



Exposure

by Kerryyn Wise

Exposure is an immersive performance experience for one audience member at a time, using 360 film viewed in a virtual reality headset, combined with a live performance. The piece explores perspective and spatial perception and draws on the photographic work of Cindy Sherman and Francesca Woodman.

The Experience

Each audience member is met on arrival by a female character who welcomes them, introduces the experience and explains and fits the headset. They are then brought to the large performance space and asked to wear the headset before they enter the space. As the experience starts they are walked barefoot into the space and stood in a corridor of light. During the experience they are moved by a performer within the large space and end sat on a chair facing the corridor of light. At the end of the 360 film they are instructed to remove the headset and are faced with a live performer holding a mirror which reflects their own image. The performer slowly turns away and walks along the corridor on light and leaves the space. A white powder covers the floor within the corridor and the footsteps of both the participant and performer can be seen as a trace of the pathways they have walked during the experience.

The 360 film is accompanied by an original soundtrack that is played within the larger, live space and adds to the immersive effect and sense of scale. Original soundscape created by Dan Frazer.

‘Really loved it, and beautifully executed’ Audience member

Video

360 video, as viewed by audience member.
<https://vimeo.com/234321811>

Documentation of performance
<https://vimeo.com/234369668/994e725d1d>

Contact

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