

A Random Event in the Field (intimate digitized space) (Part01)- Two-channel

The recent artistic project of Yorgos Papafigos involves a deeper exploration of video and gaming technology to investigate the connection between individuals and their social and ecological environment. By utilizing a combination of 3D scanning, 3D modeling techniques, and sound, Papafigos has created a fusion of objects and animation that conveys the essence of human experience while offering commentary on contemporary society. The ongoing project, titled "A random event in the field (Part1)," examines themes of alienation, human perception, and the impact of everyday technology on our culture.

The project features multiple screens, each displaying a different perspective to enable a deeper level of audience engagement. Using advanced engine technology, the project creates richly detailed and textured 3D environments and simulations, drawing the viewer into a world that is both familiar and otherworldly. The continuation project aims to explore the intricate relationship between technology and the natural world through a series of vignettes, merging personal experiences and disquieting situations to create a coherent narrative that examines the complex dynamics between the individual and their environment.

Overall, the project invites reflection on how technology shapes our perception of the world and how our memories are no longer restricted to physical objects but exist in the digital space that we inhabit.



Our memories are no longer contained within physical objects, but rather within the digital space that we inhabit.



