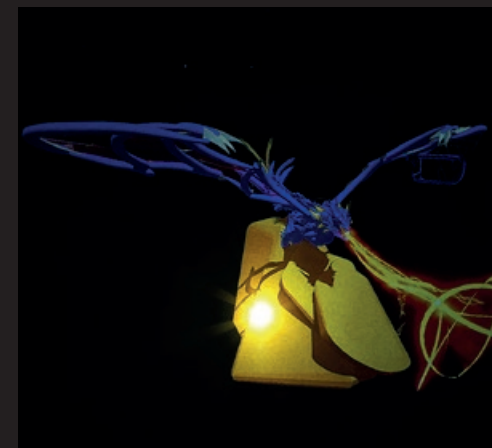
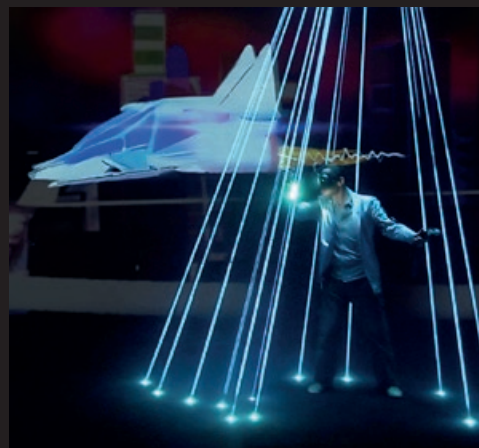
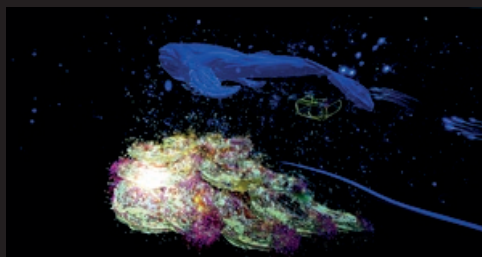
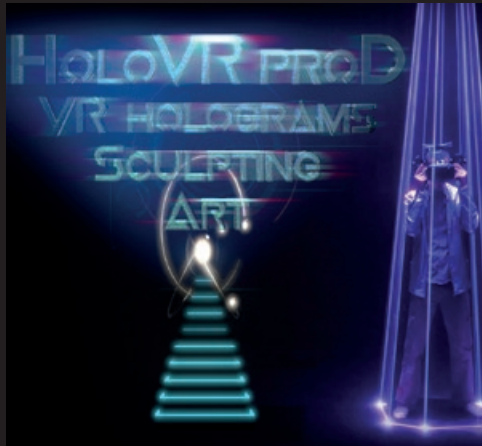


HoloSpeedSculpt Performances presents



EARTH LEGACY

A unique performance of holographic sculpture in Virtual Reality by HoloVR Prod

VR, live speedsculpting and holograms

HoloSpeedSculpt, a new artistic VR concept: a hologram sculpture

Unrivalled in the world of digital live entertainment, Earth Legacy is the first live show produced by HoloVR Prod. HoloSpeedSculpt's performance focuses on the innovations of digital and multimedia art. The HoloSpeedSculpt concept features a VR-Sculptor who shares his virtual world with the audience (who do not wear VR headsets). Through graphic design and musical narration, the VR-Sculptor quickly creates a series of virtual sculptures inviting the audience to travel with him, into his holographic universe.

At the crossroads where Street Art, Comics and Pop Art all meet, HoloSpeedSculpt performances are reminiscent of Comic Strip Culture. Earth Legacy, is a visual artistic work scrolling its «holo-VR scenery», such as a comic's vignettes, supported by the voice-over of a «storyteller 2.0», who tells a story but leaves to the spectator his own share of imagination and narrative freedom. The artist chose to share his world and his work in VR, through a live show, with an audience. He invites his public to «enter» his «VR Headset»...

A VR tale

Earth Legacy takes you into the contemporary history of our planet, our life, the consequences of our choices and their impact on the legacy we leave to our children: Will life on Earth as we have known going to end up as no more than a memory in the future? Video demos: <https://www.holovr-prod.com>

Live

Virtual Reality has always been viewed as a solitary Art form and an isolating experience. By gathering new technology, HoloVR Prod has used them to create a synthesis of sound and vision.

