

THE FAKED VR

PRESENTED IN A GOOGLE CARDBOARD



*Technical
Instructions
11/2019*

I am an App. My name is The Faked VR. I don't know what the people had in mind when creating all the things in a different world they call opensimulator. I am a VR Google Cardboard app and I can only speak in technical terms. This means I am doomed to silence when it comes to the things in me, the things called "Art."

But today, a user told me he has no clue "about Kunst," he said.

I told him, "All I know is that Kunst is the avant-garde name for Art. Katatonenkunst is the first app on the Google Playstore for opensimulator. It is presented in THE WRONG Biennale and is called THE FAKED VR."

The user did not know that Katatonenkunst is a wor[ld]d created by William Gibson or that the app brought Gibson's idea to life, an idea of a sensory immersive art experience.

"Katatonenkunst. Conservative. The sort of work one sold to committees sent round by the boards of Dutch commercial banks." William Gibson in Count Zero, 1984.

The user said he is only interested in my functionality. I am so happy. There are users just being users. They have no need to find deeper meaning in me.

Here is my storyboard.

First, download me from the Google Playstore onto your Android Smartphone. Right now I'm not compatible with iPhone. In the Google Playstore look for the icon The Faked VR and for the Developer's name: Herzstein, to be sure you have the right one. No need to grant access to any data on your smartphone. No contacts. No photos. No special rights or privileges are granted. The app is quite safe.

Once downloaded, start the app. Read the credits and the instructions, which might be fun to read. Don't worry too much, Art Blue wrote them, and he is the curating artist. Maybe he was on Substance-D.

After accepting the terms of service, which is in fact, that you state that you've read the safety instructions of the Google Cardboard you'll use, put your smartphone into the Cardboard. Be sure you already have the app running before you do that.

Be sure you sit in a chair that swivels around. This is important. Do not stand.

Next step is to adjust the vision when wearing the headset to get the sharpest picture. This is done with sliders. The Google Cardboard will come with a manual showing how to do that. Don't worry if you struggle. When flying around you can re-adjust the vision.

Lower your head so your chin rests on your chest. You will see a menu bar moving in from the side at the bottom. Now, the important point is the cursor, which appears as a white circle in the middle of the display. Bring this cursor or focal tool to F – for flying. Keep the focal tool on the F for two seconds. The F button will become illuminated to show that flight mode is activated. Once you move your head up you'll fly. Once you can fly the next steps are easy. Test FF – for fast fly and W – for walk. Turn your head left, right, up and down to see the viewing area and then rotate in your chair. You will see, walking has a little drift toward the ground. When you reach a wall or a border you'll stop. When you turn your head to either side the moving continues. To avoid moving there is the S function for stop or stand still. When on S you will notice you can turn 360 degrees without changing your position. Just experiment.

If you feel lost or get stuck activate T for teleport home. This is the location where you began.

If you have your volume turned-up on your smartphone you will hear music playing from time to time.

You might also see a video running on a tiny screen held by the robot standing in the middle of the installation. Just fly closer to the area before the screen. If it is hard for you to watch, you can view it on the website VR.THEFAKED.COM as well.

There are two more technical functions you need to be aware of. One is an egg using the focal tool and the other is an invisible area around The Justice Statue that in gamer language is known as a hit box.

The Egg: When you place the focal tool on the egg for some seconds the shape of the cursor will change, and you will be teleported to the Cloud Guide and a randomica installation in a location outside of the world. In this area you will find the Stangen, needle spaceship, and the Long-Legged Maskitts. Once you finish exploring you can either fly down through a square hole in the clouds or use the T function to return home.

The Hit Box: When you enter the hit box area around The Justice Statue, designated by poles, and stay there for twenty seconds, you will be teleported to Tuvalu located inside the Kitsune Temple, which you can also walk or fly in to. Once you explore this area you can either fly or walk out of the temple or use the T function to return home.

Sadly, the smart phone does not support advanced light or animations comparable to opensimulator, so we have chosen not to include access to the interior of the Temple of the Nomads. The video gives an impression of what is inside and can be viewed on the website.

We hope you enjoy The Faked VR, but I'm just a technician, don't ask me about the Art.