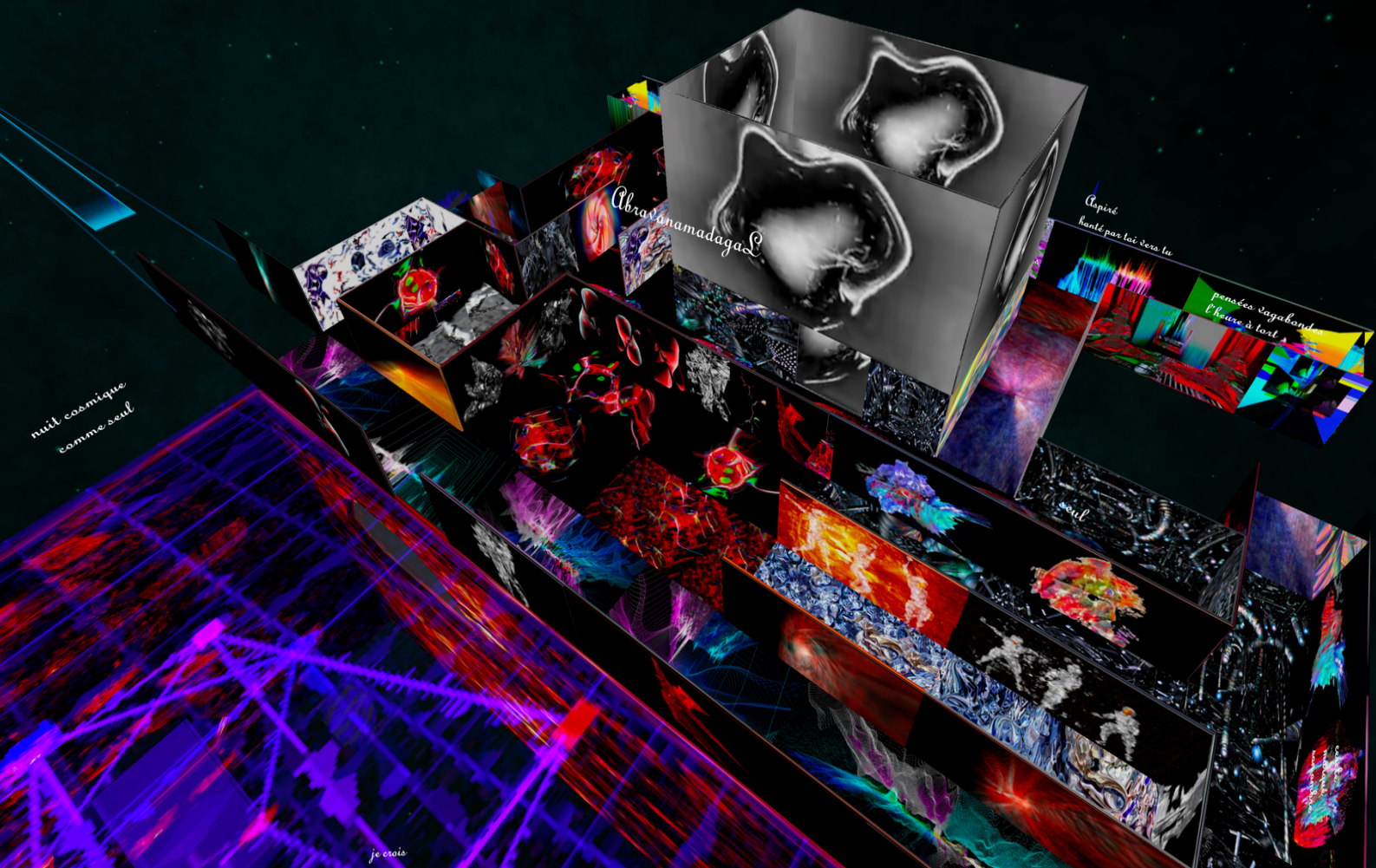
Virtual reality scientific director: Gilles Baroin

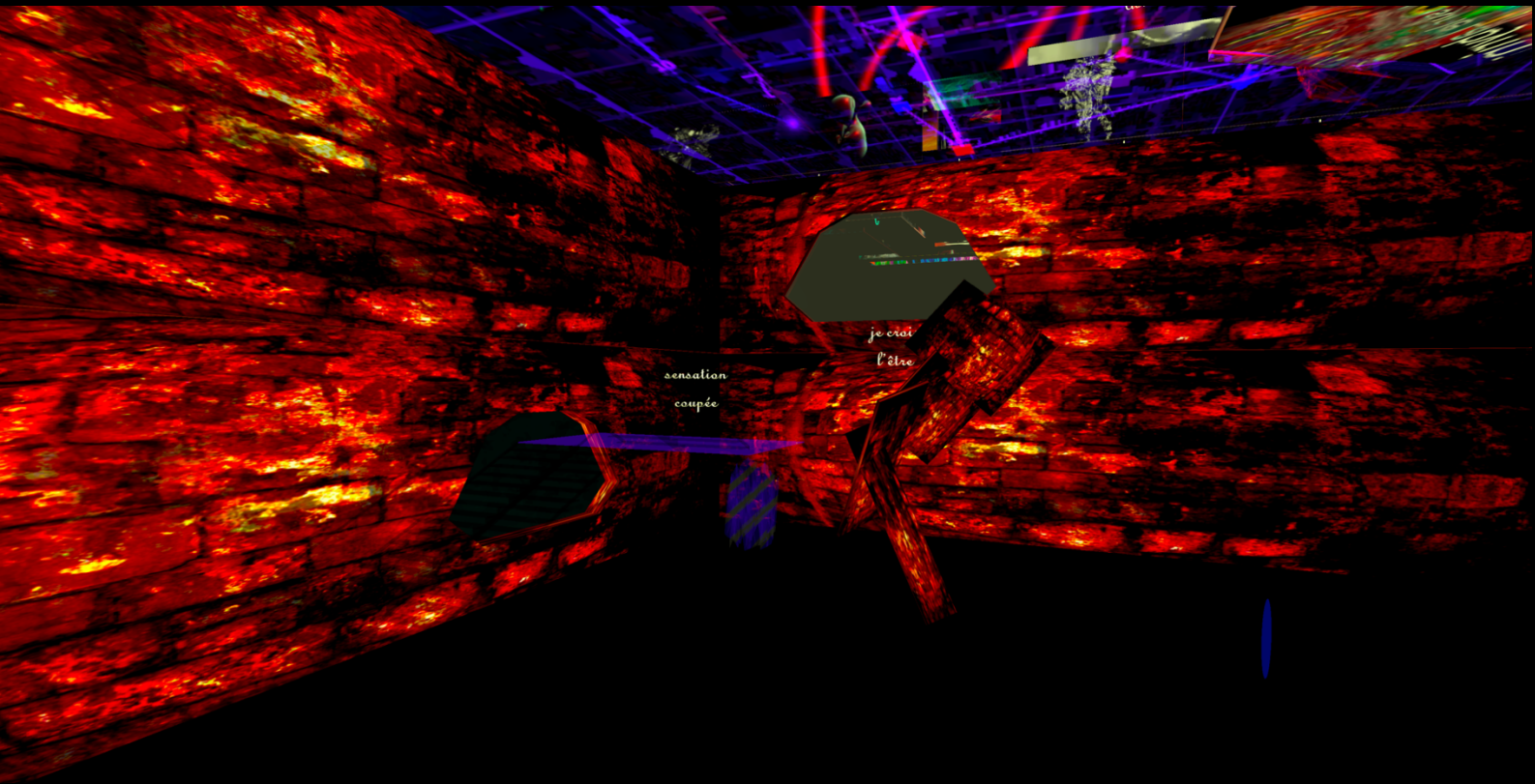