Earth Legacy, HoloVR Prod strives to break the boundaries by inviting the public to immerse themselves into the work of this creative visual artist and digital storyteller.

Working in a virtual reality space, the sculptor can now invite the audience into their universe without the need of VR headsets.

Virtual Reality

Without the recent breakthrough in Virtual Reality technology, this performance would never have been possible. Speedsculpting and speedpainting already existed in the form of two dimensional flat screen software. Until now, artists rarely performed their work live and had to rely on social network platforms, to share their creations because performances hardly existed in stage form.

The arrival of painting-sculpting software packages has changed the game for Virtual Reality. Whereas before people used the software for entertainment, artists have now begun to see the value of this medium.

The marriage between live shows and holographic representations, gives the illusion of an ethereal 3D world which allows the artist to invite the viewers into their imagination.

Following in the footsteps of the Moebius and Taniguchi, the artist has structured his performance.

VR is the matrix, the fertile land, the foundation of HoloSpeedSculpt performance. The artist, is a storyteller, a «Digital Griot».

The artist, a storyteller, a «Digital Griot»

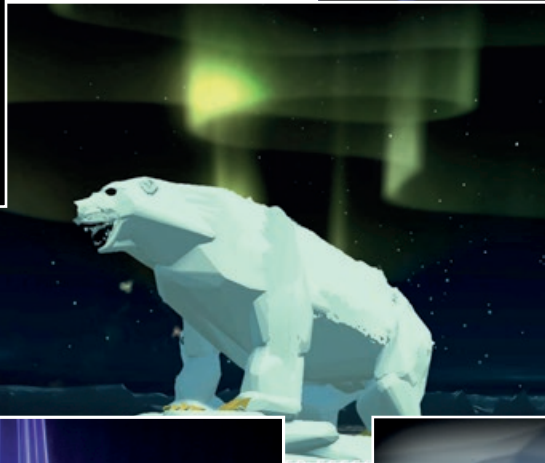
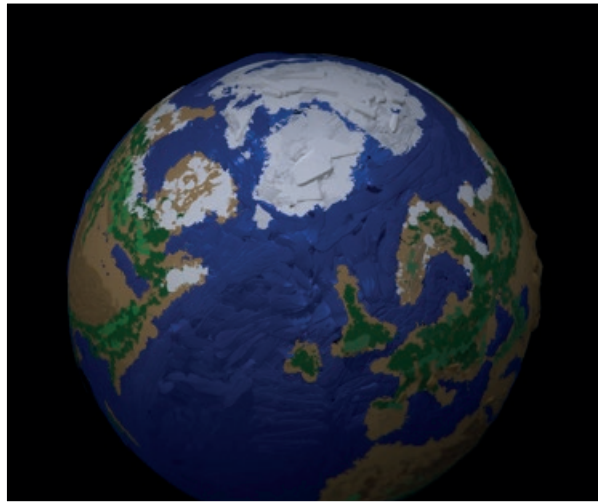
Under the pseudonym Holoman, this eclectic artist has long worked on clay modeling and is a self-taught artist. Holoman's primary mission is to share his creations in a live show by conveying the universal message of Earth Legacy.

