



## Tour Sara Ludy's Digital Dream House by Marina Galperina

Artist Sara Ludy has just released the first video introducing her latest work Dream House, "an on-going virtual architecture project inspired by lucid dreams and sacred spaces." View the video above to explore.

"The sound is just various room recordings that are pitch shifted slightly to create different ambiances for each space," Ludy Tells ANIMAL. It adds an ephemeral, mystical feel to the impossibly sleek, pleasurably comprised rooms. "The text I've written for this piece acts like a real estate/vacation listing," Ludy explains.

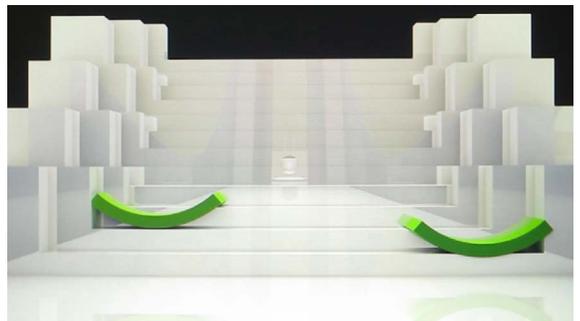
*This secluded 100-acre island gem is found resting on the center coordinates from a 3 second transport time. Surrounded by void, this island is a timeless wonder; featuring Dream House, the primary memory palace experience.*

*The north side of the premise includes a 9-plug waking pad equipped with sustainable primitives and reliable access. Just west of the waking pad is a uniquely tiered water feature overlooking space in a remarkable scene. On the southeast coordinates, between the lush eastern hills and the arid south basin, resides the shapeshifting Dream House; a domestic labyrinth built with familiar geometries and sacred details.*

*Created during the 1st period, Dream House is known as "the palace of dreams". This hybrid dream architecture includes 3 lucid dream spaces precisely constructed utilizing genuine memories, native textures and brilliant moonlight. The house is furnished with premier animistics; Transport Bed, Stack of Books, Vanity Mirror, Floating Mirror, Floor Curves, Disc, Entity Bust, Sun Disc and Fountain Pad. All animistics are full automated and activated by proximity.*

*Dream House comfortably accommodates multiple embeds, providing an ideal platform for remote experiences. Dream House is the traveler's perfect destination for exploring authentic dreams embedded in time, space and structure.*

The video was completed earlier this year and has only been exhibited to the public in "Liquid Crystal Palace" at the Honor Fraser gallery in Los Angeles. Ludy says that she has been working on the 3D model for the last 10 months and sees a few more years of work ahead until the Dream House develops into a massive labyrinth. It will also produce several works — videos/prints/objects — and a headset version. We can't wait to enter the Dream House in the future.



Sara Ludy. "Dream House", 2014

