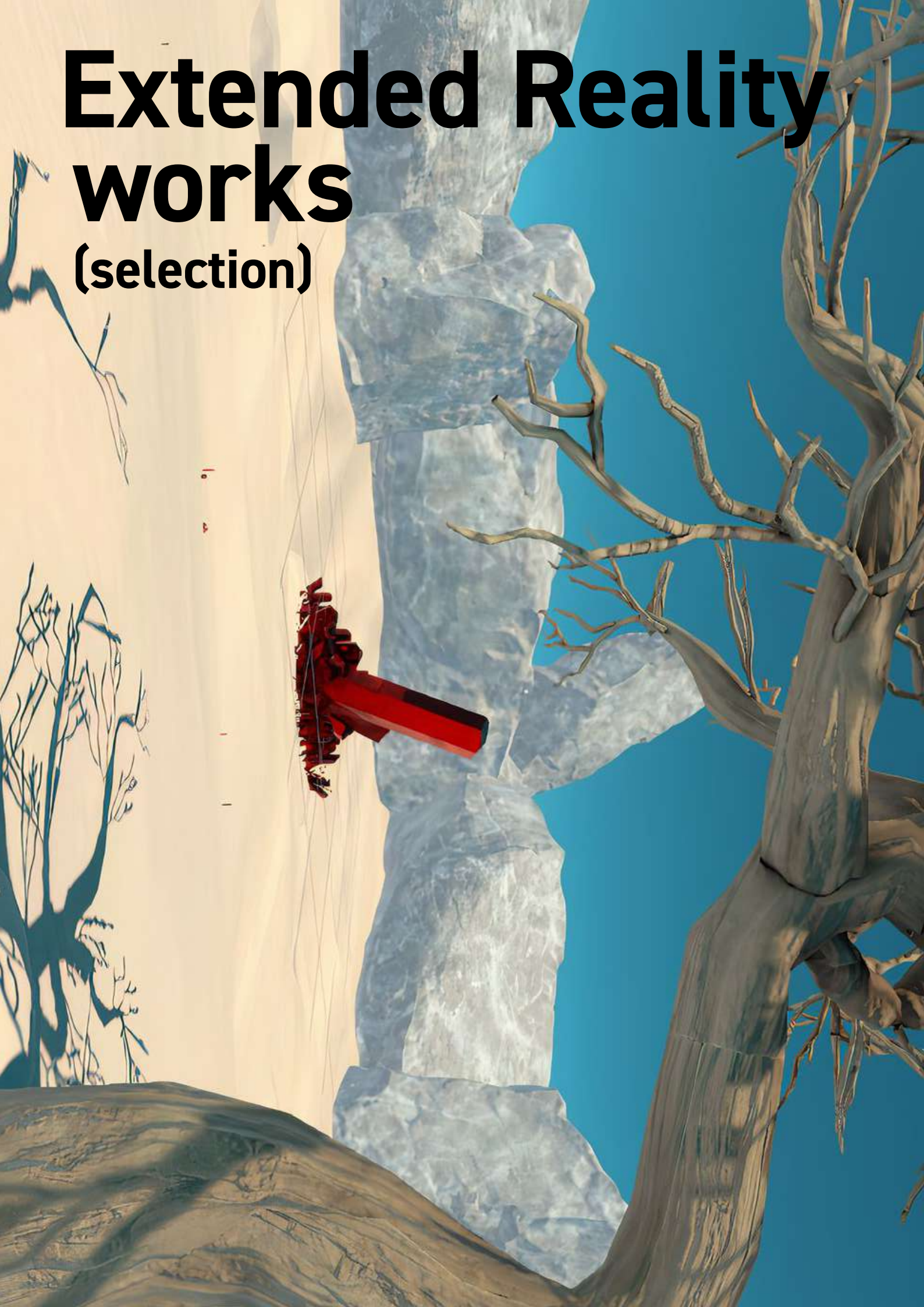
Lena Biresch
Portfolio

Lena Biresch

I originally come from the theater field, where I worked as an assistant director, playwright and director. Since 2016 I have been increasingly involved with the new immersive and interactive media, which led into an education as a game programmer with a focus on virtual reality, which I completed with a diploma in 2020. Since then, I have been working as an XR experience designer and developer at the intersection of game and digital art.

