

FOR IMMEDIATE RELEASE

## ArtScience Museum reimagines videogames with new exhibition *Virtual Realms: Videogames Transformed*

*Overcoming the challenges of the pandemic, the  
exhibition makes its global premiere in Singapore*

**SINGAPORE** (9 June 2021) – Visitors will be transported to a new dimension at ArtScience Museum’s latest exhibition, *Virtual Realms: Videogames Transformed*. Making its international debut in Singapore on 12 June, the exhibition showcases videogame creativity in six new installations that reshape how games can be experienced in virtual and physical realms.

Co-curated by celebrated game designer Tetsuya Mizuguchi, in collaboration with the Barbican in London, *Virtual Realms* is a co-production with ArtScience Museum and Melbourne Museum.

The new artworks presented in *Virtual Realms* are conceived by some of the world’s leading videogame developers, **KOJIMA PRODUCTIONS** (makers of *DEATH STRANDING*), **Enhance** (Tetsuya Mizuguchi and team behind *Rez Infinite*), **thatgamecompany** (authors of the game, *Sky: Children of the Light*), **Tequila Works** (the studio that made *RiME*), **Media Molecule** (creators of *Dreams*) and **David OReilly** (creator of the game, *Everything*).

They have each developed a newly commissioned installation inspired by these games, working in collaboration with the media artists and design studios, **Rhizomatiks**, **FIELD.IO**, **The Mill**, **Marshmallow Laser Feast**, **onedotzero** and **The Workers**.

The immersive exhibition introduces visitors to new ways of approaching and enjoying videogames through six key themes – SYNESTHESIA, UNITY, CONNECTION, PLAY, NARRATIVE and EVERYTHING. Appendix I has full details of each of the interactive experiences.

“*Virtual Realms* is a multi-sensorial, interactive presentation of artworks inspired by videogames. To present the global premiere of this extraordinary exhibition at ArtScience Museum, we had to work together with our colleagues at the Barbican, and all the game designers and artists in the exhibition, on overcoming a myriad of challenges presented by the Covid-19 pandemic. Whilst the pandemic is a global event, it has the curious effect of making us feel less connected to the rest of the world, due to border closures and restrictions on travel. So, international endeavours like *Virtual Realms* feel more important than ever, especially as this exhibition showcases artworks that are fundamentally about forging deep connections between people. We are immensely grateful to our partners for working so hard to allow our visitors in Singapore to step inside these six stunning installations. We hope to share that contemporary videogames transcend entertainment, and can be powerful mediums of

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exchange, creativity, collaboration and connectedness,” said Honor Harger, Executive Director of ArtScience Museum.

“*Virtual Realms* transforms the concepts and creativity of videogames into six experiential realms. We are really excited to finally bring *Virtual Realms* to life and invite the public to activate these works. Collaboration is at the heart of this exhibition, with our co-producers ArtScience Museum and Melbourne Museum working together with the Barbican on the exhibition’s production across time zones and locations, as well as six new collaborative partnerships being formed between leading game designers and cutting-edge media artists. What’s also key is the collaboration between the creators of these experiences and their audience – for it is only through interaction and play that these artworks truly take form and become transformative. We hope game connoisseurs and gallery visitors alike find in *Virtual Realms* a platform to discover videogame creativity anew: as an artform in its own right, a powerful medium of our time, and a playful collaborative experience beyond the constraints of a virtual world,” said Patrick Moran, Co-curator and Acting Co-Head of Barbican International Enterprises.

“It has truly been an honour to serve as guest curator for *Virtual Realms*, work alongside the Barbican team, Chiara Stephenson, and build the exhibition together with the game developers and media artists. When the Barbican first approached me about *Virtual Realms*, I took immediate interest and knew I wanted to be involved. From my own experience, I’ve seen and continue to learn how the pairing of game developers and media designers open up so much potential for new ways to play, connect, experience, and more. This exhibition is only the beginning of something much bigger – it paves the way for a future where the world of games spills out beyond the screen,” said Tetsuya Mizuguchi, Co-curator of *Virtual Realms* and Founder of Enhance.

The exhibition design of *Virtual Realms* enhances the immersive quality of the show, and was created by celebrated stage designer, Chiara Stephenson, who has worked with performers such as Bjork, The xx and Lorde, as well as theatres such as Donmar Warehouse, Bristol Old Vic and Leipzig Opera House. The graphic identity of the exhibition is by Stinsensqueeze.

