



Without need to see
 Anima Ludens space, Brussels, 2018
 Screenshot of the project in virtual reality

Credits:

Text: Alessandro De Francesco, from: *Remote Vision*, Punctum Books (2016).
 English translation: Belle Cushing & Dusty Neu.
 Voice: Carrie Thomas.
 Conception and programming: Alessandro De Francesco.
 Production: Language Art Studio, Solang, Fédération Wallonie-Bruxelles, 2017-2018.

Poetry-based Virtual Reality Environments

« L'homme poursuit noir sur blanc »
 Stéphane Mallarmé

Since a research stay at the Research Centre for Visual Poetics of the University of Antwerp in 2016, Alessandro De Francesco is developing textual VR environments. Two environments were realised so far: *Without need to see* and *Soliditude*. The most advanced version of the first one features an innovative motion capture technology with occipital sensor.

To experience these environments, visitors are invited to wear a VR viewer and headphones in order to dive into 3D spaces entirely based on original poetry written by Alessandro De Francesco.

In *Soliditude*, the visitor is surrounded by the progressive multiplication of the neologism “soliditude” written white on black, until the mass of words forms an immense dome made of text.

In *Without need to see*, the following text written white on black, also read by a voice-off, forms a poetic architecture in which the visitor is immersed and with which she/he can interact:

but i know without looking that you are there behind
 me there's the lamp that we made the map of
 our territory children press hands over
 their eyes and say they're invisible like
 them we make light within the dark by rubbing
 our sockets like them we are exposed
 to everything in this open space that becomes inside
 when eyes are closed but as in a photo's negative
 what they feel when they disappear without power
 to say it we show it without power to
 see without need to see