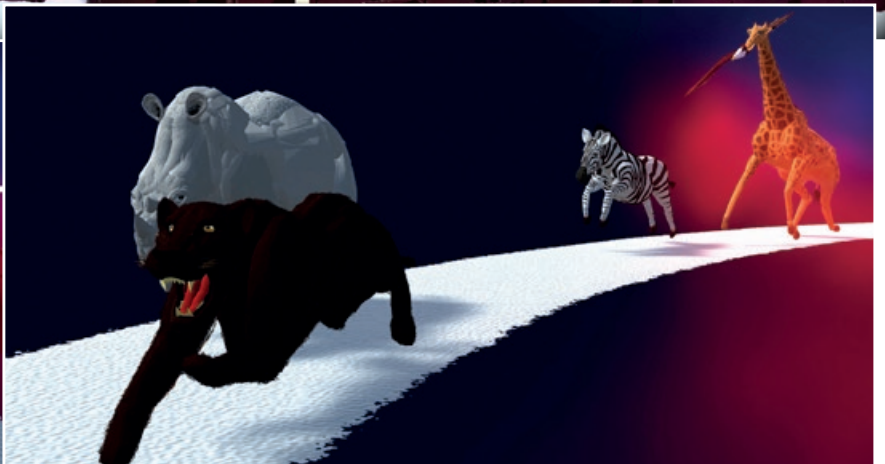
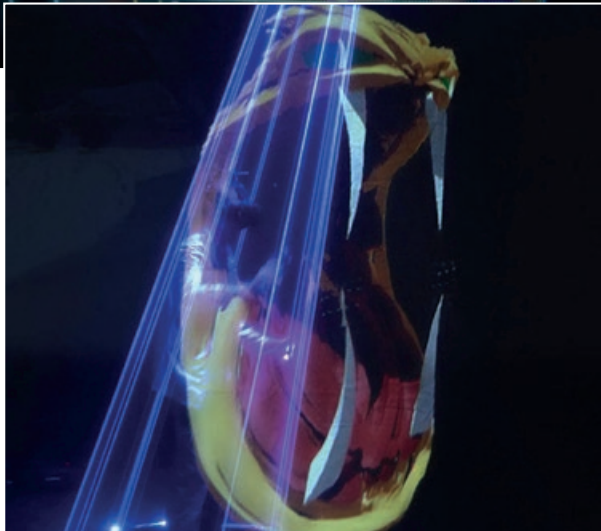
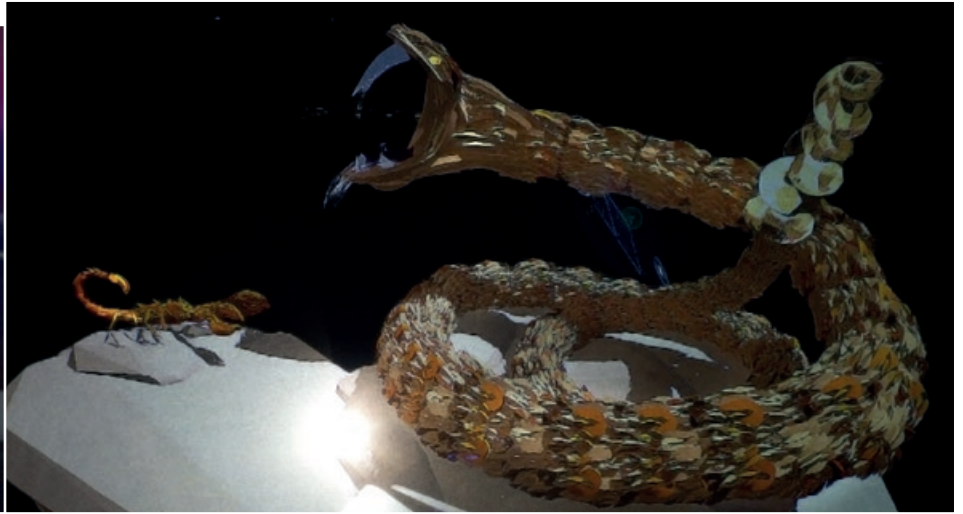
He is also a musical composer (Jazz and Classical) and creates all of the music and animated visuals for his performances.

By mixing his skills in technological media with his experience in the Arts, Holoman has immersed as one of the leaders in the Virtual Digital Art world.



