



Museum of Science Fiction
Washington, DC
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FOR IMMEDIATE RELEASE

VR Museum Exhibition Opening

Washington, DC (July 1, 2023) – The Museum of Science Fiction announced today the opening of a new VR art gallery featuring the post-apocalyptic digital art of Polish artist, Michal Klimczak. This new experimental virtual reality exhibition allows groups of visitors to simultaneously share the same VR space and talk with each other while in the gallery.

"This is one small step towards the holodeck," said Greg Viggiano, executive director of the Museum of Science Fiction. "We now have the capability to allow an unlimited number of people to come together in VR without using expensive server and network infrastructures. As a persistent, new destination, I think people will be pleasantly surprised by what can be done with photo-realistic, shared-space environments now."

Klimczak is a self-taught enthusiast of photomontage and 3D graphics and has been collaborating with the Museum of Science Fiction on a wide variety of projects since 2014. A hardbound exhibition catalog of Mr. Klimczak's work will be published by the Museum of Science Fiction Press later this summer. The volume will include over 150 selections from the artist's science fiction themed portfolio and will be available for purchase on Amazon and in the VR Museum gift shop. A second Klimczak VR exhibition supporting Ukraine's eventual victory over Russia's invasion will open in the fall with a reception at the Polish Embassy in Washington, DC.

"It's a privilege to be working with the Museum of Science Fiction on my first international exhibition and art catalog," said Klimczak. "VR as a medium creates new experimental opportunities to experience art - connecting artists with people that can't be done in the physical world. This allows raising awareness about important issues impacting our planet specifically, climate change and Russia's unprovoked war on Ukraine."

The Klimczak exhibitions are the first of several VR spaces that the Museum of Science Fiction will be opening in 2023. Each gallery will blend education and engaging content that visitors will enjoy exploring on their own or together with friends. The Museum is currently planning a range of new features such as interactive AI docent guides that can speak with visitors and give tours. The new AI tour guides will verbally converse with visitors in natural language (eventually in any language) and quickly become the easiest way to interact with the Museum's AI staff. Other

features currently in development include photo-realistic personal avatars and selfie cameras so people can share their experiences.

The Klimczak exhibition galleries were built from the original VR environment that the Museum of Science Fiction created with NASA in 2015. That prototype served as the basis of an educational experiment using heliophysics science content in the context of a VR science fiction museum. Later this year, the next group of galleries will include a large auditorium space for live programming such as lectures, discussion panels, and presentations allowing visitors to enjoy a wide variety of live VR events.

About the VR Museum of Science Fiction

The nonprofit Museum of Science Fiction is a destination and point of departure that inspires people and motivates learning - covering the history of the genre across the arts and providing a narrative on its relationship to the real world. The Museum's main mission is to open a portal to imagination: in both virtual and physical space, the Museum offers visitors an opportunity to experience and learn about some of the most important science and science fiction artifacts and achievements. The Museum shows how science fiction continually inspires individuals, influences cultures, and impacts societies. Also serving as an educational catalyst to expand interest in the science, technology, engineering, art, and math (STEAM) areas, the Museum uses tools such as mobile applications and virtual reality display objects to engage and entertain. The VR Museum is open 24 hours every day and globally accessible. The first gallery is also available in non-VR mode for mobile and desktop screens. For more information about how to download the VR Museum of Science fiction's first VR exhibition gallery, please visit the Museum's page on [Steam](#)

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