

IMAGINATION

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Escher revisited in VR-Valley, in 3D



Medium

Stereoscopic 3D-computer animation in high definition (1080i), with seats that move along with the action.

Client

Minimundus Bodensee, Germany

Communication goal

Minimundus is literally a world of small buildings, ranging from the Borobodur temples of Indonesia to the Great Pyramid of Gizeh in Egypt. Everything is meticulously rebuilt to scale (1:25). Among other things, graphic designer M.C. Escher is famous for the optical illusions he used in designing impossible buildings. This fact is used as a point of departure for the spectacular remake in 3D of the motion ride 'Escher revisited in VR-Valley' a Wennekes production dating from 1999.



Result

Up to ninety-six people are seated theatre-style on seats that move along with the action, which is projected on a giant 9 by 5 meter screen. Visitors are transported through the impossible world of M.C. Escher. Thanks to 3D glasses, the audience is literally taken inside the fantastic buildings Belvédère, Waterfall and Ascending and Descending. Along the way, visitors run into other well-known Escher designs, such as Knots and Fish.

