PEACE IN RUINS

"Peace in Ruins" is an immersive VR experience that brings the reality of war into the heart of peaceful, familiar spaces—blurring the line between here and there, reminding us that peace is never guaranteed.

CONTEXT & RELEVANCE

This project is directly inspired by the Russian invasion of Ukraine, one of the most consequential and visually documented wars of the 21st century. As Russian forces continue to destroy homes, schools, museums, and monuments, artists, citizens, and journalists have responded by digitally preserving the physical and emotional ruins through 3D scanning, point cloud data, audio diaries, and media archives.

"Peace in Ruins" aims to respectfully incorporate this material—sourced from open-access platforms and Ukrainian artists' initiatives—into a new spatial narrative. The goal is not to re-stage or dramatize, but to re-contextualize these raw, powerful fragments within an unexpected frame: the quiet, everyday landscapes of a Western capital.

(02)

PRESENTED BY
OLIVIA WILSON

CONCEPT OVERVIEW

IMMERSIVE VR (360°/180°) EXPERIENCE

TRANSFORMS INTO A WAR ZONE USING REAL DATA FROM UKRAINE

STARTS IN PEACEFUL LONDON

TWO ACTS: PEACE → RUINS

REFERENCE

3D SCANS

(05)

A blend of photogrammetry, LiDAR scans to build hybrid spaces. Peaceful locations (parks, stations, markets) will distort and fragment into digital ruins—subtle at first, then overwhelming.
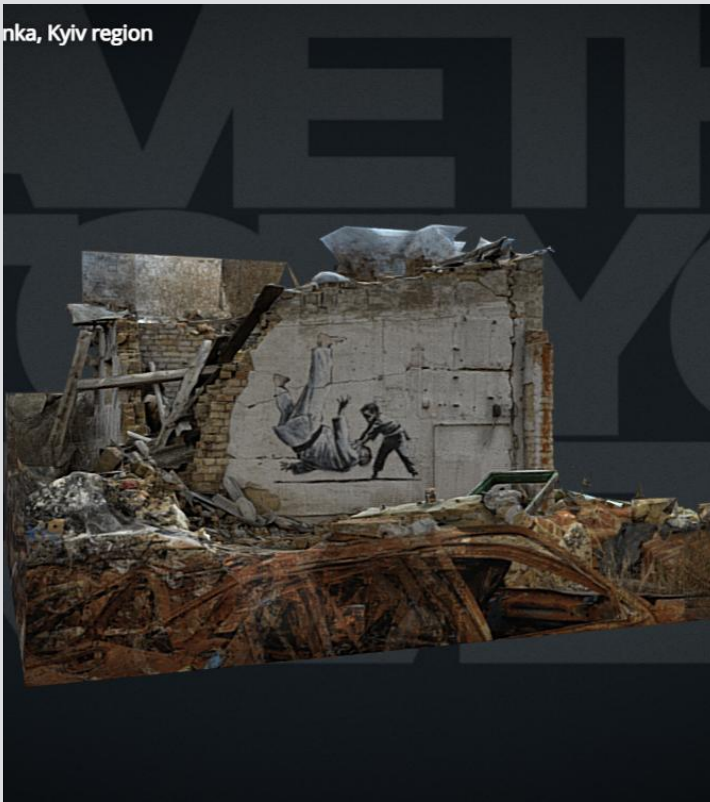
BUILDING DESTROYED BY SUICIDE DRONE, ZHYLIANSKA ST., KYIV Link

BANKSY STREET ART IN BORODIANKA Link

UKRAINE HOTEL DESTRUCTION, CHERNIHIV Link

MA VIRTUAL REALITY
PROJECT PITCH

VISIT WEBSITE AT
WWW.REALLYGREATSITE.COM

PRESENTED BY
YAO HAN

NOT JUST THEIR WAR OUR SHARED FRAGILITY.