Complementing the *Virtual Realms* is a lineup of unique programmes curated by ArtScience Museum designed to showcase how videogames can connect the virtual and physical worlds.

## **Complementary programmes to *Virtual Realms***

In conjunction with the launch of *Virtual Realms*, ArtScience Museum is presenting *Expanded Realities Conversations*, a new series of talks for *ArtScience at Home*, the museum’s online programme. *Expanded Realities* will feature artists, technologists and storytellers from around the world, who are creating art that features virtual reality, augmented reality, and extended reality technologies.

The first talk in the series will take place on 17 June 2021 and features Tetsuya Mizuguchi, game designer and co-curator of *Virtual Realms*. He will be in conversation with Patrick Moran, co-curator of *Virtual Realms*. Together they will explore how the collaborations in *Virtual Realms* push the boundaries of videogames, paving the way for a future that takes games beyond the screen and into the physical world. This first session of *Expanded Realities*

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*Conversations* will be livestreamed on ArtScience Museum’s website, Facebook page and YouTube channel.

ArtScience Museum is also creating a series of hands-on workshops which enable visitors to learn more about making games. The “*Draw Your Own Game*” workshop for children aged 9 and above will take place on selected dates in September and invites young visitors to let their imagination run wild by conceiving and drawing their own game, before taking it into the digital realm.

Beyond these events, visitors can look forward to tours and school programmes which will be made available throughout the run of the exhibition. An initial listing of complementary programmes to *Virtual Realms* is as follows:

## Public programmes:

Date and time:	Programme and description:	Remarks:
17 June 2021 (Thu), 8pm – 9pm	<b>Expanded Realities Conversations with Tetsuya Mizuguchi and Patrick Moran</b>  In the first session of the online talk series, <i>Expanded Realities Conversations</i> , celebrated game designer Tetsuya Mizuguchi will introduce his own work, and the artworks showcased in <i>Virtual Realms</i> . He will highlight the works of a range of videogame developers who are exploring videogames as a form of contemporary media art. Mizuguchi will also outline how collaborations such as the ones showcased at <i>Virtual Realms</i> push the boundaries of videogames.  The session of <i>Expanded Realities Conversations</i> will also feature Patrick Moran, co-curator and Acting Co-Head of Barbican International Enterprises.	The session will be livestreamed on ArtScience Museum’s official <a href="#">Facebook account</a> and <a href="#">YouTube channel</a>
25 June (Fri)	<b>Virtual Tour of <i>Virtual Realms</i></b>  Created by ArtScience Museum for a global audience, this online exhibition tour will take viewers through the six immersive realms at the exhibition. It is hosted by the	The virtual tour will be made available on ArtScience Museum’s official Facebook account and YouTube channel

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	Museum's Education Specialist, Radhiah.	
2 and 16 July, 4pm – 5pm  9 and 30 July, 6pm – 7pm	<p><b>Guided Tour of <i>Virtual Realms</i></b></p> <p>On-site guided tours through <i>Virtual Realms</i> will commence in July. On the tour, visitors will learn how gaming has evolved into an entirely new artform. The tour will show how contemporary game designers are enabling audiences to experience the story-worlds, aesthetics and ideas of videogames in cutting-edge new ways.</p>	<p>\$5 per participant. Up to 10 participants. This does not include entry to <i>Virtual Realms</i>. Same-day exhibition ticket to <i>Virtual Realms</i> must be purchased separately and presented before the tour.</p> <p>The tour will be conducted using transmitters which will be sanitised before and after each tour.</p>
23 July (Fri), 4pm – 5pm	<p><b><i>Virtual Realms</i> Tour with Dina Abdul Razak</b></p> <p>Explore <i>Virtual Realms</i> with avid gamer and ArtScience Museum's Assistant Manager for Programmes, Dina Abdul Razak. Dina develops education programmes and interpretive activities to create engaging, participatory experiences for visitors of all backgrounds and ages.</p> <p>An enthusiastic game player herself, Dina will lead visitors on an experiential walkthrough of the exhibition that showcases the exciting collaborations between game developers and media artists. She will illustrate how the large-scale, immersive installations in the six thematic realms playfully transport videogames from the screen into the galleries.</p>	<p>\$5 per participant. Up to 10 participants. This does not include entry to <i>Virtual Realms</i>. Same-day exhibition ticket to <i>Virtual Realms</i> must be purchased separately and presented before the tour.</p> <p>The tour will be conducted using transmitters which will be sanitised before and after each tour.</p>
7 and 8 September, 2pm – 3pm	<p><b>Draw Your Own Game</b></p> <p>This workshop for children enables younger visitors to gain an insight into some of the creative processes required to create videogames.</p>	<p>\$5 per participant. Up to 10 participants on a first-come, first-served basis. Recommended for 9 years old and above.</p>

