

(236) The Labyrinth of Versailles from 3D Desktop to the Oculus Rift

Author(s): Copper Giloth, Jonathan Tanant, Jon Lab

Institution(s): University of Massachusetts, USA

Link(s): <http://www.labyrinth-of-fables.com/>

The app “Labyrinth of Fables” provides a virtual reality/augmented reality reconstruction of the long-lost Labyrinthe of Versailles. The Labyrinthe was a maze, covering approximately 6.5 acres in the gardens of the Chateau de Versailles, that was constructed in/about 1665 and destroyed in 1775. Commissioned by Louis XIV and designed by Andre Le Notre and Charles Perrault, the Labyrinthe included 39 beautiful fountains, many quite elaborate and detailed, each of which illustrated an Aesop fable. It was an important component in the overall grandeur of Versailles and the corresponding reflections of the power of the king and the glory of France during those years. The site of the Labyrinthe is now occupied by the rather more prosaic “Bosquet de la Reine”. The app provides an experience of the Labyrinthe on multiple platforms. In the basic computer virtual reality version, the visitor is given the option of “play” mode in which the user must correctly select from a choice of morals to each fable to gradually build a fully featured Labyrinthe or “stroll” mode wherein the visitor can simply wander through the Labyrinth experiencing the beauty of the fully-featured garden. With a GPS-enabled, gyroscopic device, the augmented reality version allows the user to roam through the physical site of the former Labyrinthe at Versailles observing on the screen what he/she would have seen 250-350 years ago at the same site. Finally, the Oculus Rift version allows for a more complete fully-immersive experience of the Labyrinthe. The app is available at the Apple and Google Play stores, and for the Oculus Rift at: <https://share.oculus.com/app/labyrinth-of-fables---le-labyrinthe-des-fables>.