Extended Reality works
(selection)



We are Alice
2020

Final Project Diploma
SAE Institute Hamburg

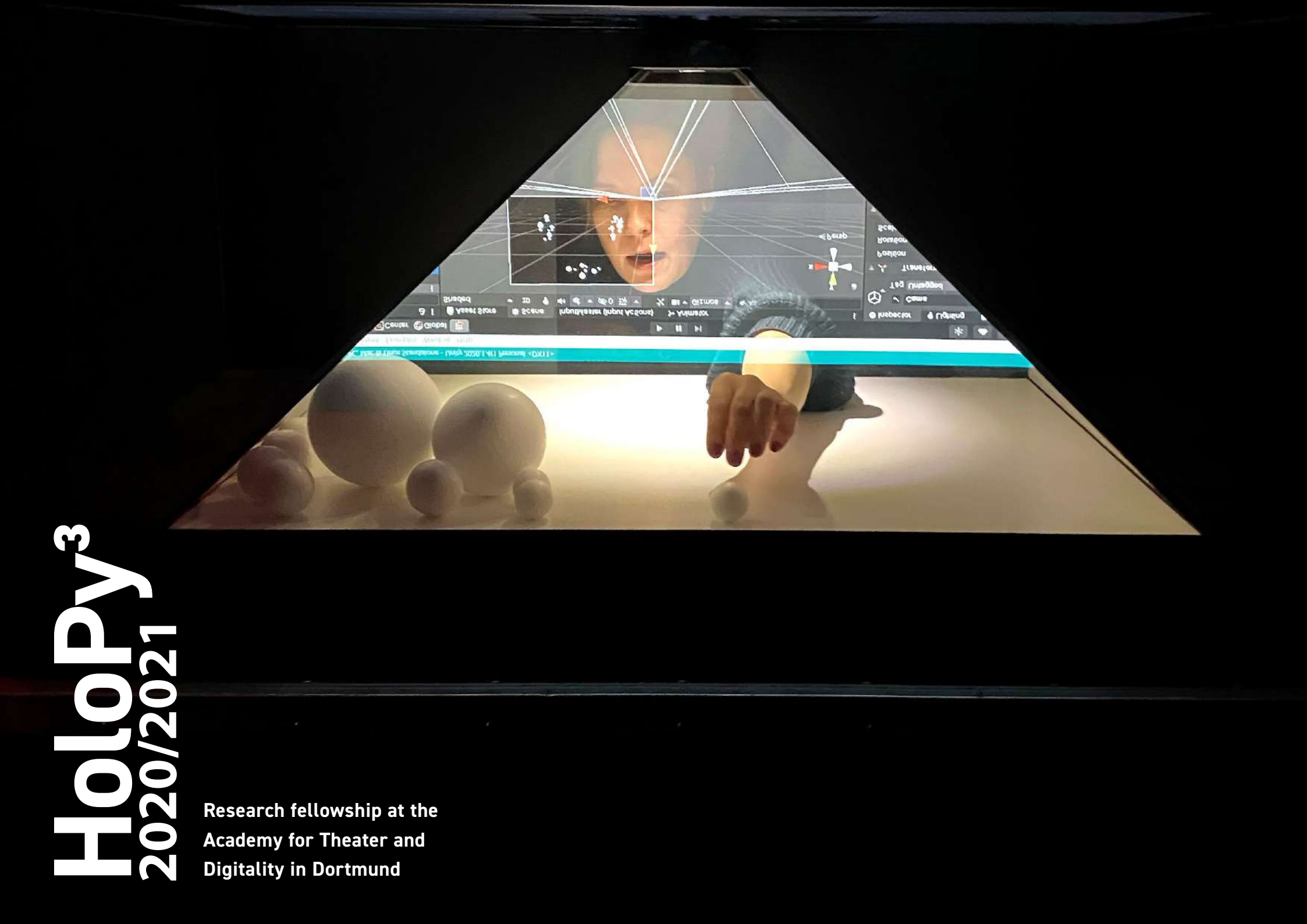
This work is a virtual reality adaptation of „Alice in Wonderland“ in the form of an interactive storyplay: the player walks through the game as Alice herself, experiencing specifically from a first-person perspective what she has experienced, and driving the plot forward by interacting with the environment.

