Press Release  
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# Tilda Swinton or seeing the world through the eyes of artificial intelligence. The ART\*VR virtual reality film festival has unveiled its programme, which this year expands to Planetarium Prague.

**The ART\*VR festival, the largest event in Central and Eastern Europe showcasing virtual and augmented reality art, will take place for the third time at the DOX Centre for Contemporary Art, which is co-producing the show. This year the festival will also feature screenings in the newly reconstructed Planetarium Prague. The theme of this edition, More-than-Human Perspectives, explores what the world looks like through the eyes of trees, animals, particles of plastic, or artificial intelligence. The festival will feature more than forty projects, including fourteen works in the International Competition section, and this year it will introduce a new format to the programme for the first time – fulldome projections in the digital cupola of the planetarium. The main part of the festival will run from 21 to 26 October 2025, and the accompanying exhibition at DOX will be open to visitors until 23 November. The complete programme can be found at** [**www.artvr.cz**](http://www.artvr.cz)**.**

“The fulldome format, which was originally associated primarily with science education projections, has in recent years become a platform for progressive artistic creation. The goal of this new section is to present Czech audiences with the best contemporary works from around the world and offer a new perspective on the possibilities of immersive storytelling,” says festival director Ondřej Moravec.

### **More-than-Human Perspectives: When humans aren’t at the centre**

This year’s thematic section, entitled [**More-than-Human Perspectives**](https://artvr.cz/en/programme/vr-exhibition-more-than-human-perspectives), builds on a philosophical concept rooted in ethnography, ecology, and posthumanism, which emphasises the interconnectedness of all beings and criticises anthropocentric hierarchies. “What stories emerge when we look at the world through the ‘eyes’ of trees, animals, plastic particles, or even artificial intelligence? And what if, in a sense, we are all of these entities and have been for a long time?” says Daniela Hanusová, the executive director of the festival.

The section presents **eleven projects** that depict more-than-human entities as active participants in our history. One of the projects is the Belgian-Luxembourgian comedy [**The Great Escape**](https://artvr.cz/en/programme/vr-instalace-mimolidske-perspektivy/the-great-escape), which brings a rare dose of humour to virtual reality. “VR projects usually take on serious topics. This project is unique in that it is a comedy, which is a rare genre in VR,” explains Moravec. The viewer becomes a third geranium in a flowerpot where two other geraniums are celebrating their “pottery wedding anniversary” after nine years of living together – the romance is long gone. The creator, Joren Vandenbroucke, will attend the festival in person. A more radical perspective is offered by the project [**Plastisapiens**](https://artvr.cz/en/programme/vr-instalace-mimolidske-perspektivy/plastisapiens), which takes place in a speculative future where humans, nature, and plastic have merged into a single hybrid being. It is based on scientific research and ecological imagination, taking viewers from primordial organisms to a plasticised self whose DNA is both organic and synthetic. The 360° film [**The Forest That Breathes Us**](https://artvr.cz/en/programme/vr-instalace-mimolidske-perspektivy/the-forest-that-breathes-us) presents a natural perspective that inspires with science, indigenous knowledge, and speculative imagination. The project focuses on seeing the world through the eyes of a Douglas fir, a coyote, and a humpback whale. This shift in perspective leads the audience to rethink how we perceive time, space, and movement.

One of the most interactive experiences in the section is [**EchoVision**](https://artvr.cz/en/programme/vr-exhibition-more-than-human-perspectives/echovision), which simulates how bats navigate. Visitors will put on a special mask which lets them see their voice reflecting off the walls on a display, and they can thus orient themselves in space using echolocation like bats. “I’m really looking forward to seeing people walking through the gallery, hooting and flying around everywhere. If someone were to wander into the David Lynch exhibition, I think that would be uniquely fitting,” adds Moravec with a smile.

### **International Competition: Identity in a digital mirror**

This year, the fourteen projects in the [**International Competition**](https://artvr.cz/en/programme/international-competition) section address the theme of identity – personal, collective, and digital. For one-third of the projects, this screening will be their world or international premiere. The festival will award four prizes in the following categories: ART\*VR Grand Jury Award, ART\*VR Best Design Award, ART\*VR Best Storytelling Award, and ART\*VR Audience Award.

The project [**Creation of the Worlds**](https://artvr.cz/en/programme/mezinarodni-soutez/creation-of-the-worlds) offers a transcendental experience – a VR adaptation of the visionary paintings and music of Lithuanian genius Mikalojus Konstantinas Čiurlionis, which serves as a metaphor for the human journey to inner maturity. The creators, Kristina Buožytė and Vitalijus Žukas, will be there to present their work in person. The project [**Less Than 5Gr of Saffron**](https://artvr.cz/en/programme/mezinarodni-soutez/less-than-5gr-of-saffron) deals with a very topical issue, telling the story of a young Iranian immigrant for whom the scent of saffron evokes painful memories of her dangerous journey to safety. The project won the Special Jury Prize at the Venice Film Festival in 2025. The creator, Négar Motevalymeidanshah, will attend the festival in person. The world premiere of the project [**The Building**](https://artvr.cz/en/programme/mezinarodni-soutez/the-building) by young artist Kaho Albert Yu from Hong Kong offers a Kafkaesque atmosphere: Viewers walk through a brutalist government building where a clerk flits past and constantly hides from them. VR productions from Hong Kong are rare, and visitors will have the opportunity to discuss their experiences of visiting the government office with the project’s creator.