- Contact-

stephane.degerando@gmail.com

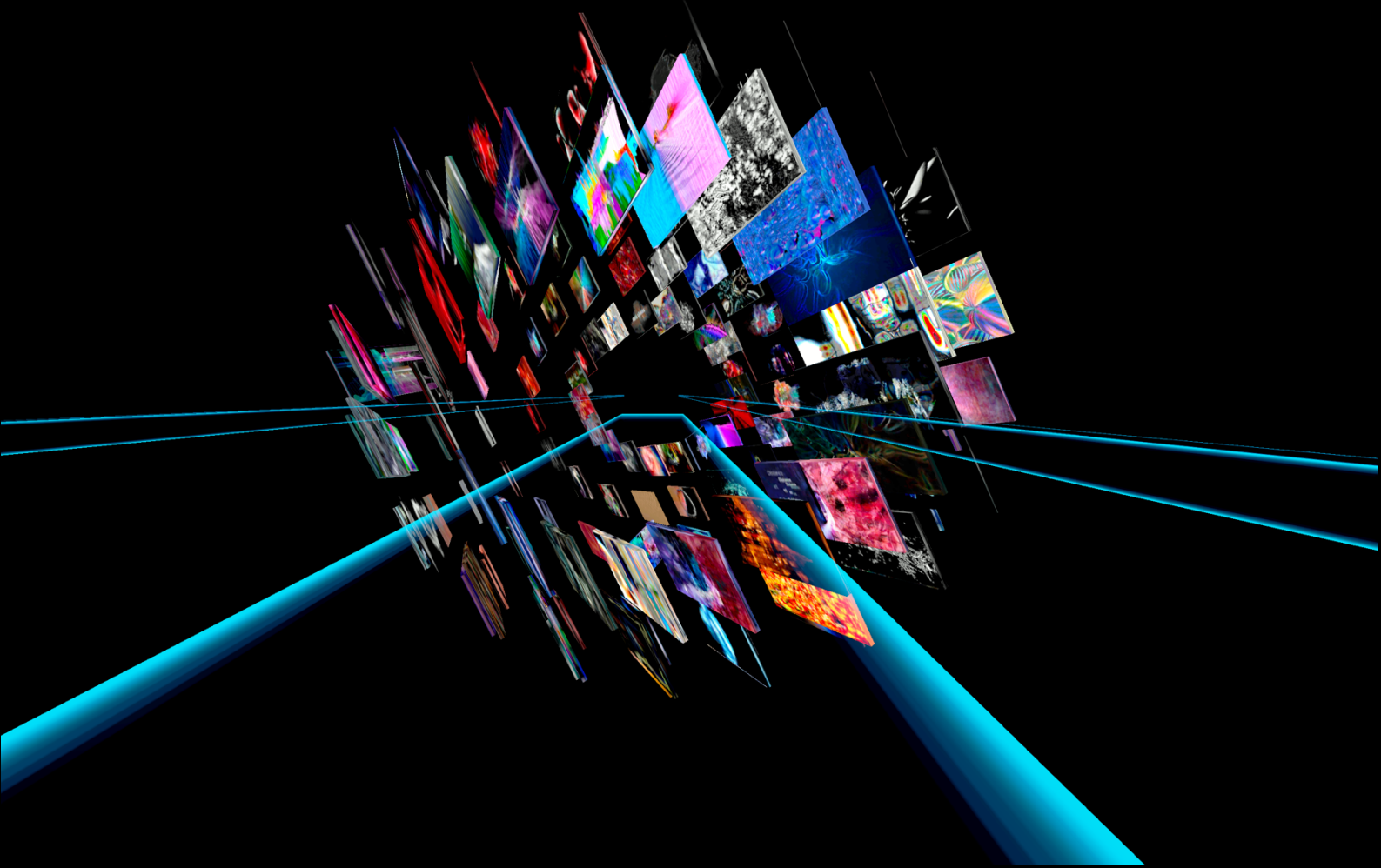


Excerpts from a visitor's journey through the "corridors" of