



DEVMAP

Original title: DEVMAP

DEVMAP is part of an ongoing investigation into the possibilities of virtual public spaces which have a direct relationship to the real world. DEVMAP is a virtual world created with the Quake III game engine modified to be sensitive both to external media sources and human presence. The virtual spaces of DEVMAP are continuously reconfigured with data and footage from the real world creating a changing environment that refracts physical reality and reflects the interests of its visitors. Using the avatar, one can navigate through this media landscape, seek information, communicate and interact with this (virtual) world. Created by Thomas Soetens and Kora Van den Bulcke, founders of Workspace Unlimited organization, DEVMAP was first shown at the Dutch Electronic Art Festival (DEAF04). The project will be available on the Internet as of the end of 2005, as part of the Virtual World of Art initiative that includes other virtual worlds and immersive projects.

CREDITS

DIRECTOR: Kora Van den Bulcke,
Thomas Soetens

CREATION DETAILS

TYPE: Film

PRODUCTION SHARE: Majority Flemish
Production

GENRE: Experimental

YEAR OF PRODUCTION: 2004

PRODUCTION STATUS: Completed

ORIGINAL TITLE: DEVMAP

ORIGINAL LANGUAGE: English

TECHNICAL SPECS

RUNNING TIME:

CONTACT & SALES



MORE INFO

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