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AN IMMERSIVE MULTI-SENSORY EXPERIENCE

V E I N

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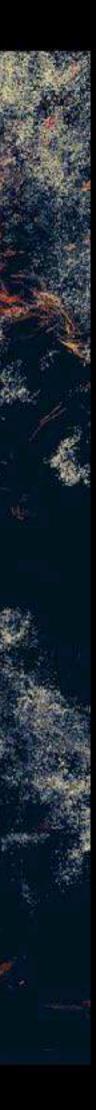
IN THE EYES OF THE ANIMAL

FROM THE AWARD WINNING CREATORS OF



TREEHUGGER

AWONA



Immerse yourself in nature

Blurring the boundaries of installation, live performance and virtual reality



Premiered in London, UK
Saatchi Gallery

Extended twice

Over 18 weeks of operation

25,500 tickets sold over 4 months

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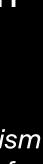
We live in an Ocean of Air is a multisensory immersive installation that illuminates the invisible- but fundamental- connection that ties animal and plant, human and natural world, into a wondrous rhythm which underpins life on Earth.

"We are not individuals. No living thing is. Every organism is a symbiosis: an enmeshed and embodied network of relationships." - Merlin Sheldrake

20-minutes immersive experience

Watch Teaser





Existing in the liminal space between art, science and technology, *We live in an Ocean of Air* blurs the boundaries of installation, live performance and virtual reality and enchants the everyday world by revealing the natural forces that exist around us.

Vitally, it provides an alternative platform to view the challenges our planet faces in the twenty-first century and helps us to reflect on our dependence and responsibility to the organisms we share it with.



Unparalleled

Sensory experience

by incorporating

- \rightarrow Breath sensors
- → Heart rate monitors
- → Binaural sound
- → Scent dispersal systems
- → Wind machines