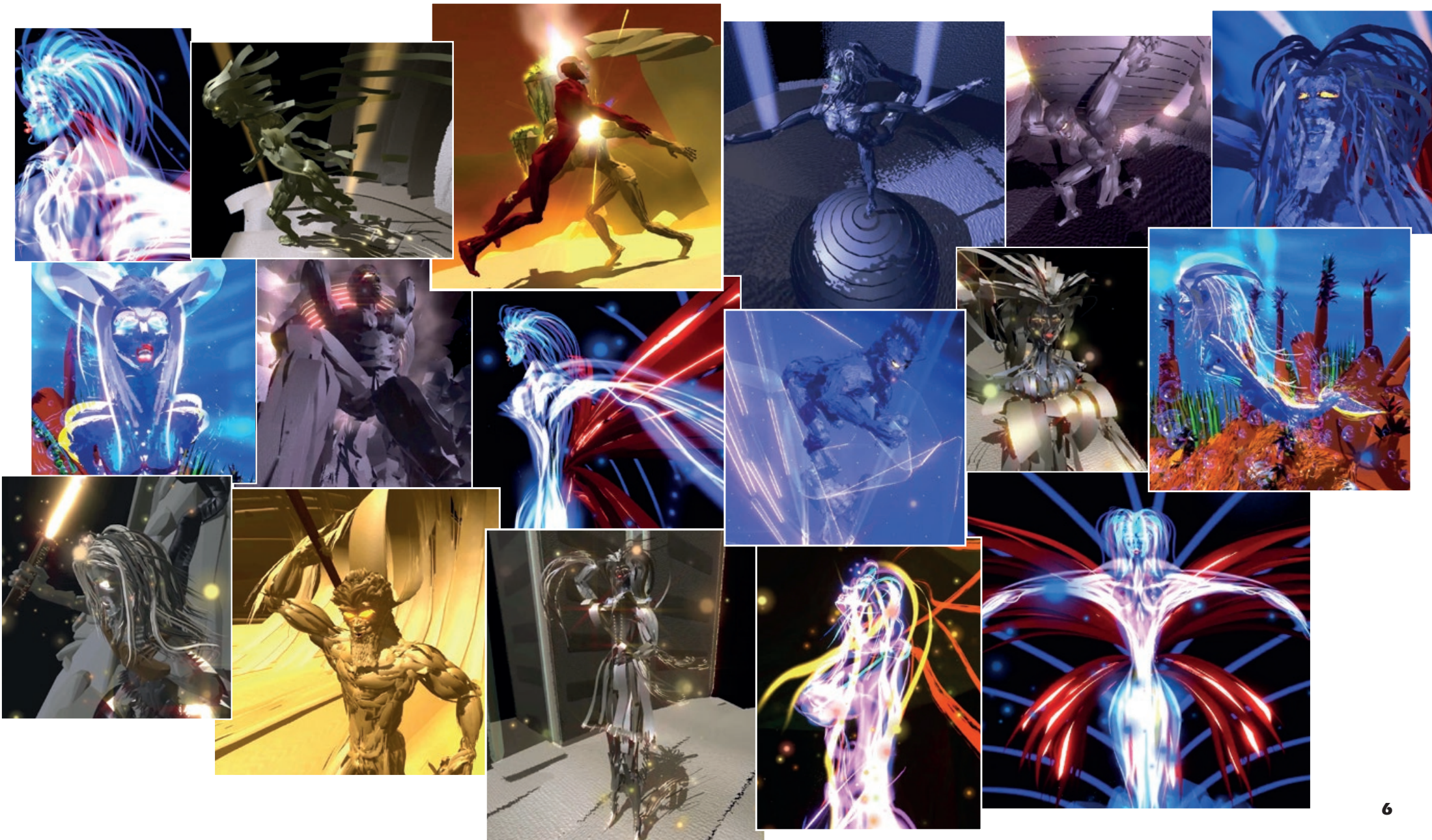
EARTH LEGACY footage





Miscellaneous work (Outside of projet)

These VR Sculputures are posted daily, visit my Instagram account: [holoman_vrsculptor](https://www.instagram.com/holoman_vrsculptor)



