ABOUT THE PROJECT

ONEIROGRAFIA



Oneirographia is a project that started in March 2020, when the quarantine due to the Coronavirus pandemic began in the city of São Paulo, Brazil. It is a 3D interactive online environment that is under construction and will be finished by the end of March of 2021.

In this work, the interactor can build or simulate his digital dreams with data input that'll randomly create a sensory ambiance. First, the user fills a form and, then it will be possible to choose between a dream or a nightmare to define the atmosphere of the digital experience. After that, the user will navigate between images, words, and sounds, and, at any moment, he can choose to capture photographs of the digital dream to download or share them on the social media networks. Dreams hold relevant messages and memories that we cannot access otherwise. However, its encrypted language makes it difficult to understand, and usually, when we are awake, we quickly forget what we have dreamed of. Oneirographia aims to facilitate the remembering, reimagining, and sharing of our dreams.

Andréa Catrópa - artist & researcher Felipe Mariani - creative coder