

5th International Conference and Expo on

Computer Graphics & Animation

September 26-27, 2018 | Montreal, Canada

Perception: Being art in virtual reality

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With virtual reality (VR) technology, the artwork becomes a process rather than a definite object, the perception of the receiver could be the process of art and has been of unprecedented importance in art creation. It is VR that really gives the receiver an identity of “creator”, and the completion of VR art becomes inseparably bound to the perception of the receiver, in so far, it could be woven as strands into an activity that calls the VR artwork into play. It is only through the process of the receiver’s perception that the artwork could enter its changing visions. During the whole process, the perception of the receiver may be everywhere, and VR becomes a psychological state to describe the perception of receiver happened in the process of art reception. On one side, full body immersive in VR broaden the esthetic perception in artwork, but on the other side, there will be lack of emotion and thought in some degree, so the conflict between full body immersion and imagination remains to be mediated in present VR art.

Biography

Tian Li is Assistant Professor in College of Humanity, Xiamen University. Her research interests are in virtual reality and new media art. Now she is focusing on the art theory of virtual reality, augmented and mixed reality.

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