

FOR AN INSTALLATION OF

ZERO POINT

*A virtual reality work
from the Labyrinthe du temps*

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For the first time united in a single space-time, come and visit in total visual and sonic immersion the geode and its 140 fixed images of the Labyrinthe du temps, its floating poetic texts, its digital and sonic sculptures, its Theatre and Manifesto spaces, its infinite corridors, portals and teleporters...

VERSION

Version 1, 2023–2025

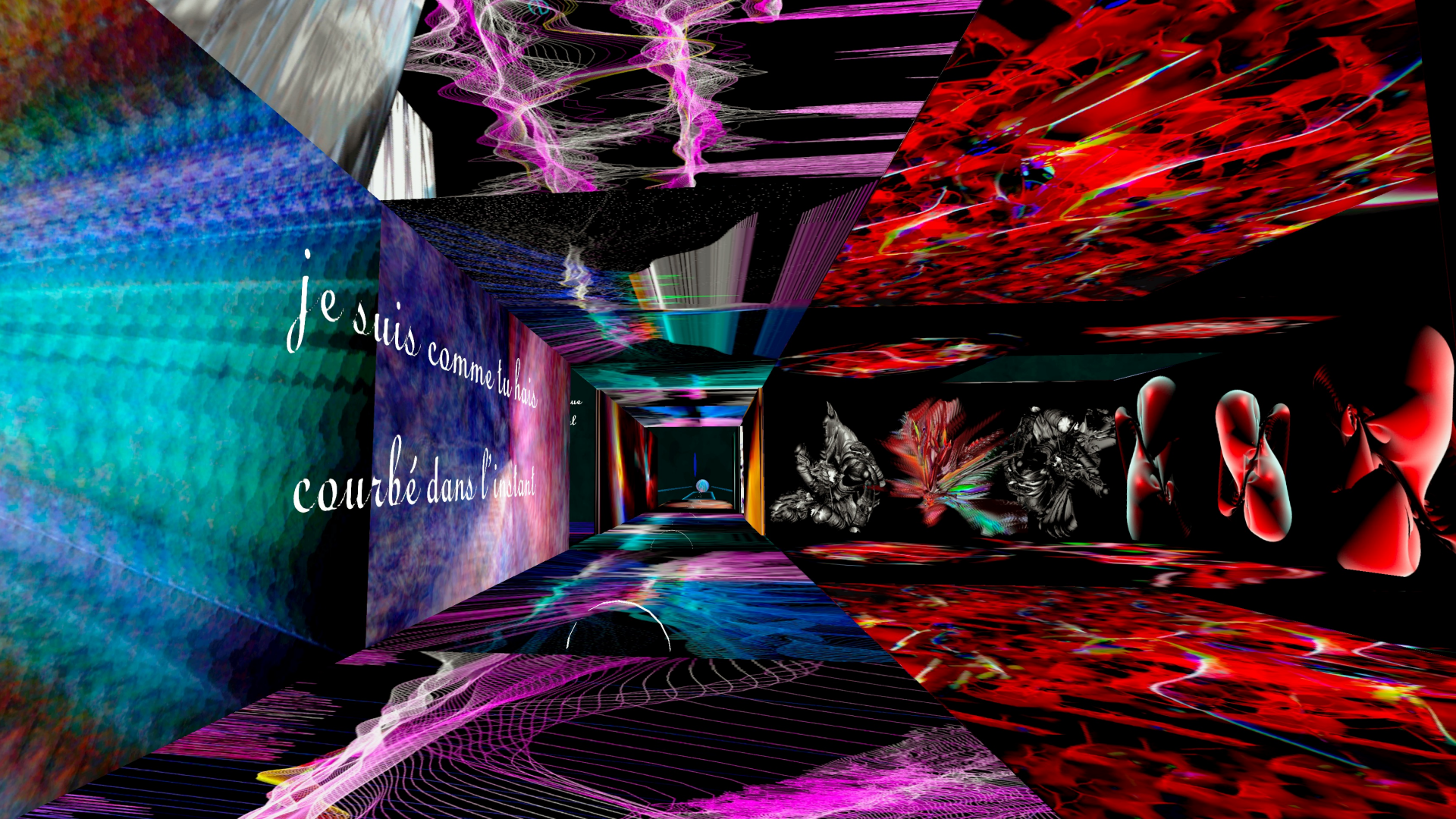
PREMIERE

SIMEC, November 20, 2025, Amiens

TECHNOLOGIES

VR Oculus 2 headset, Unity · 360° video

*je suis comme tu hais
courbé dans l'instant*



The work

Zero Point, the first virtual reality satellite of the LDT, is a turning point in the history of The Maze of Time. By eliminating the notion of distance, this immersive, interactive and playful component brings together in the same space-time the singularity of the work: a symphony of words, images, sounds, gestures, shapes, textures, and creative situations.

The artwork operates in two modes: in free mode, visitors explore the three spaces—Zero Point, Gallery, and Research—using a joystick, traversing invisible portals with non-linear effects (teleportations, infinite corridors, unexpected returns). In demo mode, a predefined path guides visitors at their own pace.

