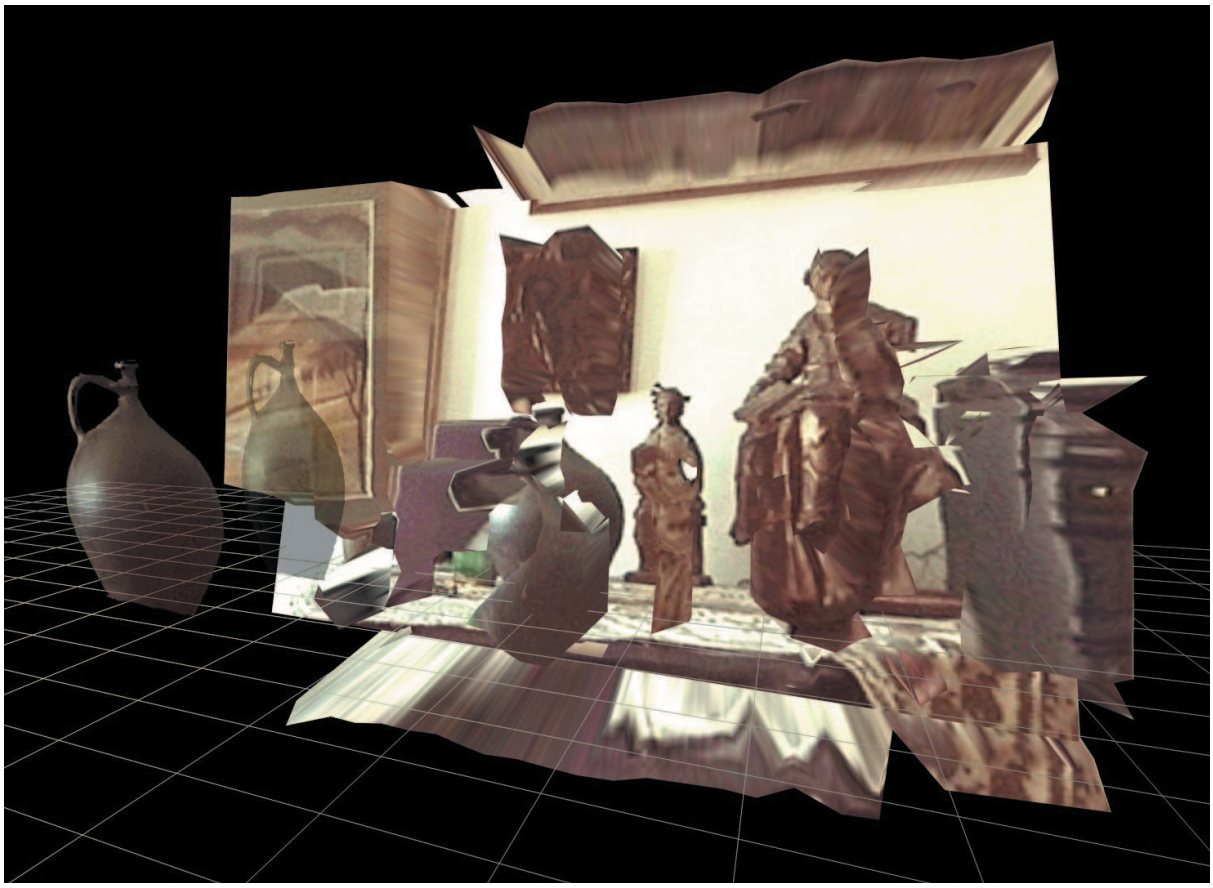
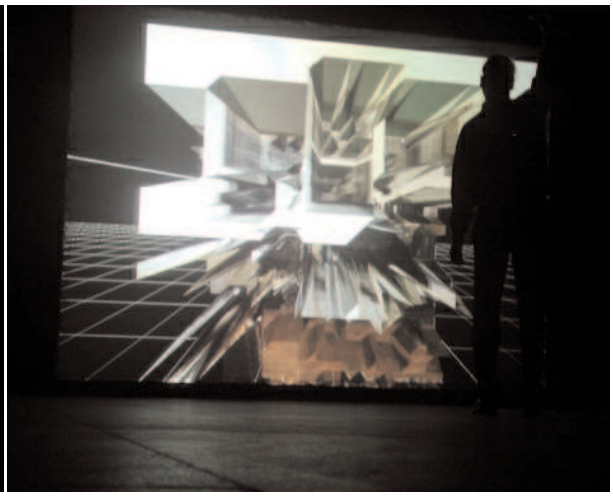
Promenade

a VR project by Zoltán Szegedy-Maszák and Márton Fernezelyi



The project „Promenade" intends to examine the connections between „real" and virtual space, „real movement" and the illusion of motion. Using the handheld navigation device the visitor can explore virtual rooms by taking a walk in the real space of the exhibition room. The unusual spatial illusions displayed in the halls of Promenade are addressing the ambigous relations between the three dimensional space and its two dimensional representation as perceived from a dynamic, moving viewpoint.



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