

○ 作品媒材說明：

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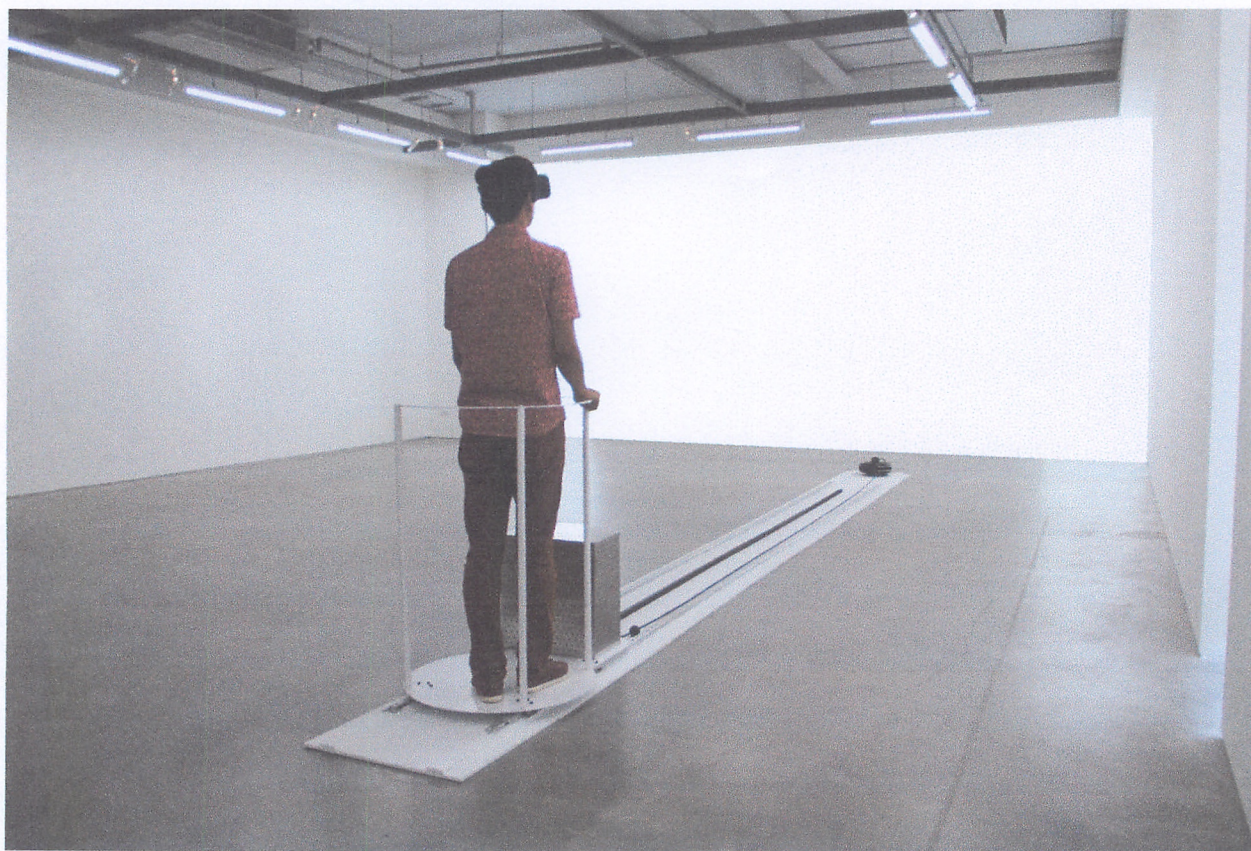
● 動力裝置：

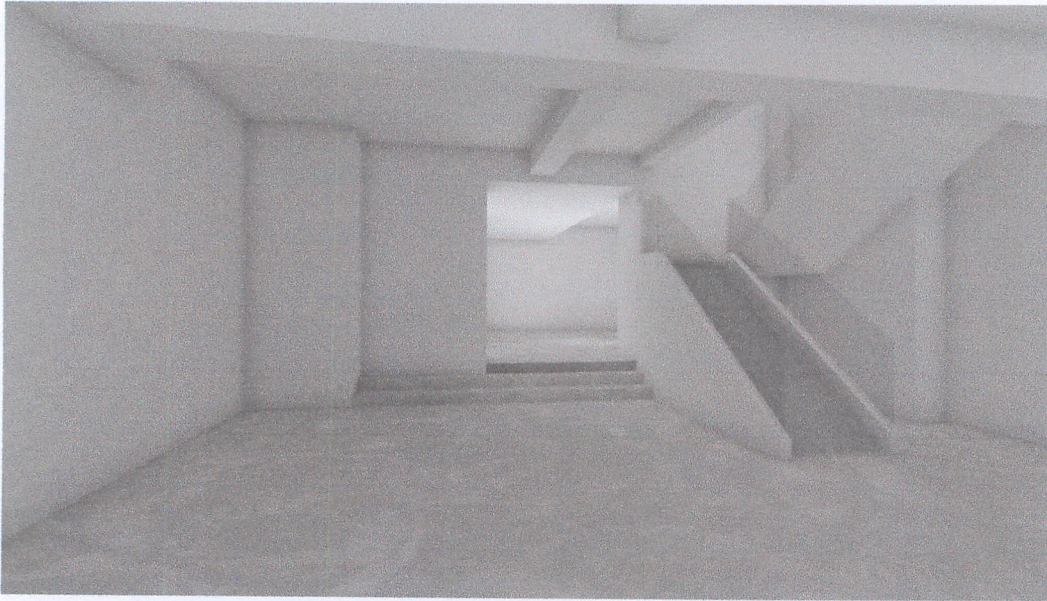
畫廊的現場有實體的動力移動平台，觀眾需站立在移動平台上，穿戴VR眼鏡，感受身體在虛擬空間的移動速度。

