ABSTRACT

This study aims to analyse the use of virtual reality (VR) technology in performing arts and to discover what are some of the new potentials and challenges of merging art and technology. Drawing lessons and analogies from this exploration, the study also aims to address the possible implications of VR technology on architecture. The approach is to review or analyse the works of VR performing arts from a few key perspectives, such as the enabling technology, the artistic theory of performing arts and the future trends of VR. A specific group of VR performing artists was used as a case for analysis and discussion—the Sharir Dance Company from the University of Texas at Austin’s College of Fine Arts.

The analysis revealed many new potentials and advantages to both VR scientists and artists, along with some limitations and difficulties. With the constant interaction and development between the two fields, both VR technology and VR performing arts will likely to accomplish greater achievement in the future. The findings contributed to lessons of relevance to the interaction between VR technology and architecture. Certain similar analogies were drawn from the study of VR performing arts to investigate the relationship between virtual architecture and physical architecture, and to expound the issue of architecture as ‘image’ or imagery.