The narrative gameplay consists of the familiar little puzzles that the player must solve.
The novel lends itself perfectly to this approach, firstly because the story is familiar to almost everyone, and secondly because most of the action is triggered by Alice. And so, like her, the player must follow the rabbit, fall down the rabbit hole, shrink thanks to the potion, and grow again through the cake.

Experience Design & Programming: Lena Biresch

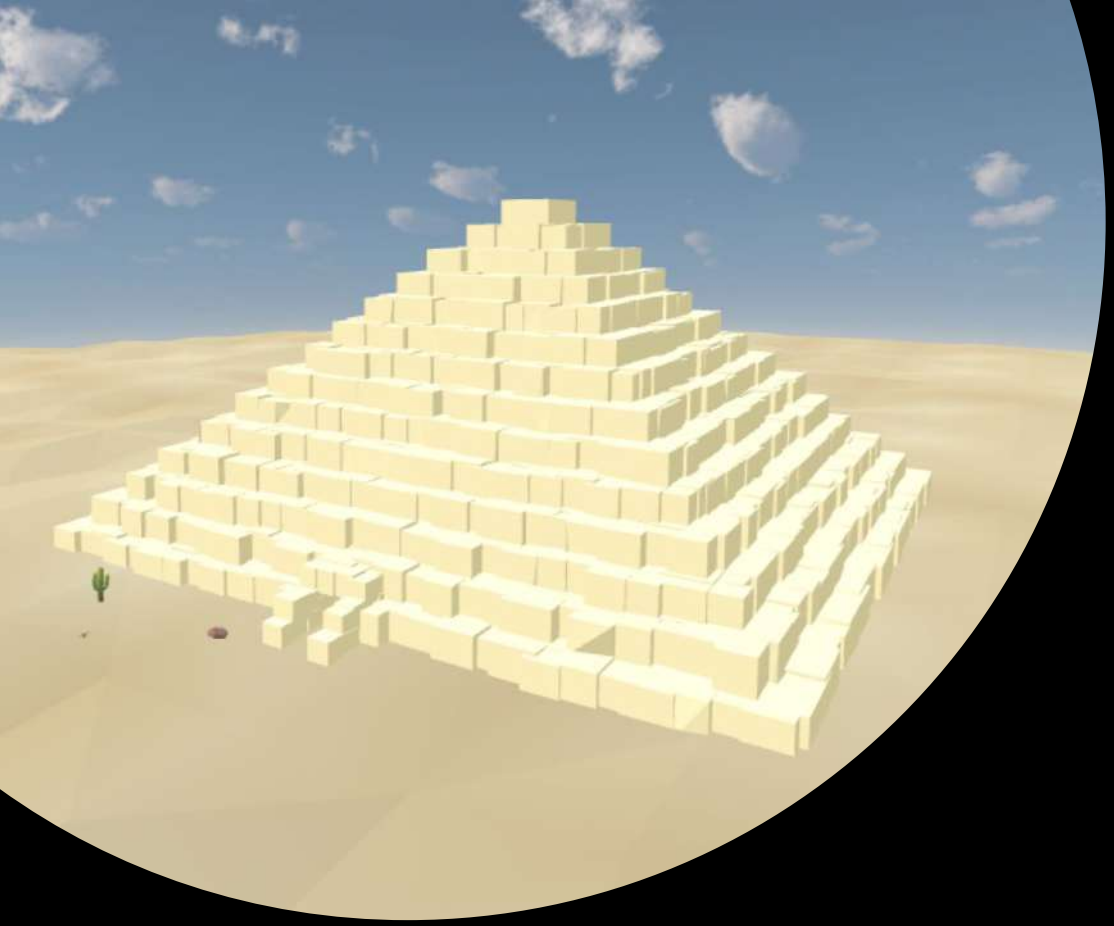
3D Art: Tore Nobiling

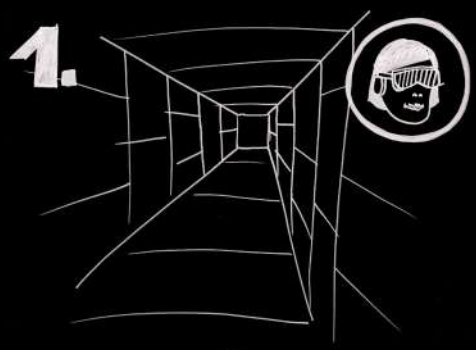
Trailer



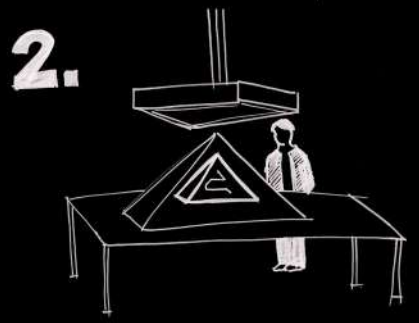
HoloPy^3 2020/2021

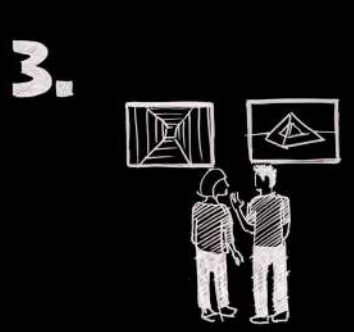
Research fellowship at the Academy for Theater and Digitality in Dortmund





HoloPy³





„HoloPy³“ explores the expansion of theater with digital media and rehearses the applicability of holograms and virtual reality. In doing so, it reflects on the added content and artistic value of three-dimensional and interactive narrative forms with regard to the non-existent fourth wall in these media. For this purpose, the form of a cooperative game for two players was chosen: One player is inside a virtual world through VR goggles