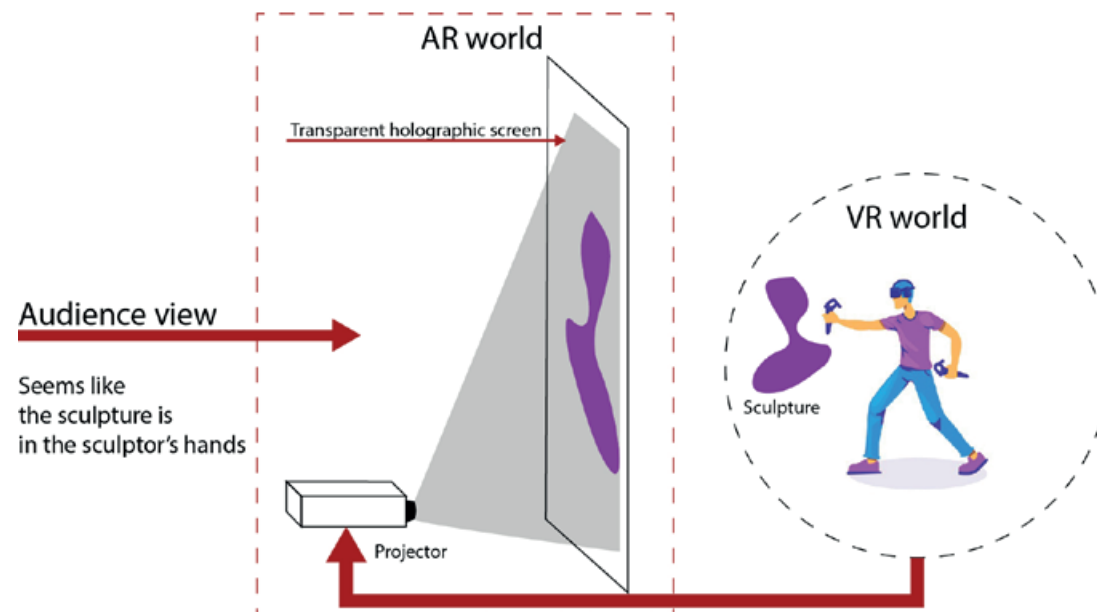
An innovative concept

There has never been a Extended Reality performance like this before. By projecting real time holographic images onto the giant AR screen, the sculptor marries the XR technologies in order to create a unique visual experience for the viewers.

The show maintains the integrity of Augmented Reality, as the sculptor on stage is grounded in reality, and is «augmented» by the holographic images he creates for the live audience.

For the first time, VR and AR are complementary, and essential to one another as they are used at the same time for a unique result.

The Concept: «The artist's VR world and his sculptures are transformed by the giant AR screen (in front of him) for the audience »
For the first time, VR and AR are joined together in the same place at the same time.

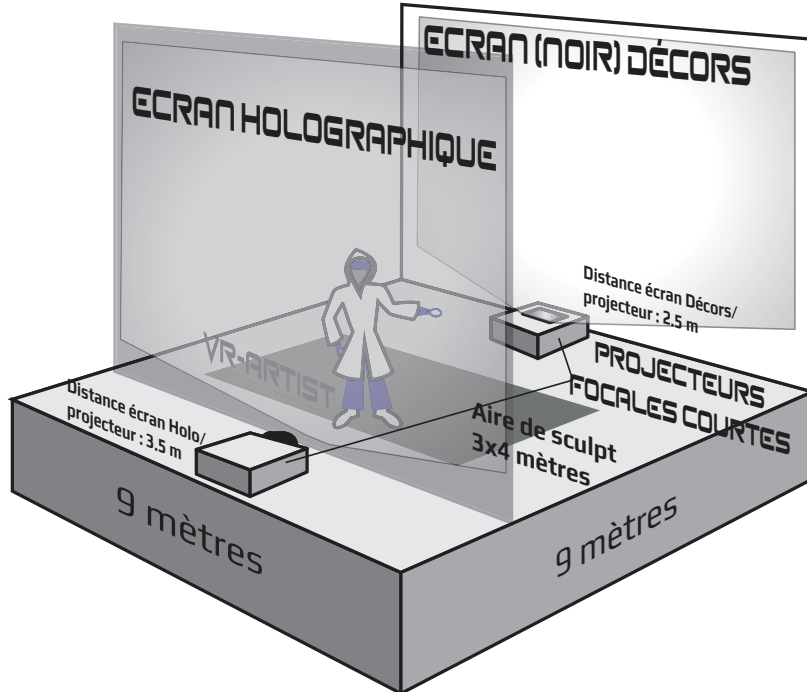
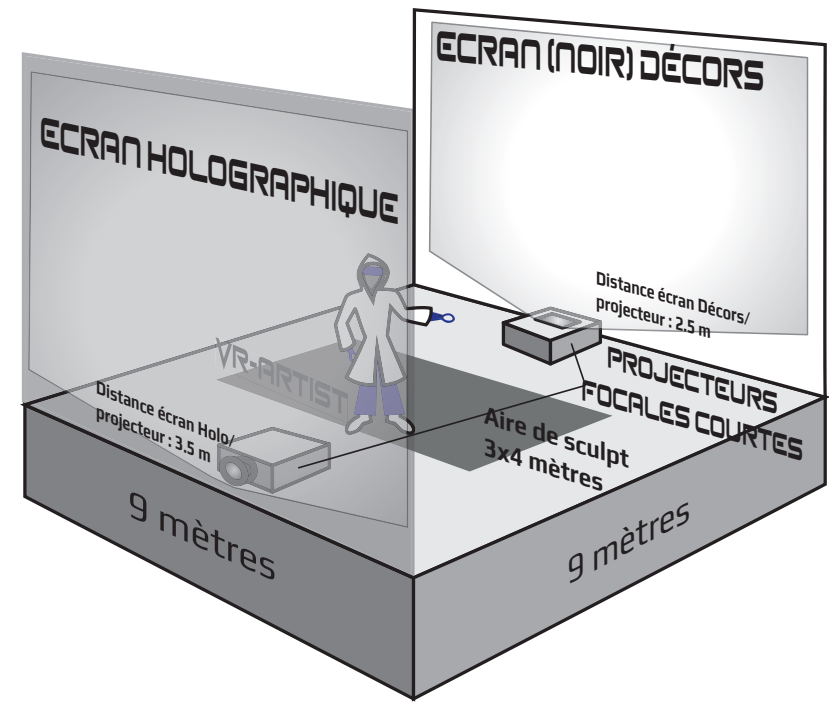


