

## **KARMA / cave**

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Interactive, stereoscopic Virtual Reality environment  
Ars Electronica Festival 2004

A spectator can walk around in the virtual expanse, merely studying the unfolding scenes, or take an active approach by grabbing and / or throwing the virtual characters. The stereoscopic 3D impression instills a sense of being with the virtual protagonists. While the state of the characters is dark if not grim, towards the end of the piece they exude a sense of comfort in weightlessness.

Karma is incidentally the name of the physics simulator used in the game engine (appropriated for the production) to create a realistic sense of real world gravity and kinetic forces.

Developed for the "Cave" @ Ars Electronica Center, Linz, Austria, where it is part of their VR collection.