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	<p>This hands-on session involves participants developing a simple game by drawing. They will then make it a reality by transforming into a digital game using an app. In this workshop, children can let their imagination take them on an adventure. Now, who's game?</p>	
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## School programmes:

Programme and description:	Remarks:
<p><b>ArtScience at School: <i>Virtual Realms</i></b></p> <p>ArtScience Museum's newest education initiative is an online programme that brings stimulating content into classrooms virtually while making the experience as close to an on-site visit.</p> <p>The session will begin with an easy-to-follow hands-on activity, followed by a part-by-part presentation to introduce each realm at the exhibition before ending with a Q&amp;A session.</p>	<p>Conducted online.</p> <p>Interested schools can email to <a href="mailto:MuseumGroupBooking@marinabaysands.com">MuseumGroupBooking@marinabaysands.com</a> for more information.</p>
<p><b>Play with Coding</b></p> <p>Leap into the world of programming as we explore the basic concepts of coding.</p> <p>Through interactive activities conducted during this workshop, participants will discover how coding can be used to tackle the problems in our daily lives.</p>	<p>Interested schools can email to <a href="mailto:MuseumGroupBooking@marinabaysands.com">MuseumGroupBooking@marinabaysands.com</a> for more information.</p>

## Dates and Tickets

*Virtual Realms: Videogames Transformed* will run from 12 June 2021 to 9 January 2022 at ArtScience Museum before embarking on its global tour.

Tickets are now available for purchase at all Marina Bay Sands Box Offices and website. Terms and Conditions apply.

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Ticket prices as follows:

	STANDARD TICKET (SGD)	SINGAPORE RESIDENT (SGD)
<b>Adult</b>	19	16
<b>Concession</b>	14	12
<b>Family package (2 kids &amp; 2 adults)</b>	54	45

*Virtual Realms* is made possible with the support of HP Inc., Vicon, Epic MegaGrants and London Symphony Orchestra.

For more information, please visit <https://www.marinabaysands.com/museum>

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## **About Marina Bay Sands Pte Ltd**

Marina Bay Sands is the leading business, leisure and entertainment destination in Asia. It features large and flexible convention and exhibition facilities, more than 2,500 hotel rooms and suites, the rooftop Sands SkyPark, the best shopping mall in Asia, world-class celebrity chef restaurants, a theatre and an outdoor event plaza. Completing the line-up of attractions is ArtScience Museum at Marina Bay Sands which plays host to permanent and marquee exhibitions. For more information, please visit [www.marinabaysands.com](http://www.marinabaysands.com).

## **About ArtScience Museum**

ArtScience Museum is a major cultural institution in Singapore that explores the intersection between art, science, technology and culture. It is the cultural component of Marina Bay Sands. Since its opening in February 2011, ArtScience Museum has staged large-scale exhibitions by some of the world's major artists, including Leonardo da Vinci, M.C. Escher, Salvador Dalí, Andy Warhol and Vincent Van Gogh, as well as exhibitions that explore aspects of science and technology – including particle physics, big data, robotics, palaeontology, marine biology and space science. For more information, please visit [www.marinabaysands.com/museum.html](http://www.marinabaysands.com/museum.html)

## **About the Barbican**

A world-class arts and learning organisation, the Barbican, London pushes the boundaries of all major art forms including dance, film, music, theatre and visual arts. Its creative learning programme further underpins everything it does. Over 1.1 million people attend events annually, hundreds of artists and performers are featured, and more than 300 staff work onsite. The architecturally renowned centre opened in 1982 and comprises the Barbican Hall, the Barbican Theatre, The Pit, Cinemas One, Two and Three, Barbican Art Gallery, a second gallery The Curve, foyers and public spaces, a library, Lakeside Terrace, a glasshouse conservatory, conference facilities and three restaurants. The City of London Corporation is the founder and principal funder of the Barbican Centre.

The Barbican is home to Resident Orchestra, London Symphony Orchestra; Associate Orchestra, BBC Symphony Orchestra; Associate Ensembles the Academy of Ancient Music and Britten Sinfonia, Associate Producer Serious, and Artistic Partner Create. Our Artistic Associates include Boy Blue, Cheek by Jowl, Deborah Warner, Drum Works and Michael Clark Company. The Los Angeles Philharmonic are the Barbican's International Orchestral Partner, the Australian Chamber Orchestra are International Associate Ensemble at Milton Court and Jazz at Lincoln Center Orchestra are International Associate Ensemble.

