

**Concept:**

**Envolverse de Espacio:**

*Envolverse de espacio* is a 360° virtual reality Video-Performance perceptible with Virtual Reality Glasses. Through this production we try to explore the immersive possibilities of the viewer, that although in this case does not have an interactive participation, is invited to surround himself with space, not only the surrounding of what he observes but through his incorporeal presence. The space envelops and expands vision.

The element that does not appear clearly formulated is the coercion to the spectator who can not escape, he is being surrounded by a simulated space, the helmet that allow him to see the simulation limit his movements, the physical space closes. The artwork-space opens up to the subjective experience.

As Julia Kaganski manifests [...] *allows us to experience radical and different environments and perspectives, and to challenge the dominant and habitual perceptual states we've come to know and understand [...]*<sup>1</sup>

The viewer will be present in another place and other questions will be manifested. In this sense, we consider that *Envolverse de espacio* it is an artwork that relates art and technology, since there would be no other way of proposing those questions. The reality of being present in one dimension and virtually in another proves that the use of technology is not only a means, but a *discourse on the relationship art / technology* itself. There is a clear and agreed technological form, even though the content (of the video) is free and open to different interpretations. This also motivates the design of a sound "Homage to John Cage" that refers to his sonorous proposals coinciding with our work. Certain glitch effects are validated in this work because they modify the image but do not affect the functionality of the 360° video or the immersive experience of the viewer.

The video has been made through the Samsung Gear 360° camera, the process has been done through various video and bitmap editing softwares. Another way of visualization is through a flat screen in which a Touch Panel and the appropriate software, allows not only to watch the video but to play and interact with the different possibilities offered by digital stereoscopic vision. This second alternative proposes a radically different situation of perceiving, it is no longer an enveloping and intimate space but an image to be observed among several spectators.