



**Multiple Realities  
(Live Performance)**

**Topic: Computational Art**

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**Abstract**

The performer wears a virtual reality headset and moves around interacting with tri-dimensional elements in the space. The audience, by means of a mapped projection, sees how the elements, react to the gestures and touch of the performer. All images and sounds are generated in real time through dynamical systems which control and evolve the virtual organisms. The performer can adjust the point of view of the audience, but that is always incomplete, prompting them to create their own interpretation of what they see. Approximate time: 15 minutes.

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**Key words:** generative art, dynamical system, virtual reality

**Main References:**

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