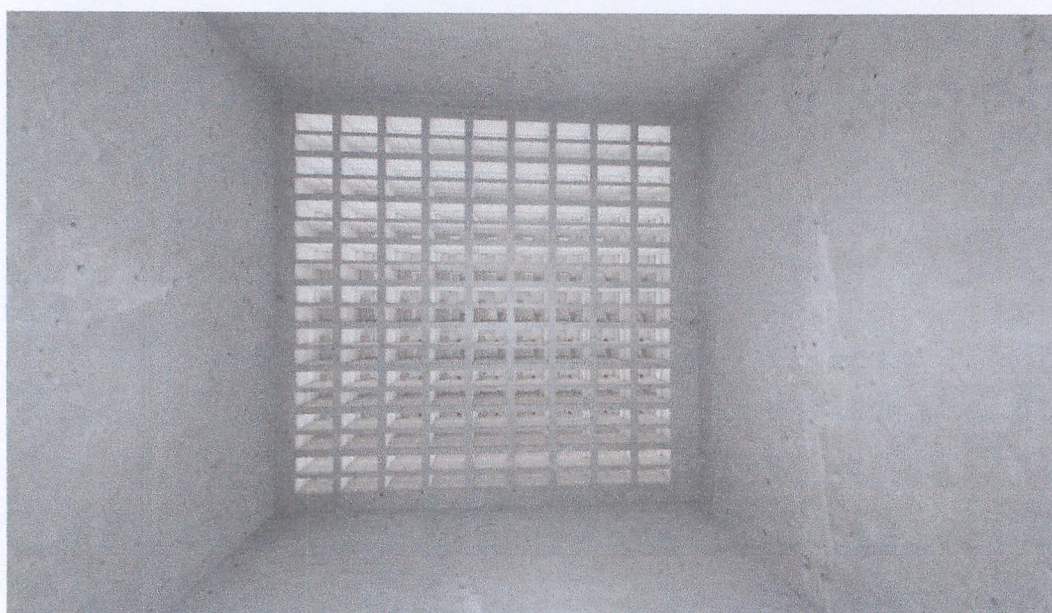
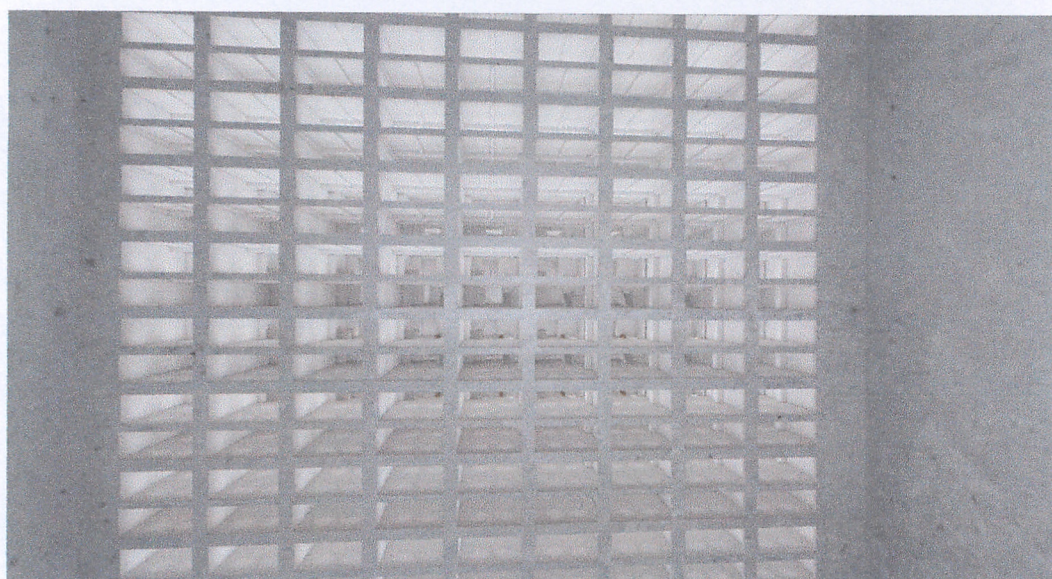
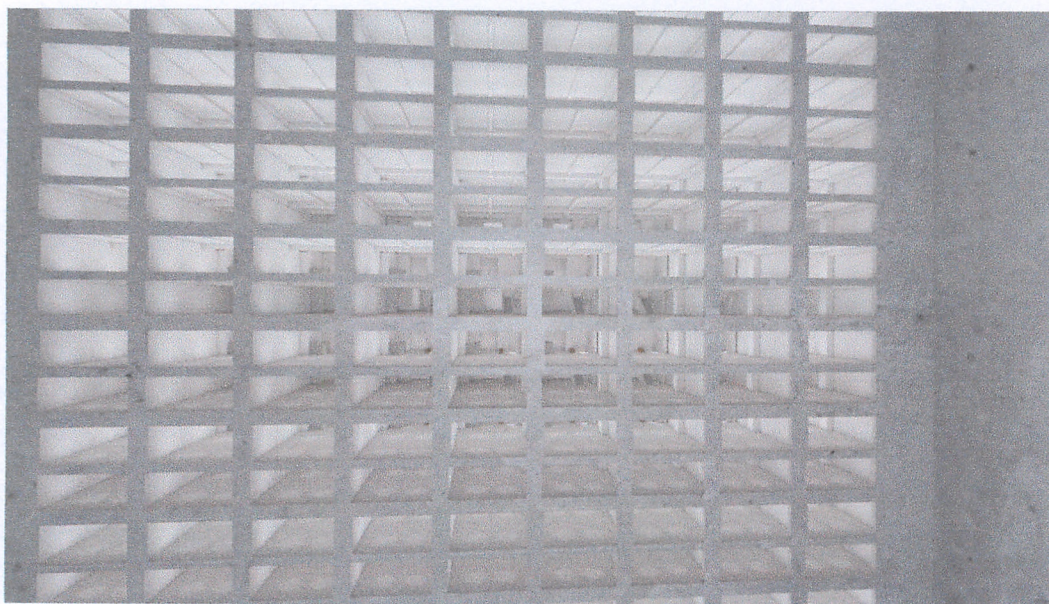
● 3D VR 虛擬實境：