Exploration of the invisible connection between plants and humans

through breath



Interaction with an entire ecosystem around a

giant sequoia tree



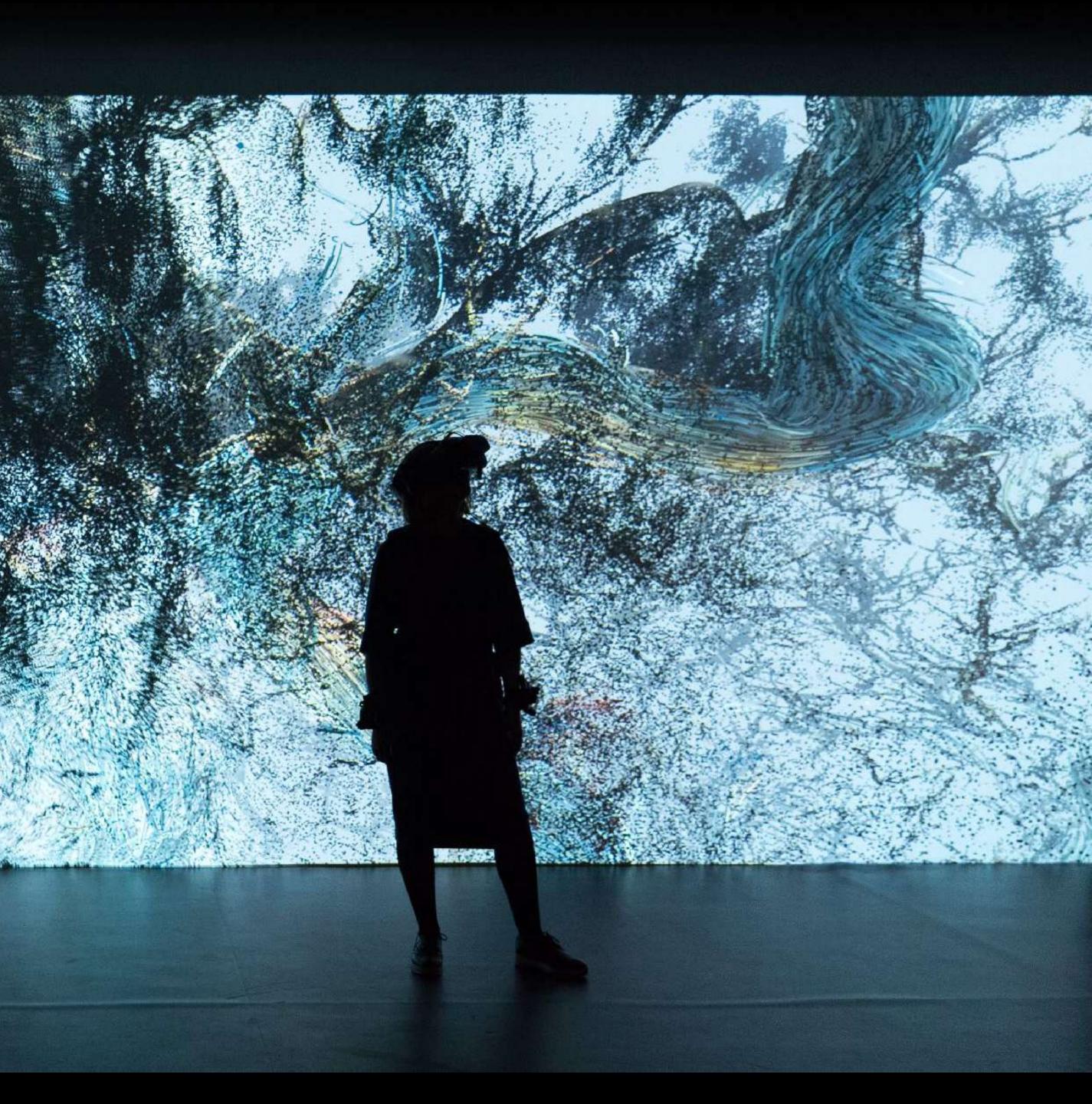


With each exhale of your breath

oxygen and carbon dioxide are made visible



Nature explodes in **breathtaking light and colour**



A reflection on our dependance and

responsibility

to other organisms



Key Metrics

Saatchi Gallery London. **December 2019** saatchigallery.com





Visitors / Hour

Average Hours / Day

7





89%

@

X

28,129

Attendance Success

Tickets Sold





31,500 126 =

=

X

X

Opening Days

Maximum Capacity

\$



\$25

Average Ticket Price

\$703,225

Gross Ticket Sales

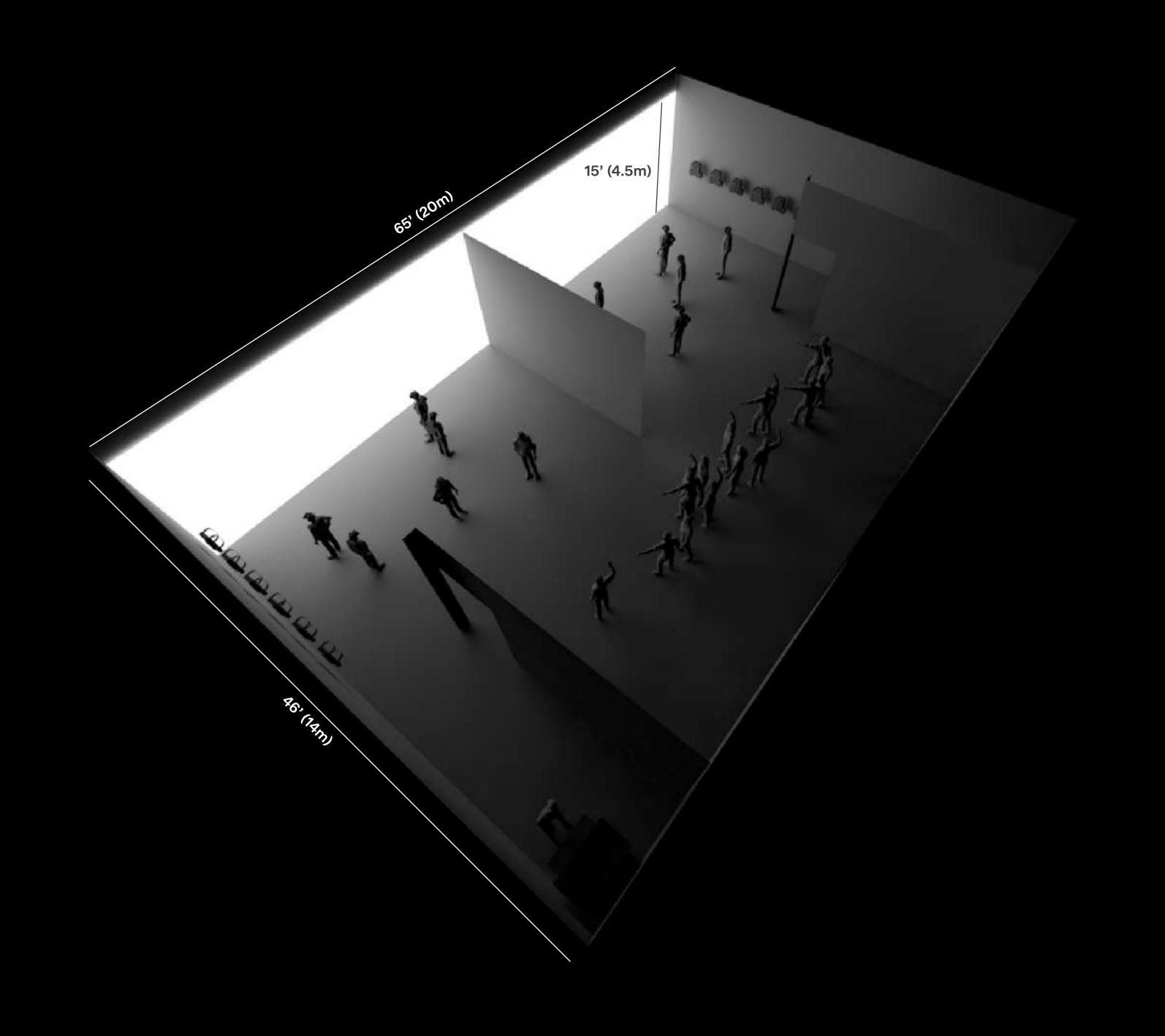


The Space

Minimum of 3,200 ft² (300m²)

Footprint example

→ 65'(W) x 46' (D) x 15' (H)
→ 20m (W) x 14m (D) x 4.5m (H)



The Space

SETUP EXAMPLE

PROJECTION AREA

VR GEAR DOCKING STATIONS (6 X)

VR GEAR DOCKING STATIONS (6 X)

PROJECTION AREA

BRIEFING ROOM 2

EXPERIENCE SPACE 2

