

Press release - April 6th, 2021



The full programme of the 4th virtual edition of the digital art festival Recto VRso

The 4th edition of the digital art festival Recto VRso, on April 14-16, 2021, reveals its full programme. Performances and conferences will set the tempo of this online event on the theme: Virtual exhibition / Real exhibition: Online art.

Two virtual areas for artistic meetings and an online gallery

The 4th edition of the Recto VRso festival takes place online in the Laval Virtual World. For the occasion, it will be filled with international artists and professional of the cultural field. Several areas will be available to exchange with all the participants.

The **Recto VRso Area** allows to discover virtual exhibitions and to meet partners, museum and art gallery representatives. The **Research & Creation Area** gathers schools and universities which will present their research work. Don't forget the [online gallery](#) on the event's website, presenting about 50 artworks from the call for projects.

Visitors can also attend virtual live performances during the 3 days. On April 14th, for the event opening, the collective InDialog offers a visual and sound show. For the closing evening party on Friday 16th April, there will be a performance of **Creative Coding** ; a trend mixing visual computer programming and live.

Several conferences to question online art

International speakers are invited to share their experiences during this virtual edition. Digital art specialists will be present, such as **Maurice Benayoun**, **Myriam Achard** from Centre Phi and **Valérie Hasson-Benillouche** from Galerie Charlot. The conferences will question the evolution of online art and the impact of the health crisis.

On Tuesday 14th April, the conference "Hybrid museums - a new reality in a pandemic world?" gathers **Paul Chaine** from [Château de Versailles](#), **Roei Amit** from [Réunion des Musées Nationaux](#) and **Soh Yeong Roh** from [Art Center Nabi](#) in Korea.

The 4th edition ends on Friday 16th April with a discussion about digital art festivals with representatives from [Ars Electronica](#), [VRDays](#), [VRHAM](#), [FIAV](#) and [Stereolux](#). In total, about 30 international speakers are expected from 14th to 16th April!

[Discover the full programme](#)

www.rectovrso.laval-virtual.com

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About RECTO VRSO

Since 2018, the international digital art festival Recto VRso explores, promotes and encourages the creation of artworks related to immersive and interactive art.

Created by the artist-researcher Judith Guez, its purpose is to open the space to discussion about new forms of artistic expression and virtual/mixed reality.

Each year, the festival gathers national and international artworks and artists who enrich the dialog and the relationship with the public.

www.rectovrso.laval-virtual.com

About LAVAL VIRTUAL

Throughout the 23 years of its existence, Laval Virtual has established itself as a major facilitator for organisations in the VR/AR and immersive techniques sector. It gathers and leads a community of professionals through the organization of events and conference programmes in Europe and Asia and provides various information services. Each year, Laval Virtual organizes an international exhibition on virtual and augmented reality. The next hybrid edition will take place on July 7-9th 2021.

www.laval-virtual.com