the Labyrinth of Time, music, paintings, texts from the LDT

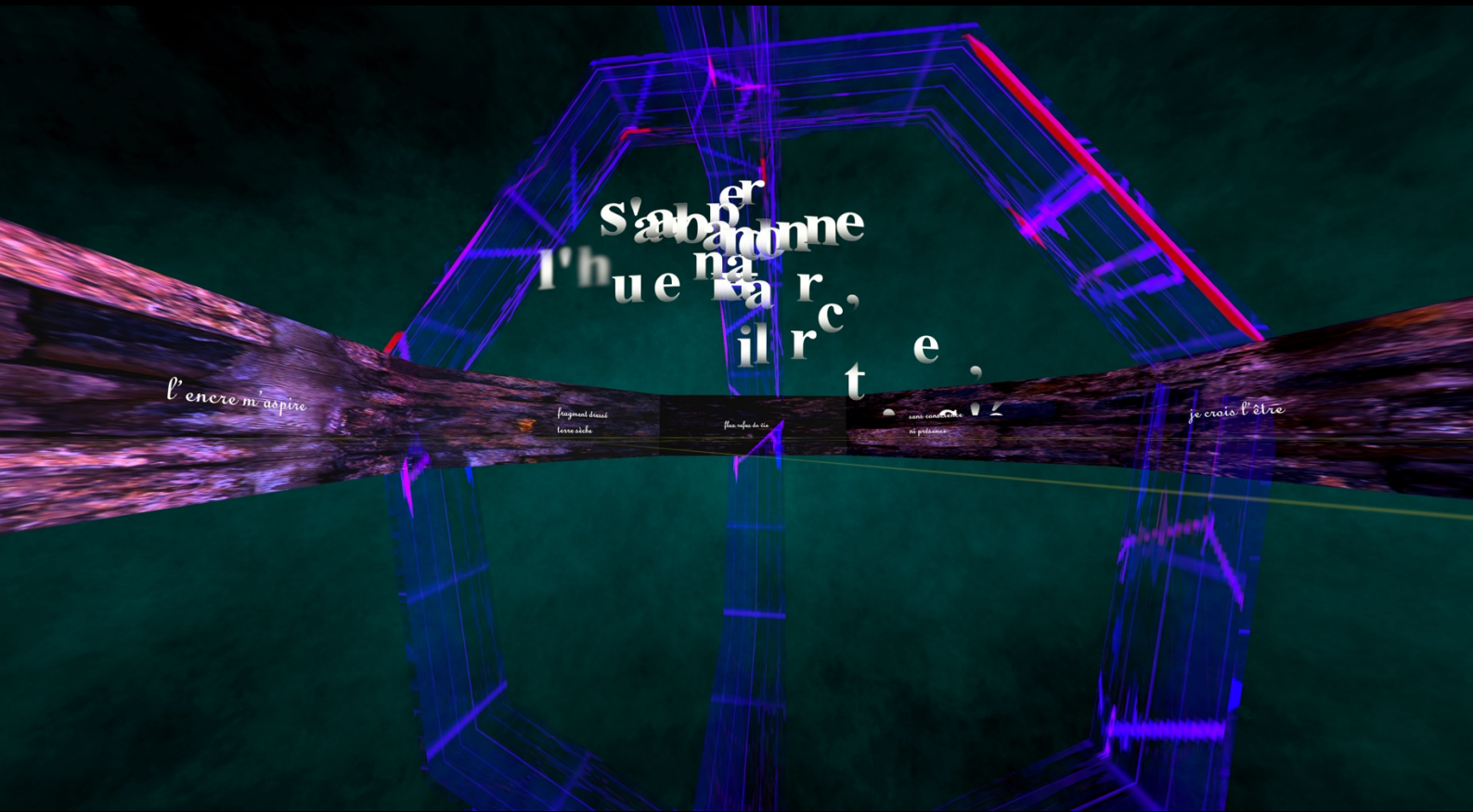




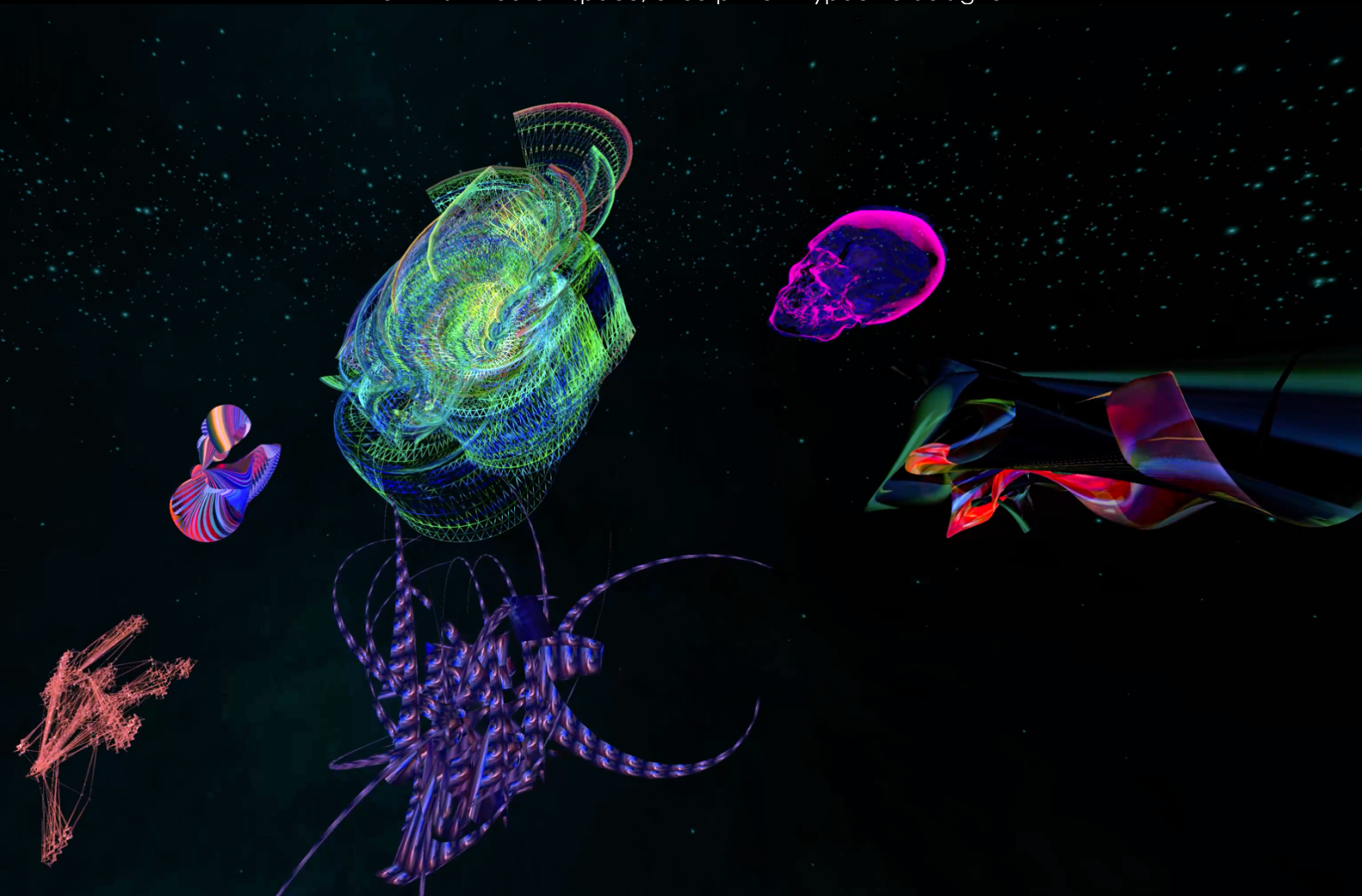
