



Immersion topologies

Publication type: Journal article

Journal: [Études digitales](#)
2017 - 2, n° 4. Immersion

Author: Lescop (Laurent)

Abstract: The topological approach to immersion makes it possible to determine the types of spaces involved in immersive experiences. The real is contrasted with the virtual but the question is rather diegetic in nature. There are a number of spaces that are built or symbolic, continuous or disjointed. The proposed topology emphasizes the processes of transition from one space to another to understand the border between the real and the virtual. Once these spaces are established, one has to invent a 360° grammar.

Pages: 21 to 52

Journal: [Digital Studies](#)

CLIL theme: 3157 -- SCIENCES HUMAINES ET SOCIALES, LETTRES -- Lettres et Sciences du langage -- Sciences de l'information et de la communication

EAN: 9782406092889

ISBN: 978-2-406-09288-9

ISSN: 2497-1650

DOI: 10.15122/isbn.978-2-406-09288-9.p.0021

Publisher: Classiques Garnier

Online publication: 08-06-2019

Periodicity: Biannual

Language: French

Keyword: 360° , panorama, virtual reality, perspective, story, art, video game, off-screen, mimesis

[Display online](#)