and a second player can overlook this virtual world from outside in a hologram pyramid. It is primarily a game of dimensions and perspectives: While the first player appears like a tiny figure to the second in the pyramid, this world seems oversized to the first player, who even needs the second player to orient himself in it. And this is also how the game is designed: Only if the two players support each other and complement their respective perspectives with those of the other player, they can win the game - and then swap roles.

Imagefilm

Me, Myself & My Avatars

(or remapping the homunculus)

2021 / 2022

Research Residency at
the Schaubude Berlin

Supported by Fonds Darstellende Künste and Bundesverband bildender Künstlerinnen und Künstler with funds from the Federal Government Commissioner for Culture and the Media within the program NEUSTART KULTUR

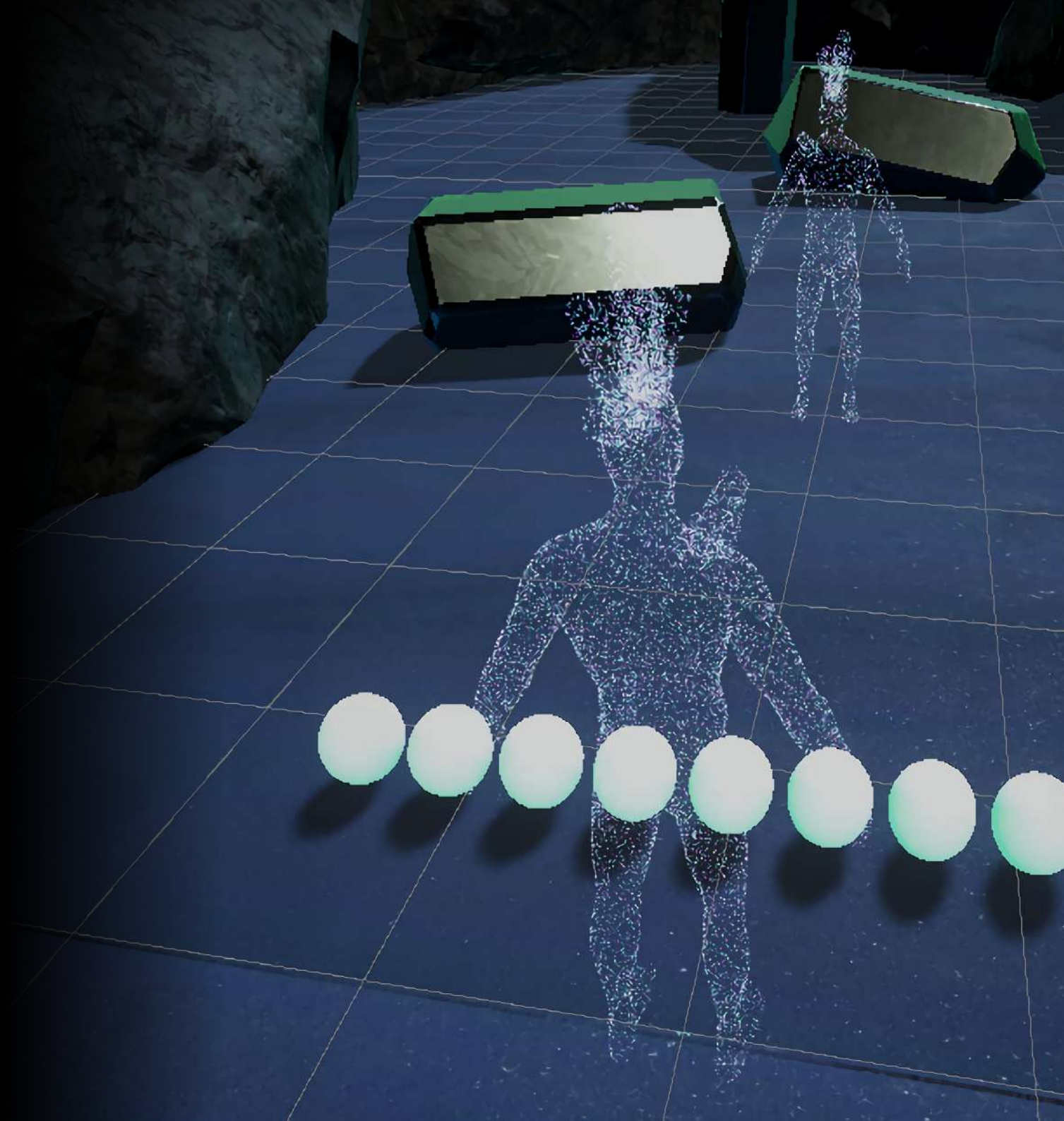
This project deals with the meaning of avatars in virtual reality and wants to explore the chances and limits that lie in their use. It is centrally concerned with the mutability of the homunculus, a mapping located in the neocortex of the movements and sensations experienced by the body.