觀眾的身體進入了虛擬的空間，從畫廊現場空間，緩慢地移動到巨大虛擬空間中，最後再從虛擬空間緩慢地移回到畫廊現場空間。影像的移動方向與速度，與實體動力移動平台的方向與速度完全一致，使觀眾的身體漫遊於巨大的虛擬時空中。

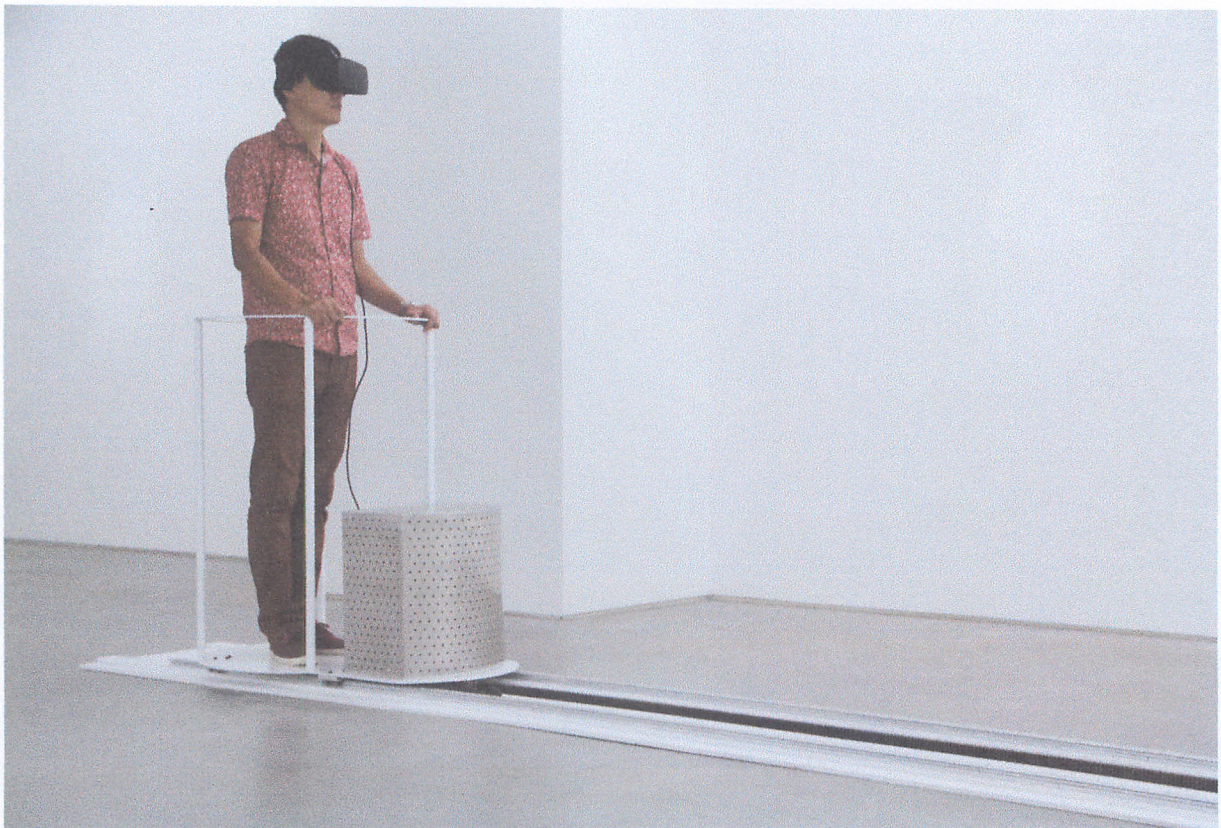
作品 1：時間維度 作品空間實景

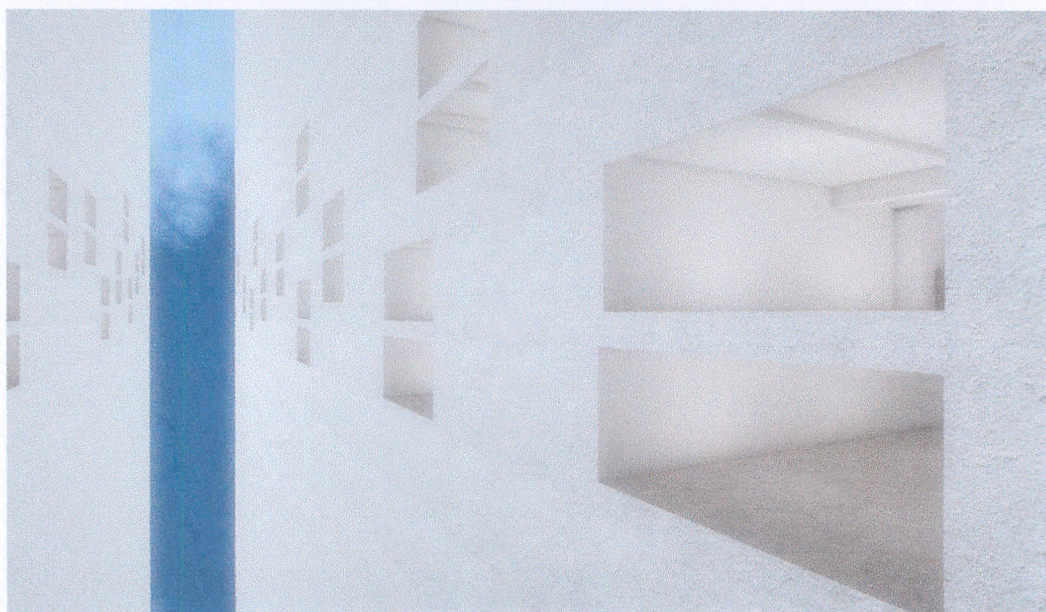
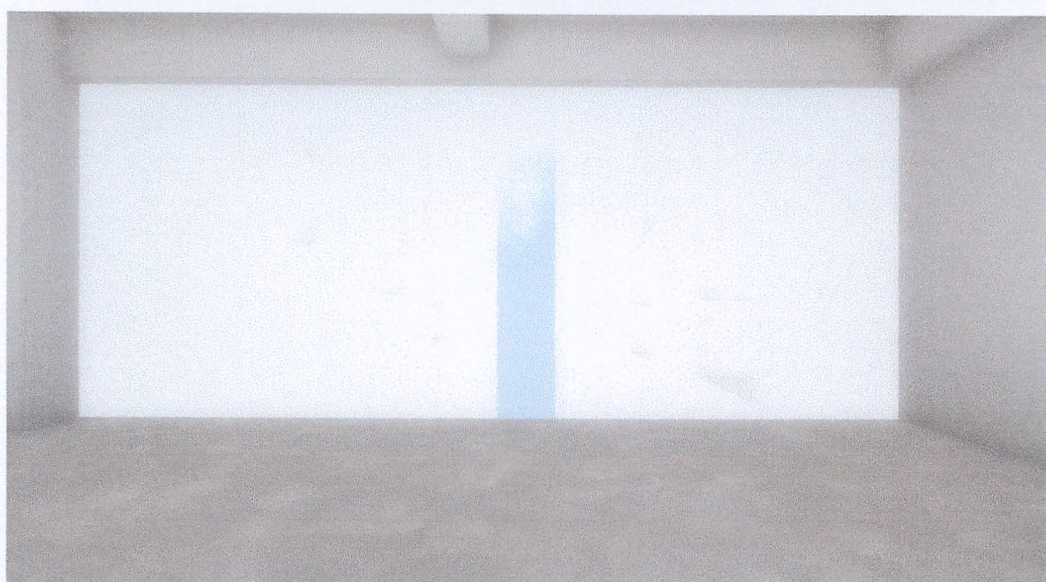


