

— VR Installation

# INSIDE TUMUCUMAQUE

## A VIRTUAL REALITY EXPERIENCE



*A clearing in the rainforest of Tumucumaque.*

Berlin, 6 June 2018 – Take an expedition into the virtual Amazon and fly above the forest canopy with the harpy eagle, zoom along with the poison dart frog, wade through the water with caiman, and crawl across the jungle floor with the goliath spider. Inside Tumucumaque is a virtual reality experience that transports viewers inside a stylized realtime rendering of the largest tropical forest reserve on the planet to explore from a local's perspective.



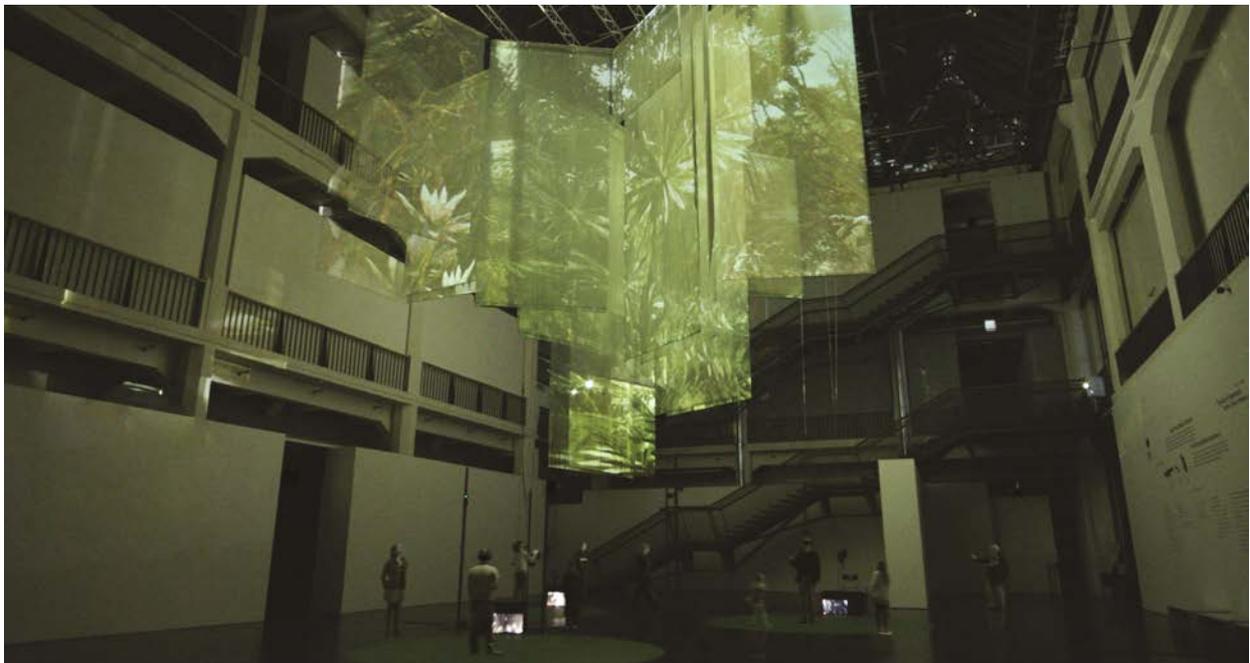
*Fly with a harpy.*

The VR project was initiated by the Interactive Media Foundation and produced in collaboration with Artificial Rome and Filmtank. Artificial Rome is a creative studio engineering immersive experiences that implement state of the art technology to push the forefront of new media arts. Our partners at the Interactive Media Foundation traveled to Tumucumaque Mountains National Park in Brazil to film the Amazon rainforest in all its splendor. The stunning footage they captured served as the primary reference materials for the models and textures used in our 3D animations populating the tremendous 400 hectare virtual expanse.

All the visual elements present in Inside Tumucumaque are fully computer-generated and were meticulously crafted by hand. Most of the textures utilized in the renderings began as watercolor paintings made analog by Dirk Hoffmann, who served as concept artist for the project. The paintings were scanned and applied to 3D models at Artificial Rome, where Patrik De Jong served as creative director.



*The artwork of Inside Tumucumaque.*



*The installation at ZKM filling the whole atrium with volumetric real-time projections.*

The three-story, interactive installation premiered on 6 April 2018 at the ZKM Center for Art and Media Karlsruhe. The exhibition was the latest in the center's ongoing series titled "The Art of Immersion", a program featuring contemporary work in the field of visualization and immersive experiences. Visitors to the space were invited to step into a simulated environment and undergo a multisensory transformation of their reality.

For further information about the installation or Artificial Rome, contact [hello@artificialrome.com](mailto:hello@artificialrome.com).