



Using immersive media and digital technology to communicate Earth Science

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A number of technologies in digital media and interactivity have rapidly advanced and are now converging to enable rich, multi-sensoral experiences which create opportunities for both digital art and science communication. Techniques used in full-dome film-making can now be deployed in virtual reality experiences; gaming technologies can be utilised to explore real data sets; and collaborative interactivity enable new forms of public artwork. This session will explore these converging trends through a number of emerging and forthcoming projects dealing with Earth science, climate change and planetary science.