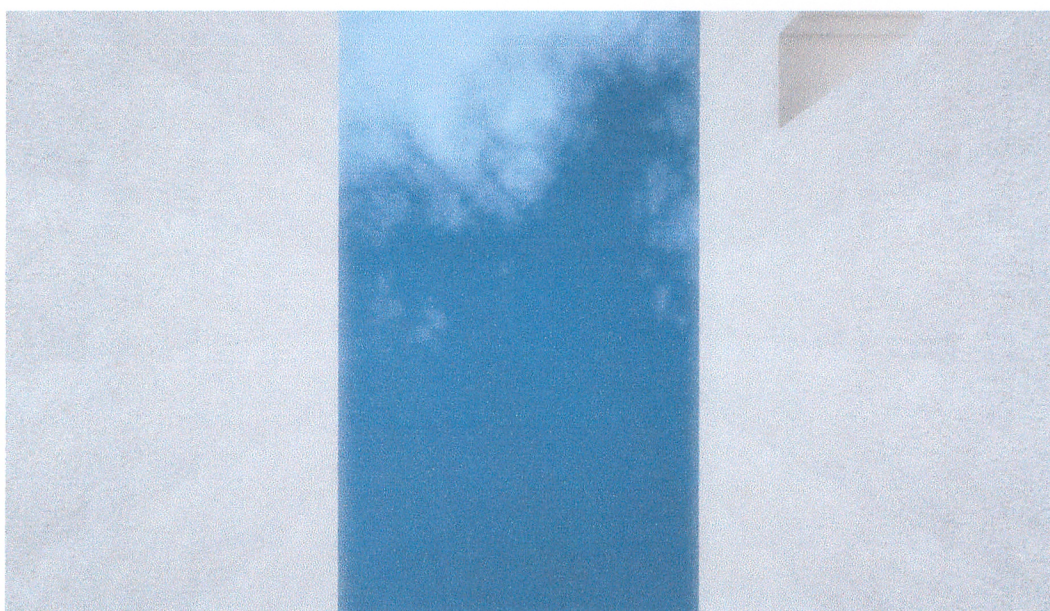
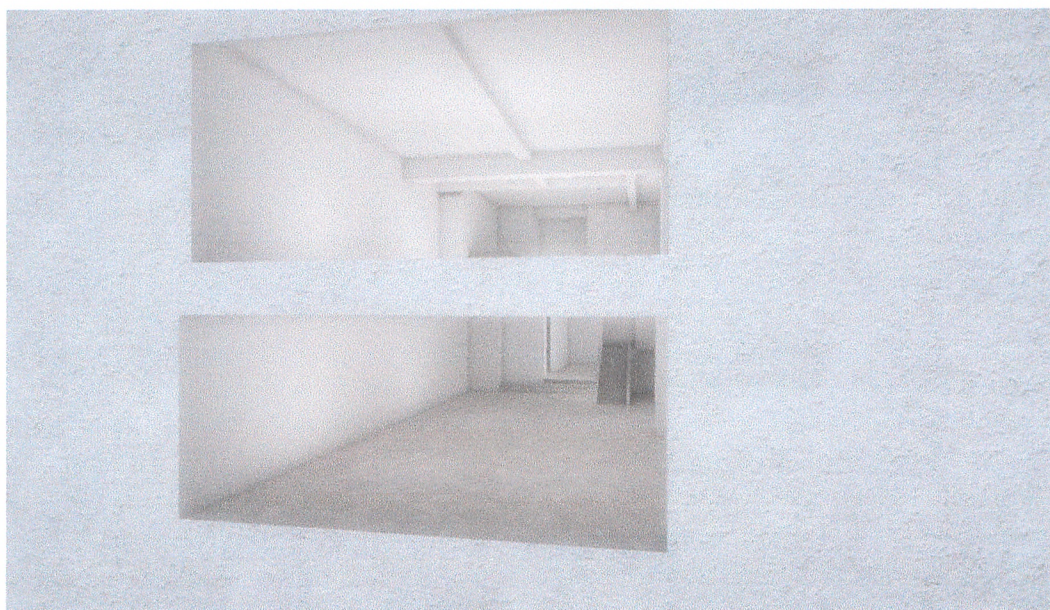
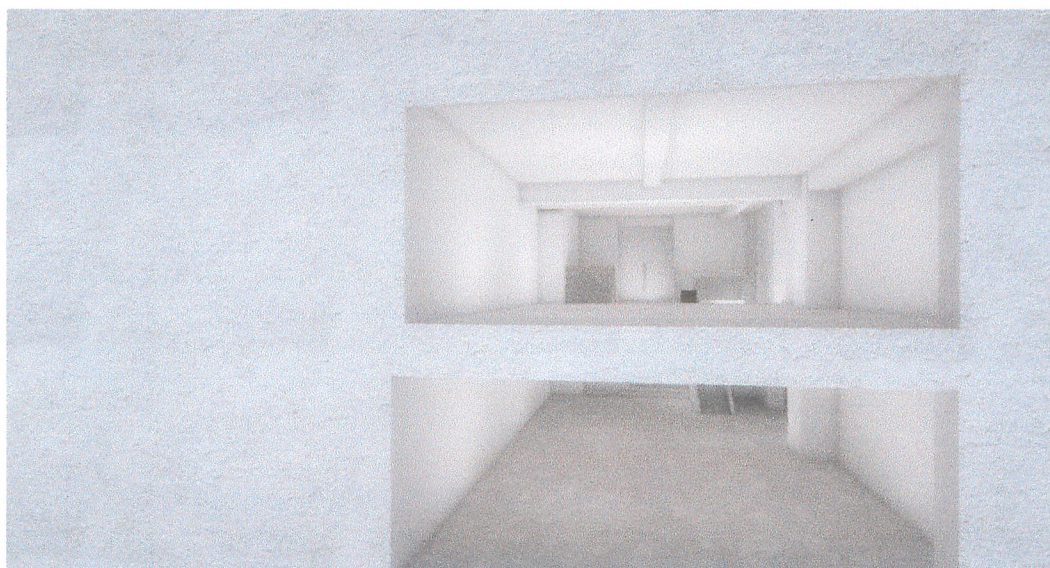




