

# The Desert of The Real

Original title: The Desert of The Real

The Desert of the Real uses virtual reality, augmented reality (via projection mapping), artificial intelligence and sound spatialisation to create a shifting biosphere in four scenes: emergence, flourishing, collapse and fading into memory. Each is accompanied by live music. The project merges philosophy, science, technology, music and the visual arts to challenge human perception and our relationship with evolving ecosystems.

## CREDITS

**DIRECTOR:** Anneleen De Causmaecker,  
Jeroen Cluckers

**PRODUCER:** Kristof Timmerman

**WRITER:** Jasmijn Lootens, Maarten  
Craeynest, Michaël Verlinden, Jeroen  
Cluckers, Anneleen De Causmaecker

## CREATION DETAILS

**TYPE:** Film

**PRODUCTION SHARE:** Majority Flemish  
Production

**GENRE:** Experimental

**YEAR OF PRODUCTION:** 2025

**PRODUCTION STATUS:** Completed

**ORIGINAL TITLE:** The Desert of The Real

**ORIGINAL LANGUAGE:** no dialogue

## TECHNICAL SPECS

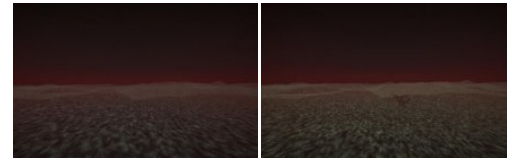
**RUNNING TIME:**

**AVAILABLE IN:** 3D

**ASPECT RATIO:** 360°

**RELEASE FORMAT:** Interactive installation

**COLOUR:** Colour



## MORE INFO

[flandersimage.com](http://flandersimage.com)

## CONTACT & SALES

### CONTACT

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