Critics, journalist and XR users have a tendency to pit the two technologies against each other, without good reason because most of the time they are used for different purposes. I am very excited to unite these two technologies together for the first time in Earth Legacy and to see the amazing creative results.

Scene device

Earth Legacy requires a dual-screen installation:

- Two projectors with extra-short focal lengths allow for double synchronized projection in close proximity to the two screens. Opposite projection directions will avoid unwanted images between the projectors and the VR-artist.
- The background screen gives depth to the holographic projection. It is used mainly for sets, and changes of visual location.
- The translucent screen (semi-transparent) is the support for VR-live-sculptures and transitions holograms.



Music and voice-over

The original music comes in two versions for two types of audience: electronic music for an audience between 15 and 35 years of age and a more orchestral music, for audiences of 35 years and older.

The voice of the storyteller is woven in and out of the fabric of the story. It can be easily translated into all languages and currently exists in French and English. There is also a version of the text for children aged 5 to 10.

Artist-Author-Producer: Gerard Bernasconi

After 10 years as a musician-composer, I entered the graphic arts field. From publishing to advertising, I quickly moved on to VFX and animated films in 1996. In 2000 I created my first youth program company for the Web where I wrote my first screenplays. I was Artistic Director of BFMTV in 2006 and I have also written and directed animated films, commercials and scenography for top french artists such as Johnny Hallyday, Indochine. I have taught at the prestigious «Ecole des Gobelins» since 2005 where I created a training program on «Content Writing in Virtual Reality». I am the author of the eBook «Immersive Content Writing» in English and French.



Virtual Reality

Author and director of immersive experiences:

- Quaestio: pilot episode of a 360° series, selected at 360 Film Festival, visible on VRrOOm.buzz
- Tumbleweed, contemporary interactive storytelling, drama.
- TW Last Night: VR experience on Tennessee Williams.
- Immersive-Story: interactive mutation of comics in virtual reality
- Creator of the immersive writing blog <https://www.virtualscript.fr>.
- eBook «Writing Immersive Contents» (english and french) <https://www.virtualscript.org>.

More about me in my [LinkedIn profile](#), and my [Instagram](#)



HoloVR Prod

I created my multimedia production company with the intent of promoting my speedsculpting performances. I am currently developing a new concept in animated «Holographic Theatre» and a new VR sculpting software tool to help craft this exciting new art form.

Ar'Kros The Digital Alchemist, a new HoloVR Prod's project, received in December 2019 the **Aide à l'écriture des Nouveaux Médias*** from the City of Paris.

* Writing grant

