**A Conversation About Sex – VR**

Following on the success of his 2016 Virtual Reality Performance Piece: “The Gol Goatha Project”, Dennison Bertram has been invited back to the Milan 2017 Design Week by SBODIO32 for "sense-me" edition.

For this year outing, Dennison Bertram has created a “A conversation about Sex” a 360 VR film which explores the concepts of Sex and Sexual identity in society through an intimate conversation in the virtual space.

Sex and sexuality is such a complicated topic that frequently individuals have trouble even listening to a discussion on the subject as one is overly conscious that their reactions might be interpreted by other persons nearby as an approval or disapproval of the content being spoken of.

A conversation about sex uses VR and 360 video to take the viewer out of the judgemental reality of the world around him/her and place them inside a neutral landscape directly across from their “conversation partner”.

Here in this neutral space the viewer is free to listen and understand, disconnected from the prejudice of peer pressure that might accompany a conversation that might happen in public. The space of the conversation is a neutral emptiness. A void where there exists only the speaking subject and the viewer.

The environment is designed feel like a sub-reality that simultaneously exists in another dimension accessible through the VR Headset. Much like human sex and sexuality itself this space is meant to feel ever present yet invisible. Above the head of the viewer are stars of a galaxy created from point-scan data from human genitals, symbolizing the universe that surrounds us.

“A conversation about Sex” in English and Italian (with English Subtitles)

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