

Voiding the Void

Technical Rider

Ana Knezevic, Artist

Project Description & History

Voiding the Void is an immersive HTC Vive VR installation by Ana Knezevic. Viewers pass through virtual spaces in the installation, exploring shapes and sounds from afar and within. This movement triggers subtle shifts that offer the viewer new relationships to the virtual space they are in and the world they return to.

Voiding the Void was presented at CultureHub in New York City on April 26-27, 2019 and was developed in the CultureHub Residency Program.

More about [the project](#).

Artist & Production Credits

CREATIVE TEAM

Ana Knezevic – Lead Artist

Marija Milovanovic – 3D Visualization, VR Support

Alex Lashkhi – VR Programming

PRODUCTION TEAM

Billy Clark – Creative Producer

Sangmin Chae – Creative Technologist

Mattie McMaster – Project & House Manager

Jean Garcia, Seth Newburg – Technicians

CREDITING LANGUAGE

Voiding the Void was developed within the CultureHub Residency Program in New York City.

Physical Installation

CONCEPT

Voiding the Void is designed to be presented in an isolated room with controlled lighting and sound. Vive control computers are installed at ceiling height above the playing space with headsets accessible to participants. Projectors display the view of the participant to audience in the room.

MINIMUM REQUIREMENTS

Ceiling Height – 9' (grid desired)

Floor Space per Headset — 15' x 15'

SCALABILITY

Voiding the Void was originally presented for two simultaneous participants. It is scalable for one or multiple participants.



photo by Livia Sa

Equipment x 1 Participant

VR

1 x HTC VIVE *(Including Sensors & Cables)*

CABLES

1 x 25' VGA

2 x 25' XLR

1 x 25' HDMI

1 x 25' 3.4 MM TO ¼ INCH

1 x 25' USB EXTENDER

1 x 25' ETHERNET

AUDIO

1 x SONY WH-CH500 *(Participant Audio)*

2 x QSC CP12 *(Audience Playback)*

1 x YAMAHA O1V 96 MIXER *(Or Equivalent)*

1 x SNAKE STAGEMASTER *(Audio Routing)*

PROJECTION

1 x BENQ MW32ST PROJECTOR *(Or Equivalent)*

1 x PROJECTION SURFACE

Equipment x 1 Participant (Continued)

COMPUTER COMPONENTS

1 x ALIEN AURORA R7 DESKTOP (*For Vive*)
1 x 24" SAMSUNG MONITOR (*Or Equivalent*)
1 x ULTRASTUDIO MINI RECORDER
1 x MAC PRO (*For Projection*)

SOFTWARE

1 x VDMX (*Projection Routing*)
1 x VOICEMEETER (*Audio Routing*)
1 x UNITY (*VR Content*)
1 x QLAB (*Lighting*)

MINIMUM COMPUTER REQUIREMENTS

GPU: NVIDIA GEFORCE GTX 970, AMD RADEON R9 290 OR BETTER

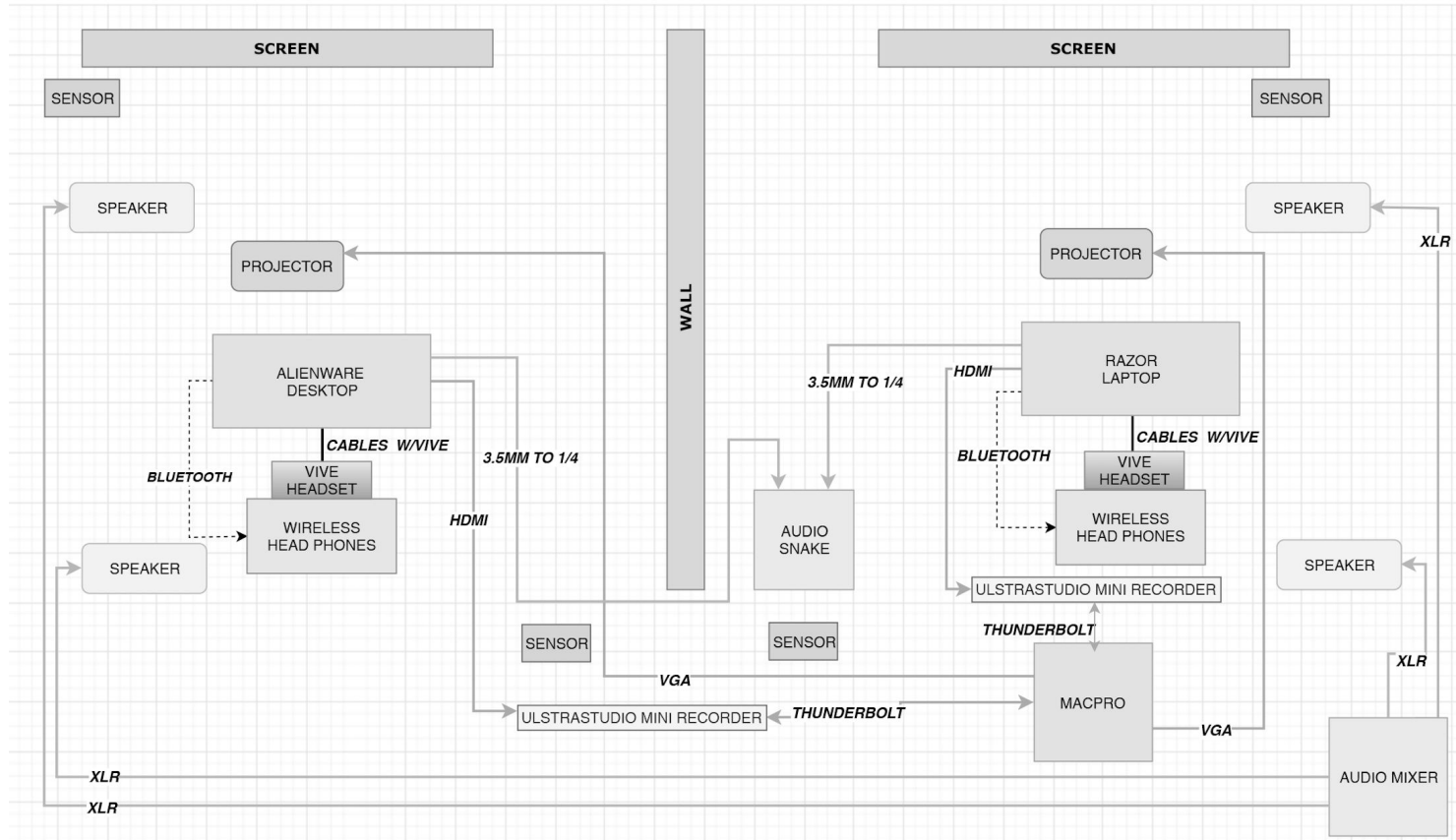
CPU: INTEL I5-4590, AMD FX 8350 EQUIVALENT OR BETTER

RAM: 4GB OR MORE

VIDEO OUTPUT: HDMI 1.4, DISPLAYPORT 1.2 OR BETTER

USB PORT: 1 USB 2.0 PORT OR BETTER

Systems Diagram x 2 Participants



Personnel Requirements

PROVIDED BY VENUE

- 1 A/V Technician
- 1 Lighting Technician
- 1 Assistant per Headset
- 1 House Manager (desired)

NOTE

Should venue desire external staffing support or equipment, please consult with the artist.

Contact Information

ARTIST

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CULTUREHUB

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