

VR Art in Museums and Galleries

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2001

- **Festival Ars Electronica**
(since 1979) Festival for Art, Technology and Society



- **Prix Ars Electronica**
(since 1987)

- **Ars Electronica Center Linz - Museum of the Future**
(opened in Sept. 2nd 1996)

<http://www.aec.at>

- **Ars Electronica FutureLab**
Think Tank, Laboratory for Art und Media

2001

The CAVE at the Ars Electronica Center



2001

The CAVE at the Ars Electronica Center



2001

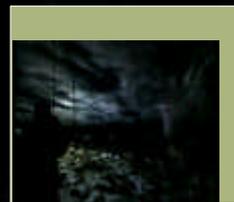
The main application fields at the Ars Electronica Center



Art
Research and Technology
Architecture and city planning

2001

VR-Art in the CAVE



Maurice Benayoun,
Jean-Baptiste Barriere
"World Skin"
September 1998

2001

VR-Art in the CAVE



**Peter Kogler,
Franz Pomassl**
"Cave"
September 1999

2001

VR-Art in the CAVE



**Catherine Ikam,
Louis Fleri**
"Face à Face"
September 2000

2001

VR-Art in the CAVE



Dan Sandin
Electronic Visualization
Laboratory
"Alive on the Grid"
September 2001

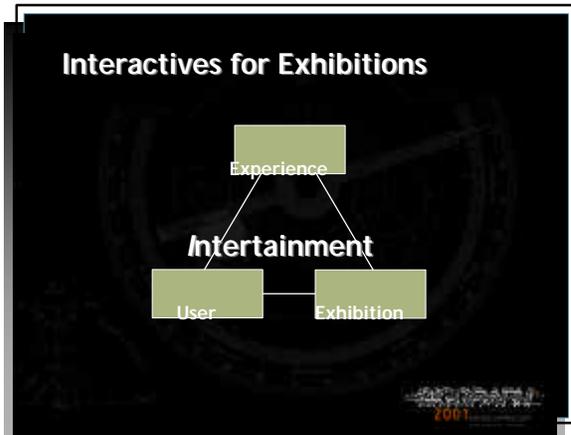
2001



VR Art in Museums and Galleries



2001



Virtual Environments in Entertainment

- artistic know-how
- VR beyond the object
- availability of technologies

2001



2001