作品 2：平行時間 作品空間實景

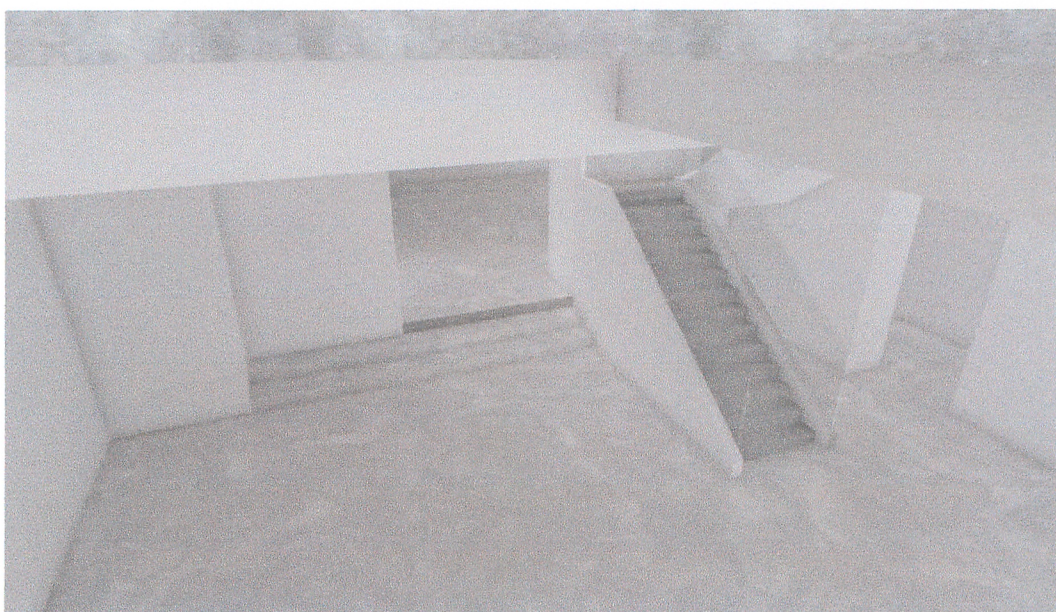






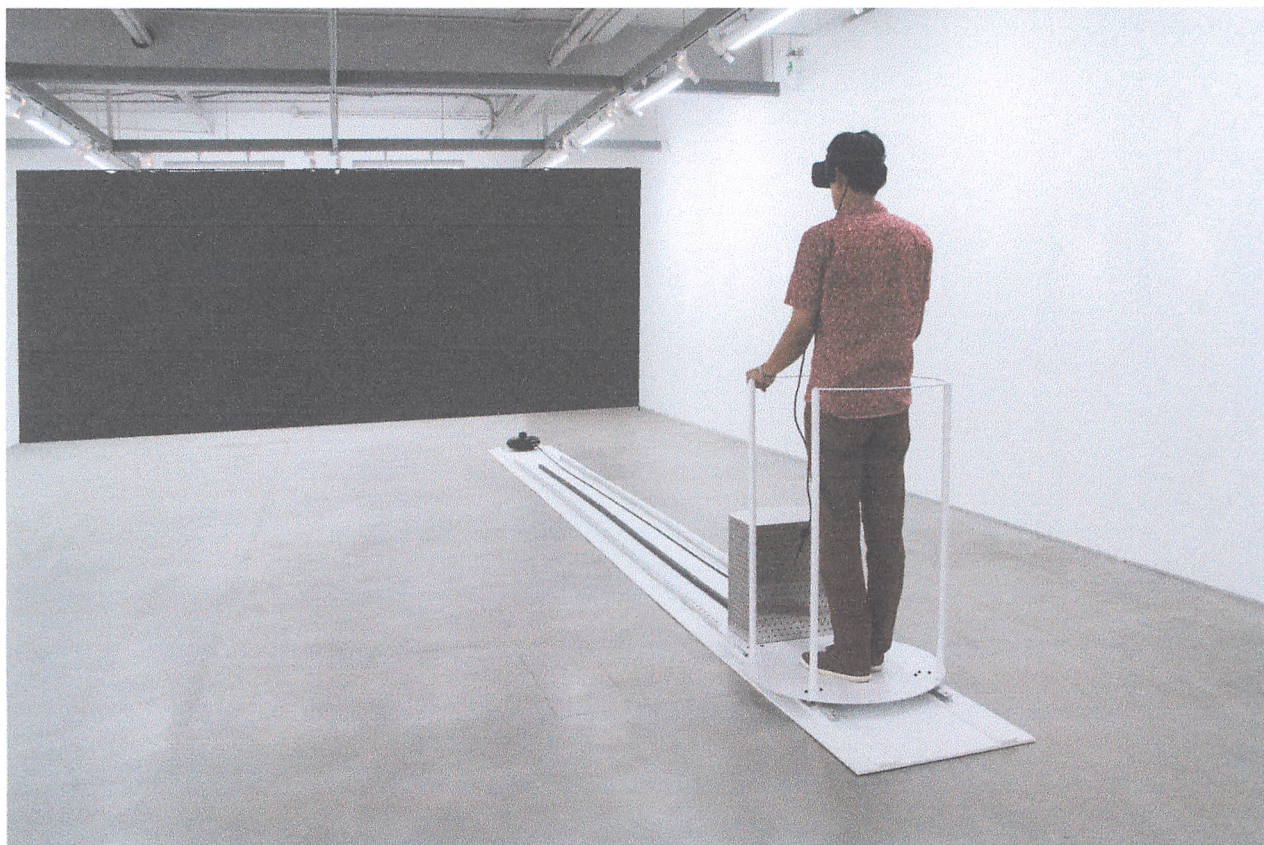