PARTITION WALL

EXPERIENCE SPACE 1

VIEWING GALLERY (waiting area)

ENTRANCE

BRIEFING ROOM 1



Projectors

Projection

Large screens create tiers of immersion allowing the audience to enjoy the performance taking place.

33' (10m)

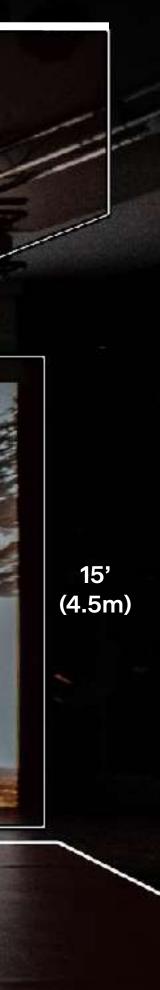
15' (4.5m)







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		33' (10m)
	26" (8m)	





- \rightarrow To brief guests
- \rightarrow To help guests to put on equipment
- \rightarrow To monitor guests during the experience
- \rightarrow To clean the equipment after each session
- \rightarrow To periodically reset the equipment

Operations Crew





FLOOR MANAGER



To manage guests in the waiting zone



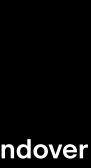


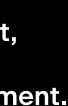
To scan tickets and handover guests to the Floor Manager

TECHNICIAN



To run the show, monitor all equipment, provide any fixes when needed, and periodically reset and clean the equipment.





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