ARTISTIC DIALOGUES

Sculpture

9 visual and sonic forms floating in virtual space, each inhabited by its own musical material.

Music

The LDT works generate a sonic continuum in perpetual transformation, following the visitor's movements.

Choreography

Each gesture, each trajectory of the visitor sculpts a singular space-time.

Architecture

Espace ouvert et bouclé à l'infini, géométrie labyrinthique du « même et du différent ».

Three spaces, nine sculptures

Zero Point

Central space

- 9 visual and sonic sculptures:
- Anache · Autoportrait · Le Crâne
- Équatère · Éventail · Harpefilatique
- La Mique · La Croix · Tentacule
- 2 doors towards Gallery and Research

Gallery

9 distinct spaces

- Infinite corridors, portals, teleporters
- South terrace · North terrace
- Red room · Black room
- Geode · Theatre · Manifesto
- Dancer
- Poetic words in the corridors

Research

3 doors towards:

- The library
- L'Hypersphere of spectra & Entangled
- HyperSphere
- Scientific works of collaborators
- Geometric models in hyperspace

Identification of the work

TITLE	Zero Point
SOUS-TITLE	Immersive and interactive work from the Labyrinthe du temps (VR headset and / or computer version)
ARTIST	Stéphane de Gérando
CONTACT	sdegerando@gmail.com · www.degerando.com
MATERIALITY	Digital elements (algorithms, VR, sounds) and physical equipment (headsets, computing stations)
DURATION	15 to 30 min per visitor (free or demo mode) / continuous (projection or geode version)
PREMIERE	SIMEC — Semaine Internationale de la Music Électroacoustique et de la Création, Amiens, 20 novembre 2025 (auditorium 400 places)

Typical configuration

Auditorium on a single stage, or in a museum or exhibition hall — 4 simultaneous stations (tested SIMEC 2025)

1st and 2nd station

2 VR headsets

Two Oculus/Meta Quest headsets
Free exploration or demo
Minimum 9 m² (3x3 m) on stage or in the room, clear floor
2 electrical outlets

3rd station

Computer + Large Screen TV

Mac or PC · Mouse & keyboard
Large TV screen (HDMI)
Headphones
Table - chair
~6 m² on stage or in the auditorium

4th station

Computer + video projector + large screen + sound system = Public screening

Computer,
High-powered video projector (over 7000 lumens)
Very large screen (auditorium or cinema type),
Sound system in the room for the audience
Moderate brightness acceptable depending on the video projector's power (it is important that the audience is immersed in the image)
Enables group presentations

Alternative configurations

Simple setup 1 VR Headset only

- 360° film automatic visit or free mode with joystick (Meta Quest)
- Min. 9 m² (3×3 m) per station, clear floor
- Partial darkness recommended
- 1 standard power socket

Simple setup 2 Computer + large screen

- Mac or PC · Mouse and keyboard
- Large TV screen or video projector (HDMI)
- Stereo sound system
- ~6 m² · Moderate lighting acceptable

Configuration 3 Geode / Dome

- 360° film — dome projection
- Immersive large-audience format
- On request / specific quote

LOGISTICS

SPACE

Room ≥ 60 m²

ELECTRICITY

3 to 5 power sockets

TEAM

1 mediator / technician

SETUP

½ day to 1 day with testing depending on configuration

COLLABORATIONS

Cf. publication Springer Nature MCM 2026

Two modes of use

FREE MODE

With game option

The user controls their visit by freely exploring the Labyrinth, with the option to participate in a "game."

The "Corridors" scene features a system of invisible portals designed to produce non-linear effects intended to disorient the user—endless corridors, teleportations, and unexpected returns.

GAMES (key G)

Game 1 — Zero Point: Identify 8 sculptures from their music via the blue sphere.

Game 2 — Gallery :

Visit the 6 gallery locations guided by the map and stars.

DEMO MODE

Guided journey

The user follows a predefined route, allowing them to explore the entire artwork at their own pace.

They can slow down near specific points of interest and then resume their normal speed.

A single joystick is all that's needed to control the journey: forward, backward—pushing the forward button accelerates, while pushing backward decelerates and moves backward.

Keyboard & Joysticks

COMPUTER VERSION — KEYBOARD

Esc	Return to the previous space
D	Demo mode on (automatic journey) / off (free mode)
G	Game play information
Page Up / Down	Fly — up / down (on Mac: fn + arrow keys)
4 flèches	Movement
Shift	Accelerate
A ou F1	Help

VR HEADSET VERSION — JOYSTICKS

Joystick G	Forward / backward · Turn
Joystick D	Up / down · Move
Gâchette G	Interact with objects
Gâchette D	Select / confirm
Bouton A	Demo mode on / off
Bouton B	Help / menu

Discover Zero Point

→ [Zero Point Teaser — 360° video excerpt](#) *(Chrome browser recommended)*

<https://youtu.be/R6XVwkDYe-A>

→ [Simulation d'installation muséale — Labyrinthe du temps avec Zero Point \(vidéo 360°\)](#)

https://youtu.be/QMy6Uq7_x40

→ [Labyrinthe du temps in virtual reality — Zero Point \(website\)](#)

<http://www.degerando.com/fr/vr.html>

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