作品 3：漂浮 作品空間實景

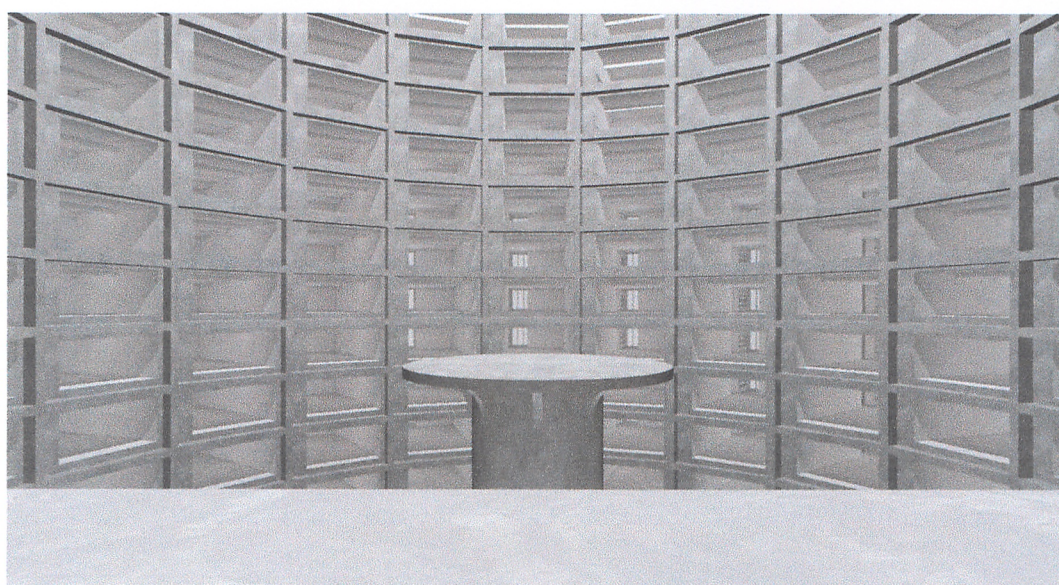
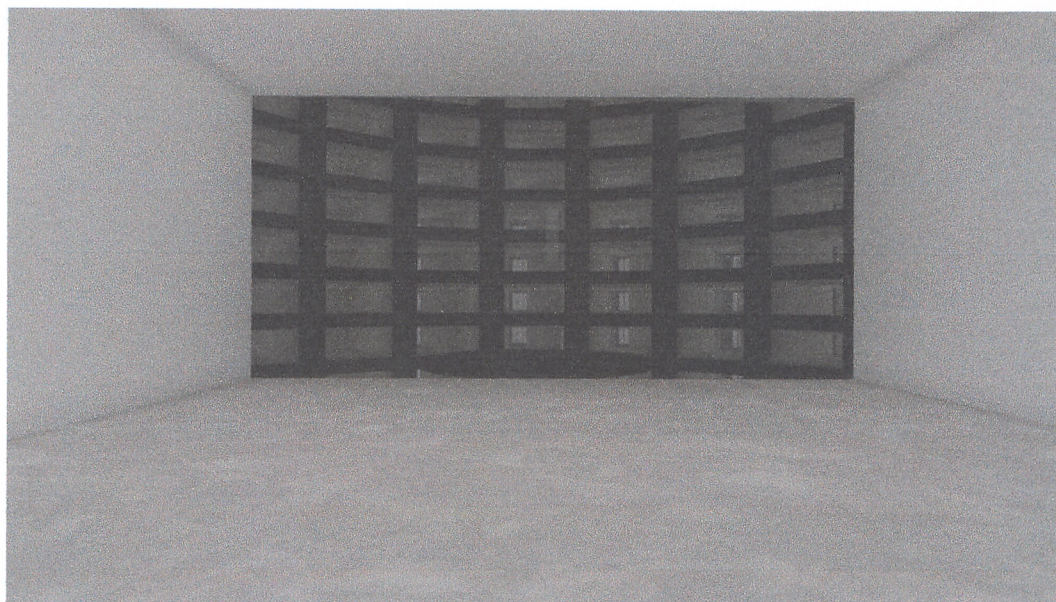


