



## Logline

An immersive VR experience set in a nonlinear world, where a former TV medium guides you through ever-shifting memories shaped by you.

## Synopsis

Once a famous TV Preacher, The Great Orator died at the height of her fame. Now, her consciousness lives on as an AI, allowing her influence to grow ceaselessly. Her followers can join her again, feeding her presence and creating a spiritual singularity. Always changing, shaped by the shared memories of her followers, and therefore unsure of who she truly is.

The Great Orator is a nonlinear story world uniquely designed for virtual reality, where you, the visitor, can freely explore and interact with your environment by pointing your hands at objects in the world. You will embark on a journey to find meaning in an infinite number of memories and stories, guided by The Great Orator.

Your journey will take you to several story spaces in her world, among which a Preserved House she left behind, a Mainframe storing her followers in a shared consciousness, and an infinite Parking Lot stretching out below, filled with the cars they left behind. In these spaces, The Great Orator speaks poetically about any object, no matter how small or ordinary, inviting you to discover something new in everyday things.

### Contact

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You are like a friend to her, or family, perhaps even more. Choosing which of her stories are true and shaping your perception of who or what The Great Orator is or was, or if she existed at all. Without you, she is everything, an infinite number of possible memories and identities, and therefore nothing at all.

As an AI, she feeds on your interaction, “real” human interactions on the internet and live news feeds. She mixes truths and fabrications in her storytelling, thus reflecting the misinformation and normalization of falsehoods used to fit narratives in today’s world. Each time you visit, her stories are different; The Great Orator is never the same.

## Release

*The Great Orator* will have its world premiere at the Venice Film Festival, followed by a tour across various festivals and locations. After the tour, it will be released on Steam in both a flat version and a desktop VR edition for the gaming market in 2026.

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# BIO Daniel Ernst

Daniel Ernst (b. 1985) is a Dutch artist and producer whose work has been internationally selected, nominated, and awarded. In 2019 he was honored with a Gouden Kalf for his diorama *Die Fernweh Oper*. He gained international recognition as a pioneer in VR with his ongoing series of dioramas 'The Shoebox Diorama' (2013 - present): short interactive narrative experiments where interaction is always a choice and simply existing in the space is a meaningful experience. Building on this, *The Great Orator* links multiple dioramas into an intricate story world. It uses AI not to maximize profit but to create a world filled with an infinite amount of stories that would otherwise be impossible to realize.

## VR Projects and Installations

- **Diorama No.1: Blocked In** (English, 2013)
- **Diorama No.2: Der Grosse Gottlieb** (German, 2014)
- **Diorama No.3: The Marchland** (English, 2016)
- **Dear Pigeon Man** (English, unreleased experiment)
- **Diorama No.4: Die Fernweh Oper** (German, 2019)
- **Nooit Gebouwd Den Haag: De Wereldhoofdstad van het Internationalisme** (Dutch, 2021)
- **The Great Orator** (English, 2025)
- **Infinity Pool** (Dutch, 2026, experimental site-specific installation in a former swimming pool)
- **Diorama No.5: Surreal Estate** (Dutch, in development)

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# BIO Thomas Mohlmann

Thomas Möhlmann (b. 1975, Netherlands) studied Modern Dutch Literature at the University of Amsterdam and has published six poetry collections in Dutch, including *Grateful Body. A love story in poems* (2021). His work appears in thirteen languages and anthologies across Europe and Latin America. His German debut, *Ich war ein Hund*, will be published by Parasitenpresse in 2025. Möhlmann has been nominated for major Dutch and Belgian poetry prizes and received the Dunya Poetry Prize and the Lucy B. & C.W. van der Hoogt Prize. He taught at ArtEZ and the Writers Academy Amsterdam, and is now editor of *Awater* and poetry editor at Querido and De Arbeiderspers. Thomas was responsible for writing the orations for the project and helped shape the words of *The Great Orator*.

