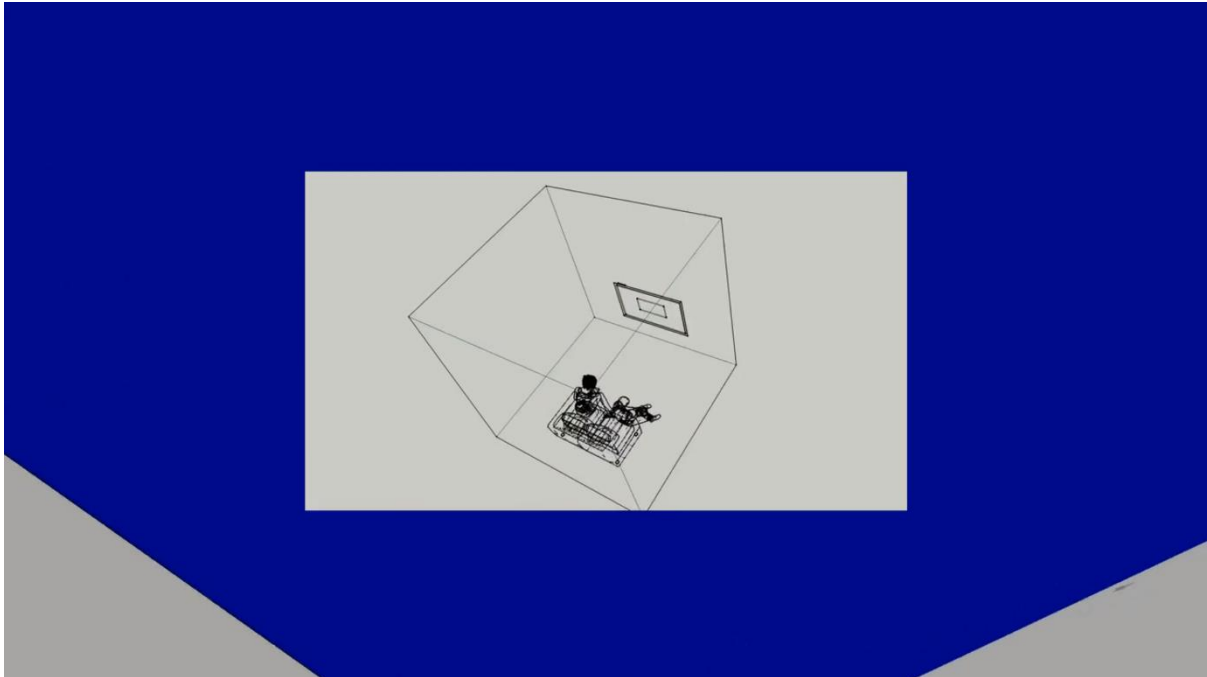


Bob Bicknell-Knight
Utopian Realism, 2016
Gear VR, virtual reality app, iPhone 5s, camping mat, rope, stones
4 mins 42 sec



This project considers the over consumption of technology linked with the individuals who facilitates the consumer culture that we all live in. Within this I'm also thinking about the difference between the virtual and the real world, as well as how technology can be a help and a hindrance simultaneously. Tied into this are ideas surrounding the monotony of life and everyone being placed/living in their own small space, watching the world go by through various screens that are provided for them.

Watch the film by going to <https://youtu.be/t2p9eHcrz9I>



Bob Bicknell-Knight
Utopian Realism, 2016
HD digital video
4 min 42 sec



Bob Bicknell-Knight
Utopian Realism, 2016
HD digital video
4 min 42 sec