The project [**Impulse: Playing with Reality**](https://artvr.cz/en/programme/mezinarodni-soutez/impulse-playing-with-reality), narrated by actress Tilda Swinton, won the Immersive Achievement Prize at the 2024 Venice International Film Festival. Through Swinton’s narration the interactive project takes viewers deep into the world of people living with ADHD. The Icelandic project [**Fallax**](https://artvr.cz/en/programme/mezinarodni-soutez/fallax) will have its world premiere at the festival. This uniquely crafted work follows three characters fleeing across the harsh Icelandic landscape, their journey gradually transforming into a surreal voyage through time and space. In its international premiere, the mixed reality performance [**Replica**](https://artvr.cz/en/programme/mezinarodni-soutez/replica) will present a dialogue about the body, transience, and memory – a live dancer performs in perfect harmony with her digital double.

### **AsteRisk\*: Sign language for the first time in VR**

The [**AsteRisk\***](https://artvr.cz/en/programme/asterisk) section presents projects that convey a sense of urgency. In written text, an asterisk points to something that should not be overlooked – a note, an addition, or a detail that ultimately proves to be crucial. The selected works cover a wide range of current topics, from reproductive rights to the housing crisis to sexual harassment in public spaces.

Sign language will enter virtual reality for the first time through the project [**Eddie and I**](https://artvr.cz/en/programme/specialni-program/eddie-and-i-). Thanks to hand tracking, viewers will learn five basic signs and help a deaf boy overcome his fears of a new environment. The project will be part of the school programme. Slovak artist Adela Lujza Lučenič will be presenting the international premiere of her very intimate work [**Building Comfort: Safe Space in Virtual Reality**](https://artvr.cz/en/programme/specialni-program/building-comfort-safe-space-in-virtual-reality), where players can move freely in a world shaped by emotions, memories, and objects that bring comfort to the author.

### [**The Fulldome Competition at Planetarium Prague**](https://artvr.cz/en/programme/fulldome-program-in-planetarium)

This year, for the first time, ART\*VR is expanding into the starry cupola of Planetarium Prague. The newly renovated planetarium will host a competition section of ten fulldome films in four public screenings.

The longest film in the section is [**-22.7°C**](https://artvr.cz/en/programme/fulldome-program-v-planetariu/-227c-) (37 min.), an immersive arctic adventure inspired by the musician Molécule, who has transformed the sounds of melting glaciers into rhythmic electronic compositions. The connection between the heavens and the earth is explored in the project [**Starry Animals: Mountain, Sea, and River Constellations in Colombian Skies**](https://artvr.cz/en/programme/fulldome-program-v-planetariu/starry-animals-mountain-sea-and-river-constellations-in-colombian-skies), where viewers journey with a crab, a catfish, and a puma and discover how the lives of animals are written in the stars. Taiwanese artist Ho Chuang’s project [**Demo:Dome**](https://artvr.cz/en/programme/fulldome-program-v-planetariu/demodome) is a playful manifesto on the possibilities of fulldome narration. Half experiment, half demonstration, it reveals the creative language unique to fulldome projections. Humour, abstraction, and surreal imagery intertwine and test the limits of perception under the dome.

Another film representing Taiwanese VR production, which is among the most prolific and frequently awarded at international festivals, is the work [**Across the Lake / Kòe Ô͘**](https://artvr.cz/en/programme/fulldome-program-v-planetariu/across-the-lakekoe-o-). It offers a hypnotic dive into the landscapes of memory and uses the fulldome format as a mnemonic map, where images and sounds emerge like fragments of memories. The festival will feature a total of three Taiwanese projects, whose authors present very different approaches to immersive storytelling. The third such work is [**Sense of Nowhere**](https://artvr.cz/en/programme/mezinarodni-soutez/sense-of-nowhere) by animator Hsin-Hsuan Yeh, which is in the International Competition section. It chronicles an animated journey into the landscape of the subconscious based on Buddhism, Taoism, and Jung’s imagination.

**About ART\*VR**

This year’s ART\*VR festival marks the third collaboration between the creative team led by VR filmmaker Ondřej Moravec and Prague’s DOX Centre for Contemporary Art, which is co-producing the show.

The 2023 edition of the festival was entitled Dimensions of Empathy, while in 2024 it focused its attention on women and VR with the theme Beyond the Glass Ceiling. Last year’s festival was attended by 2,500 viewers and featured more than 100 guests from around the world.

The festival’s concept includes regular discussions with the creators of the individual works, professional lectures, and morning programmes for schools, where students can try out individual projects and then reflect on them. VR experts and enthusiasts can also look forward to the Zip‑Scene conference.

**More information about the ART\*VR festival is available at** [**https://artvr.cz/en/**](https://artvr.cz/en/)**.**

The festival is supported by:

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