Not only does this homuncular flexibility allow us to identify with an avatar‘s body in the first place, but moreover, the homunculus can adapt bodies that differ significantly from the human form. For example, we can learn surprisingly quickly to deal with a third arm or a tail.

These relationships are made tangible in the project in the form of three playable, non-human avatars: one with additional limbs, one consisting of multiple bodies, and one to control the entire environment.

Experience Design & Programming:
Lena Biresch
3D Art: Tore Nobiling
Puppetry & Programming: Nico Parisius

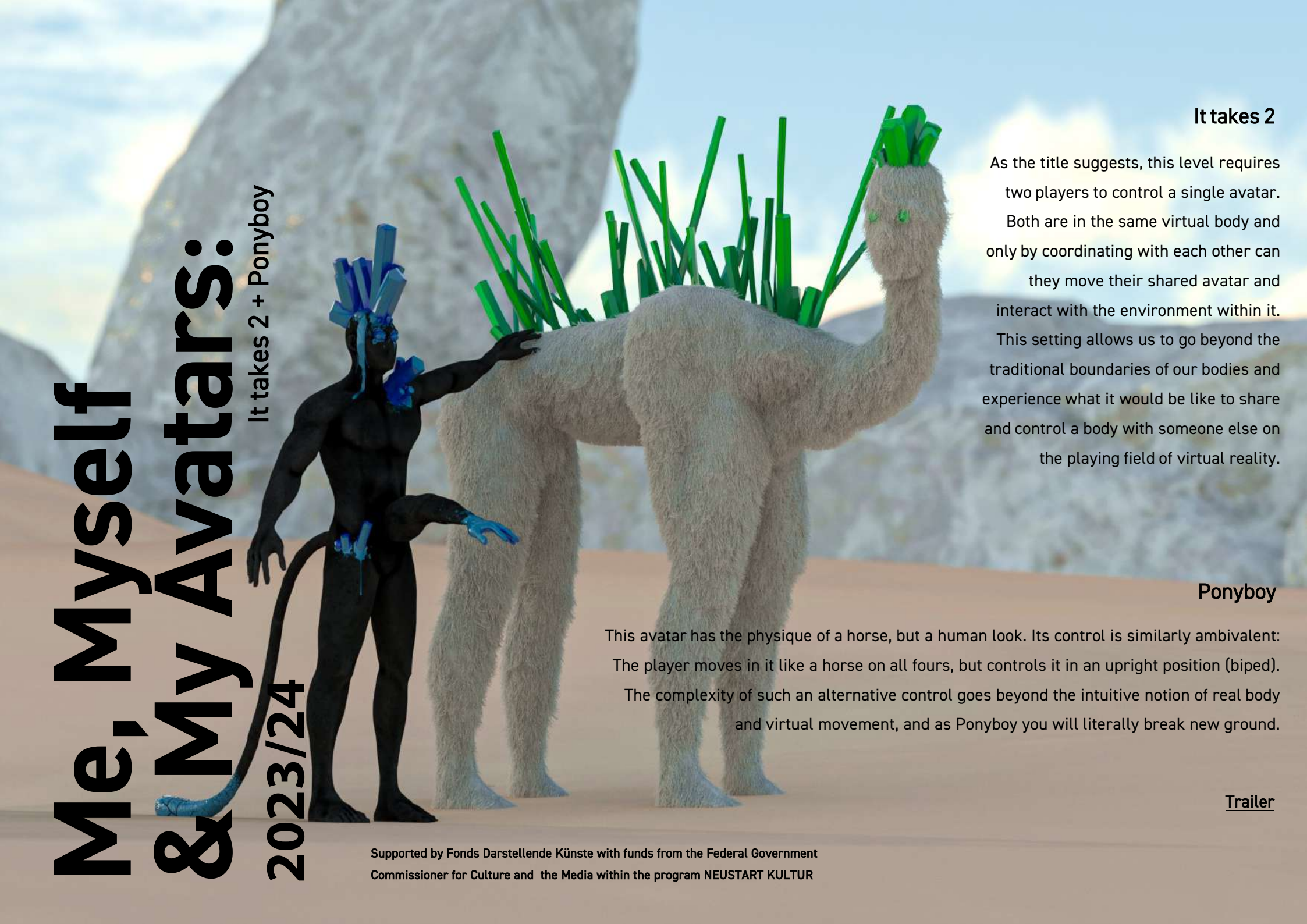
Trailer



Me, Myself & My Avatars:

It takes 2 + Ponyboy

2023/24



It takes 2

As the title suggests, this level requires two players to control a single avatar. Both are in the same virtual body and only by coordinating with each other can they move their shared avatar and interact with the environment within it. This setting allows us to go beyond the traditional boundaries of our bodies and experience what it would be like to share and control a body with someone else on the playing field of virtual reality.

Ponyboy

This avatar has the physique of a horse, but a human look. Its control is similarly ambivalent: The player moves in it like a horse on all fours, but controls it in an upright position (biped). The complexity of such an alternative control goes beyond the intuitive notion of real body and virtual movement, and as Ponyboy you will literally break new ground.

Trailer

Supported by Fonds Darstellende Künste with funds from the Federal Government Commissioner for Culture and the Media within the program NEUSTART KULTUR

Now! A Realities Odyssey