Find us on [Facebook](#) | [Twitter](#) | [Instagram](#) | [YouTube](#) | [Spotify](#)

## **About Barbican International Enterprises**

Barbican International Enterprises (BIE) is a world leading creator of internationally touring exhibitions and experiences that aim to reframe visitors' understanding of familiar subjects and explore some of the most challenging and inspirational topics in the world today.

With a focus on contemporary culture, emerging technology and digital creativity, BIE create holistic environments in which contemporary art, immersive experiences, historical artefacts, design, videogaming, and music provide the

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platform for a creative exploration of essential narratives. Previous shows by the team include *AI: More than Human* (2019), *Into the Unknown: A Journey through Science Fiction* (2017), and *Digital Revolution* (2014).

## **About Melbourne Museum**

Melbourne Museum is the largest museum in the Southern Hemisphere, offering unparalleled insight into Victoria's histories, cultures and natural environment from a range of perspectives. Behold globally-recognised exhibitions such as *First Peoples*, *Te Vainui O Pasifika*, *Bugs Alive!*, *600 Million Years*, *The Mind*, *Dinosaur Walk*, and *Forest Secrets*, along with brilliant temporary and touring exhibitions from near and far.

Located in the iconic Carlton Gardens and designed by Denton Corker Marshall, this iconic structure houses spaces such as Bunjilaka Aboriginal Cultural Centre, Te Pasifika Gallery, the Forest Gallery, the Science and Life Gallery, the Melbourne Gallery and the Pauline Gandel Children's Gallery.

Museums Victoria is the umbrella organisation for Melbourne Museum, Scienceworks, Immigration Museum and IMAX Melbourne, as well as Museums Victoria's largest collection item, the iconic UNESCO World Heritage-listed Royal Exhibition Building. Attracting in excess of 2 million visitors across all its venues, Museums Victoria is one of the most popular tourism attractions in Victoria.

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**For hi-res images, please click [here](#).** (Credit as indicated in the captions)

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## APPENDIX I

### SYNESTHESIA

#### **Rezonnance, 2021**

By Enhance (game developer) and Rhizomatiks (media designer)

The first realm of the exhibition looks at synesthesia – a neurological phenomenon in which the senses are blurred and where sounds can be ‘seen’, and visuals ‘felt’.



*Rezonnance, Enhance and Rhizomatiks, 2021*  
Photo credit: Marina Bay Sands

Tetsuya Mizuguchi’s experiments with synesthesia have been expanded into a large-scale format, resulting in the new installation, **Rezonnance** (2021).

Upon entering the SYNESTHESIA realm, visitors will be part of the pulsing rhythmic beat and a ‘traveller’ on the *Rezonnance* journey. It allows visitors to encounter this sensorial state as a shared experience.

Using light, sound and technology developed specifically for this exhibition, Enhance and Rhizomatiks have created an unexpected synesthetic encounter which will transport visitors to other worlds and dimensions.

#### **Game developer:** Enhance

Enhance, a Tokyo-based studio, is founded by Mizuguchi in 2014. Mizuguchi’s career in game designing began at Sega and ascended with the success of the *Sega Rally Championship* (1995), and his establishment of the United Game Artists division. With Enhance, he furthers the legacy of his past creations, such as *Space Channel 5* (1999) and *Rez* (2001), by continuing his research in synesthesia and create highly unique, sense-stimulating experiences in the form of videogames and other media.

#### **Media designer:** Rhizomatiks

Rhizomatiks is a Japanese artistic research collective dedicated to the creation of projects at the crossroads of art and technology. Established in 2006, the group has a cross-disciplinary membership ranging from the visual arts to media art, engineering, animation, architecture, music, design, and computer science.

Collaborating with creatives such as Björk and Elevenplay, Rhizomatiks produce immersive multimedia commissions, often involving motion capture and sensors to trigger interaction with virtual environments.



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## UNITY

### ***Together: the distance between (us), 2021***

By thatgamecompany (game developer) and FIELD.IO (media designer)



*Together: the distance between (us), thegamecompany and FIELD.IO, 2021*

*Photo credit: Marina Bay Sands*

In the UNITY realm, the dreamlike world of thatgamecompany's *Sky: Children of the Light* (2019) has been transformed into an immersive spatial environment. As visitors move beneath the circular light-sculpture, music and audio fragments from the game, *Sky*, are triggered and a choreography of light sequences unfolds.