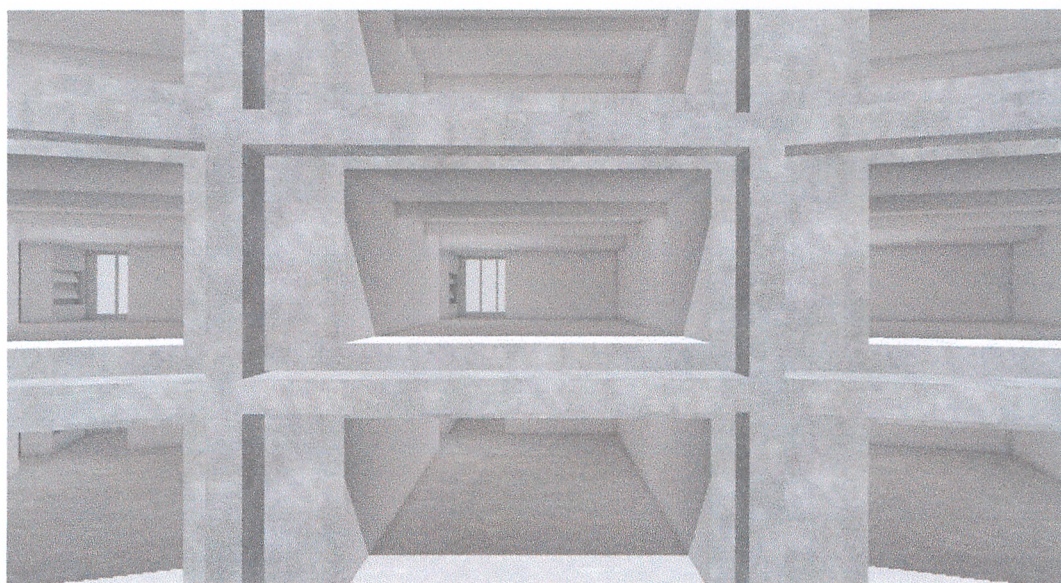




作品 4：全景敞視 作品空間實景







作品 5：重力場 作品空間實景