2025 (Work in progress)

Supported by Fonds Darstellende Künste with funds from the Federal Government Commissioner for Culture and the Media

The interdisciplinary art project "Now! A Realities Odyssey" combines three different fields: Modell making, Virtual Reality and Augmented Reality. It is based on a miniature cardboard model of a space shuttle. This is transferred into virtual reality using photogrammetry to create an interactive space that can be walked through using VR glasses.

In addition, an augmented reality application is being developed that opens up the third level of the game installation: by holding a tablet over the real model, viewers can look into the virtual reality from the outside, influence it playfully and locate the VR player within it.

"Now! A Realities Odyssey" thrives on the contrasts between reality and mimesis, materiality and digitality, miniature and life size. Visitors can first admire the model, then join the game via the tablet, and finally, via the VR goggles, enter the artwork and interact within it.

Experience Design & VR Programming: Lena Biresch
Network & AR Programming: Sarah Buser
Programming & Photogrammetry: Nico Parisius
Model Making & Videoart: Dennis Stoecker
In cooperation with **Schaubude Berlin**

Making-of

Immersive Website

I am successively designing an immersive website based on the assumption that the metaverse, the walkable internet, will become more and more important in the future. For this, I use WebXR, a way to experience VR Experiences via the internet. As a transitional form, the application can be walked through via VR goggles as well as from a simple desktop.

Interim status

Further Information

Website

Instagram

Youtube