*Together: the distance between (us)* invites everyone to become a player in the all-encompassing generative instrument. Explore the relationship between movement, light and sound as visitors use their presence to influence the composition of the space.

By collaborating with others, visitors will witness the build-up of fragments of light and melody which will culminate in a collective crescendo and a moment of unity for all to experience.

#### **Game developer:** thatgamecompany

Founded by Jenova Chen and Kellee Santiago, the California-based thatgamecompany experiments with different forms of gameplay and aesthetics. The pair developed their first game *Cloud* (2005) – inspired by the experience of cloud gazing – while they were still students at the University of Southern California.

The team went on to produce three games for the PlayStation, culminating in *Journey* (2012), an exploration game that invites collaboration between anonymous players online.

thatgamecompany's most recent game, *Sky: Children of the Light* (2019), is self-published. *Sky: Children of the Light* evolved from many of the concepts that were introduced in *Journey* – an exploration game that invites players to work alongside each other to restore light to the world.

#### **Media designer:** FIELD.IO

FIELD.IO is a creative studio based in London and Berlin that creates immersive audio-visual experiences which blur the boundary of digital art and design. Directors Marcus Wendt and Vera-Maria Glahn lead a team that specialises in applying generative design and machine learning to their projects, building kinetic sculptures whose sound and movement respond to the audience.

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## CONNECTION

### **WALL, 2021**

By KOJIMA PRODUCTIONS (game developer) and The Mill (media designer)

The key theme of human connection in KOJIMA PRODUCTIONS' game, *DEATH STRANDING* (2019), has been reimagined for the *WALL* experience.



The wall is the only channel between two opposing worlds – one alive with biological cells and the other flowing with galactic energy particles.

As visitors approach the wall, the cells and cosmic particles will respond to their presence, dividing and clustering with one's movement. The mesmerising patterns that form will offer hints of communication between different spaces and time.



Amongst one's interactions and imprints, traces of other silhouettes will emerge and snapshots of past interactions will be replayed. These signs of life within or beyond the wall hint at the structure as a channel of communication between different spaces and time.

*WALL, KOJIMA PRODUCTIONS and The Mill, 2021*  
Photo credits: Marina Bay Sands

### **Game developer: KOJIMA PRODUCTIONS**

Hideo Kojima, founder, and game creator of Tokyo-based KOJIMA PRODUCTIONS, is an auteur of videogames. His games are shaped by a lifelong interest in film, combining cinematography, nuanced characters, and complex stories to encompass challenging philosophical and political themes.

### **Media designer: The Mill**

Established in London, The Mill is a creative production partner that has been operating since 1990, with a legacy in visual effects, interactive and video content production. The Mill was the first European visual effects company to work purely digitally and came to prominence for their Oscar-winning digital effects work on the Ridley Scott film, *Gladiator* (2000).

While the studio's background is in cinema, The Mill has worked on projects across advertising, gaming, music, and digital interactives, bringing their high production values, ambitious creative vision, and cinematic legacy to each project.

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## PLAY

### *Dream Shaping, 2021*

By Media Molecule (game developer) and Marshmallow Laser Feast (media designer)

The realm of PLAY celebrates the joyful and performative sensibilities that videogames inspire in us, their players.



*Dream Shaping, Media Molecule and Marshmallow Laser Feast, 2021*  
Photo credit: Marina Bay Sands

*Dream Shaping* has been created in Dreams (2020), Media Molecule's vast digital toolset that empowers makers to build and share their creations whether games, music, art or animation.

In *Dream Shaping*, visitors are equipped with tracking helmets that connect them to the virtual world of Dreams, while the oversized soft shapes in the play-space are their props.

Moving through the three acts of PLAY, one will be transported from a multicoloured ball-pit to the creation of the universe and back again. Sharing shapes and experimenting with movements around the space will create a spectacle within both the physical and virtual worlds.

As visitors are caught between physical and virtual worlds, their imagination and movements turn into an improvised performance. A moment for them to explore, and for onlookers to enjoy.

#### **Game developer:** Media Molecule

Media Molecule was founded in Guildford, UK in 2006 by Mark Healey, Alex Evans, David Smith, Kareem Ettouney and Siobhan Reddy. Their first title, *LittleBigPlanet* (2008), democratizes the videogame format by providing players with the tools to create levels, characters, stories as well as the ability to share these online for others to play.