The red room



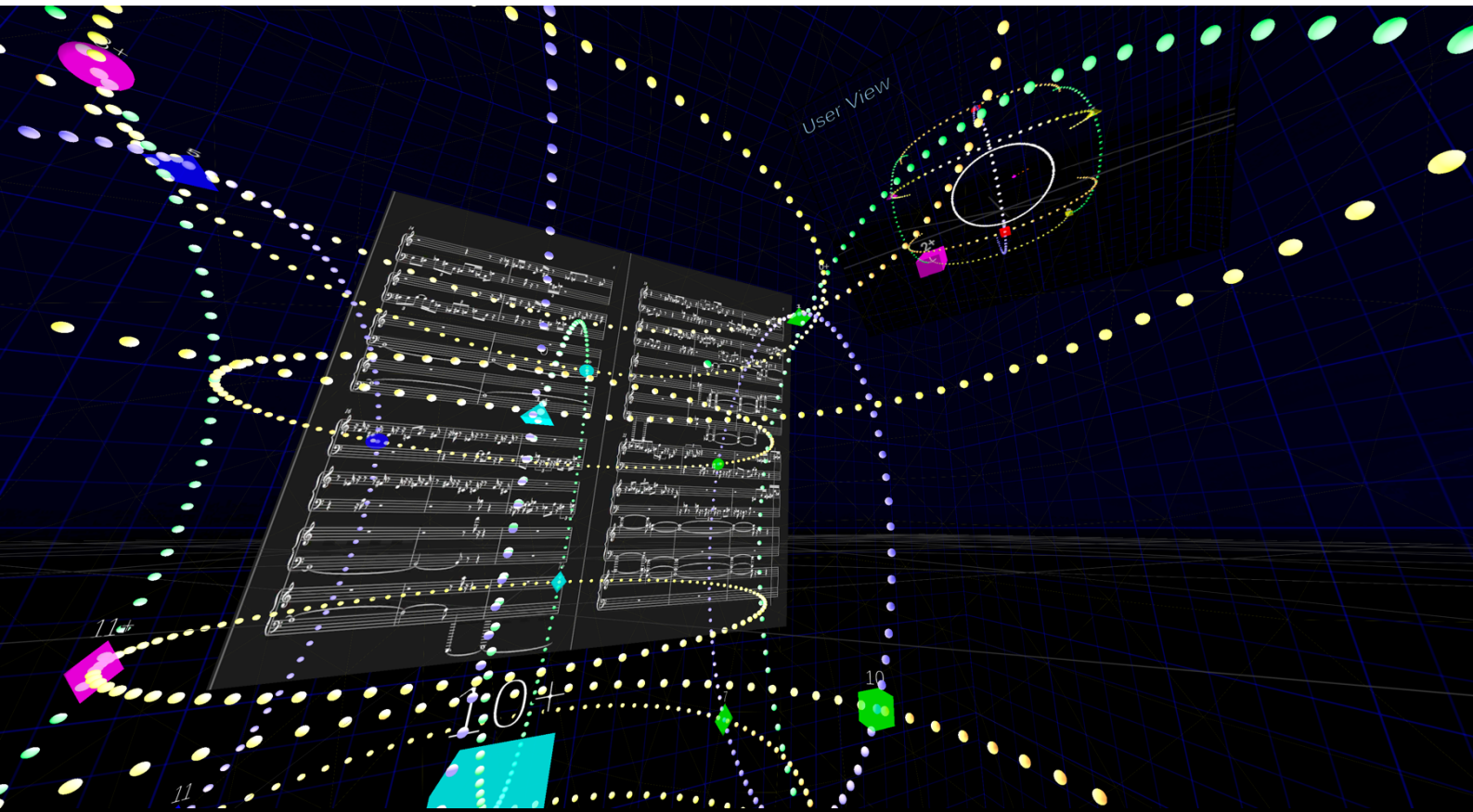
an approach to the geode and its 140 still images from the LDT



the LDT's "Theater" space, excerpt from Typocrite du signe



encounter the sound and visual sculptures of the LDT floating in "point zero" space



Research space, example of interaction between the public and the fourth geometric dimension (world premiere Baroin/de Gérando)