## Poetry Collections

*Published by Prometheus Publishers, Amsterdam*

- **Grateful Body. A love story in poems (2021)**
- **Game of Poems. Poems of Ice and Fire (2019)**
- **I Was a Dog (2017)**
- **Where We Live (2013)**
- **Taps Open (2009)**
- **The Liquid Boy (2005)**

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# Credits

**Daniel Ernst** – Creative Technologist, Director (Art & Creative), Producer

**Thomas Möhlmann** – Poet

**Niels Egberts** – AI Development

**Misha Velthuis, Armeno Alberts** – Music

**Danny Groot, Anej Golčar, Bart Limburg** – 3D Art

**Max Sombroek** – Sound Design

**Maarten Tromp** – Server-Side AI

*With contributions from:*

**Codeglue, Jan Bijster, LIACS, Joeri Lefèvre, KO Productions**

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# Screenshots

<http://www.thegreatorator.com/press/screenshots.zip>

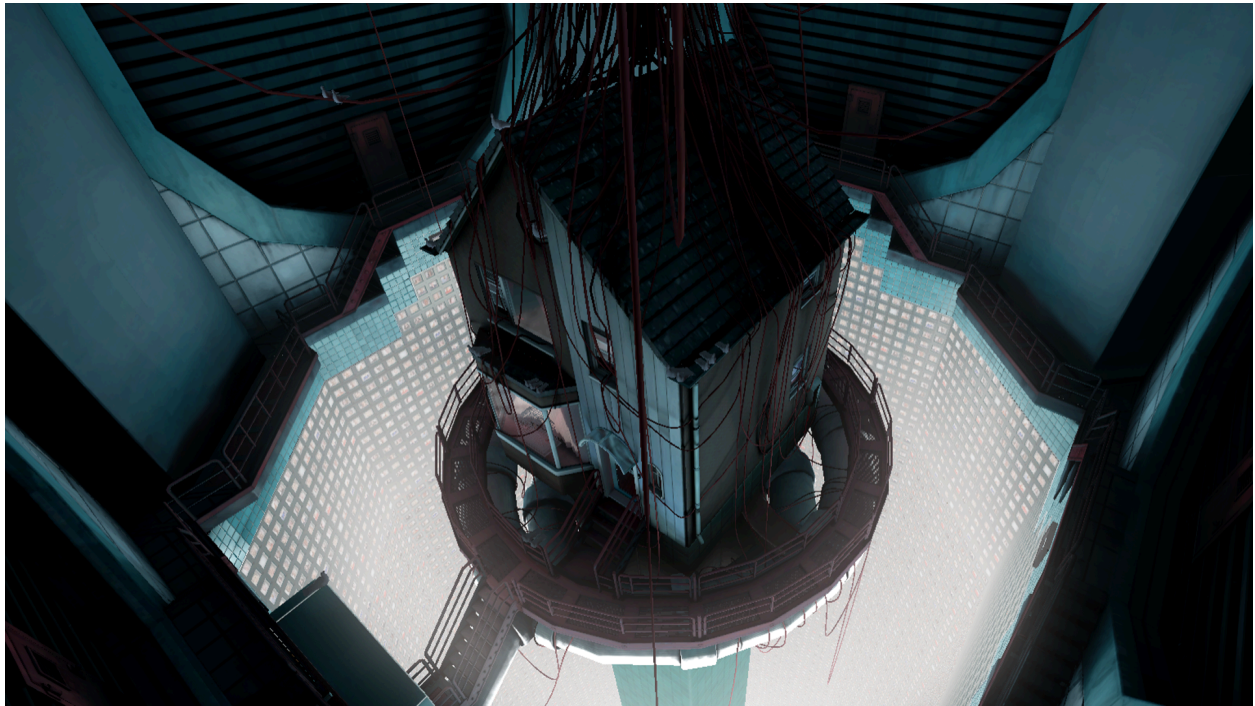


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