Media Molecule went a step further with *Dreams* (2020) which can be used across 3D modelling, animation, audio, narrative, and level design. All creations are shared with other users in the 'Dreamiverse', giving makers total freedom to create and publish their work.

#### **Media designer:** Marshmallow Laser Feast

Marshmallow Laser Feast is a London-based creative studio that explores multi-sensory experiences. As a creative team, they search for new collective artistic experiences in cultural spaces, festivals and installations. In their previous work, *We Live in an Ocean of Air* (2018), Marshmallow Laser Feast made users' breath visible in virtual reality. For *In the Eyes of the Animal* (2015), they designed a forest where visitors could experience the sensory perspectives of different living species including frogs, dragonflies, and owls.

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## NARRATIVE

### ***Book of Sand, 2021***

By Tequila Works (game developer) and The Workers (media designer)

The NARRATIVE realm showcases the power of videogames to tell stories and construct new forms of fiction.



*Book of Sand, Tequila Works and The Workers, 2021*  
Photo credit: Marina Bay Sands

Step into the mysterious Mediterranean world of Tequila Works' game, *RiME* (2017), to begin the next chapter of this ever-evolving tale of discovery and loss.

Inspired by Jorge Luis Borges's novella, *Book of Sand* explores the notion of an infinite story with neither 'any beginning or end'. Changes can be enacted by visitors who can command the crumbling of statues or control the shift from night into day.

Depending on the choices made and how one collaborates with others, each rendition of the narrative will be different.

#### **Game developer:** Tequila Works

The Madrid-based game developer, Tequila Works, was founded in 2009 by Raúl Rubio and Luz Sancho.

Tequila Works is one of the leading game developers exploring the possibilities of virtual reality. *The Invisible Hours* (2017) and *Groundhog Day: Like Father Like Son* (2019) are experiments of 'Spherical Narrative', whereby multiple events unfold simultaneously, without the audience's input.

The studio is best known for their adventure game, *RiME* (2017), which eschews traditional narrative and delivers a story of discovery and loss through environmental storytelling.

#### **Media designer:** The Workers

The Workers are creative technologists who, from their London studio, design interactive experiences that traverse the physical and virtual worlds. Their projects engage playfully with cultural institutions, subverting traditional formats of museum interpretation to create new forms of engagement.

Their previous interactive web project, *After Dark* (2015), allowed visitors to explore the Tate galleries at night via remotely controlled robots. In *Immersive Dickens* (2018), the team collaborated with immersive theatre pioneers, Punchdrunk, to create an alternative location-specific audio guide for the Victoria and Albert Museum.

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## EVERYTHING

### *Eye, 2021*

By David O'Reilly (game developer) and onedotzero (media designer)

The EVERYTHING realm celebrates the capacity of videogames to generate expansive universes and give shape to the infinite potential of our imagination.



*Eye, David O'Reilly and onedotzero, 2021*  
Photo credit: Marina Bay Sands

*Eye* is a unique reactive environment based on the concepts of O'Reilly's game, *Everything* (2017). Visitors can rotate three oversized controllers to play with the 'flow', 'scale' and 'warp' of the shifting kaleidoscopic formations, or mandalas, on the screen. Unique patterns of living and non-living forms are continuously being generated and no mandala created will ever be seen again.

*Eye* takes participants on a visual journey through time, from the Big Bang through to the end of the universe. With soft spongy seating to lounge on and a synchronised soundtrack from the London Symphony Orchestra, sit back and bathe in this psychedelic wonder.

#### **Game developer:** David O'Reilly

David O'Reilly is an Irish artist currently based in Los Angeles who creates music videos, animated shorts, and has written for the animated series *South Park* and *Adventure Time*. O'Reilly developed the *Alien Child* videogame sequences for Spike Jonze film, *Her* (2013), which spurred his interest in videogame development.

O'Reilly's first game, *Mountain* (2014), is 'non-playable' unlike *Everything* (2017) which empowers players to embody and explore the existence of all living and non-living forms, jumping from one perspective to the next.

#### **Media designer:** onedotzero

onedotzero is a London-based design consultancy and studio that creates digital experiences and immersive environments. They organised the international onedotzero touring festival from 1997 to 2012, showcasing work across film, animation, motion graphics, audio-visual, videogames, and digital installation.

Through their own creative projects, along with a myriad of festivals and curatorial commissions, onedotzero has been at the vanguard of the digital revolution in media arts.