



Studio 2: Cyberspace/Virtual/Interactive Space

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1. Terminology:

Cyberspace

Cyberspace is an extension of the idea of virtual reality. Instead of seeing computer data converted into pictures that come from human experience (as in a flight simulator), or extensions from human experience (such as the "desktop" metaphor used with personal computers), cyberspace comprises computers, telecommunications, software and data in a more abstract form.

Virtual Reality

Virtual Reality (VR), also known as 'artificial reality', 'artificial worlds', 'virtual worlds', 'virtualities', is a fully-immersive, absorbing, interactive experience of an alternate reality through the use of a computer structure in which a person perceives a synthetic (i.e., simulated) environment by means of special human-computer interface equipment and interacts with simulated objects in that environment as if they were real. Several persons can see one another and interact in a shared synthetic environment.

VR is commonly understood as a computer simulation that uses 3D graphics and devices to provide an interactive experience. To some people, the definition of VR is limited to "immersive VR system" where it uses special input/output devices such as Head Mounted Displays (HMD), Data Gloves, 3D Audio, or multiple large projective displays (e.g. CAVE) to enhance users' realistic experience. To others, VR refers to real-time interactive 3D graphics technology in general so that it has different types of system environments including immersive VR or non-immersive VR. 3D graphic technology has advanced in both hardware and software, so that nonimmersive VR is

available on affordable system environments including home PCs.

Interactive Space

As the Digital Age formally began in the late 1980s, art also evolved in its forms and thinking ways, in line with the changes in the tools available to it, to make use of non-linear and interactive concepts. Interactive space and digital art presentations now have more ways as compared with past.

Interactive space is set up feedback of the vision in the virtual space by the touching off of material object, achieving the interactive presentation which virtual and actual situations merge together. It makes visitors experiencing new vivid relation of talking in the space.

2. Goal:

In digital and internet era, the rapid development of relevant peripheral hardware equipment makes interaction between people and virtual reality into limitless possibility. Several artists created digital interactive art with various types of sensor in recent years. They not only broke role myth of audience and the works, but also represented the different aesthetic view to traditional art by obscuring the line between reality and virtual world with new technology and programming. In this workshop, I plan to help students to create some works by using digital technology. I expect that they can represent the creative idea and purpose effectively and turn the interaction and communication between people and virtual reality into a possible form.



鏡花水月,2004

[video] <http://www.axis3d.com.tw/example/flower.htm>



PSA Peugeot Citroen VR Center

[video] http://www.axis3d.com.tw/example/VT_PSA.htm



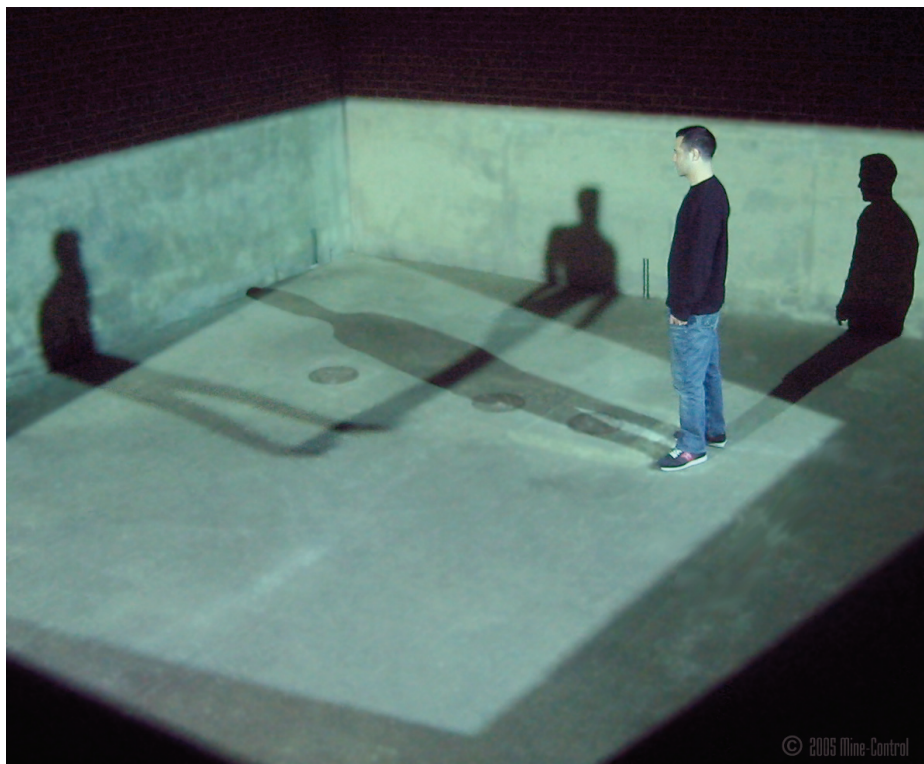
ConFIGURING the CAVE ,1996

[video] <http://www.icinema.unsw.edu.au/mov/configcave.mov>



Eau de jardin ,2004

[video] <http://www.interface.ufg.ac.at/christa-laurent/WORKS/MOVIES/EauDeJardin.avi>



Shadow with Adam Frank ,2003

[video] <http://polaris.icmb.utexas.edu/zack/shadow.mpg>

3. Links:

<http://project.cyberpunk.ru/idb/cyberspace.html>

<http://project.cyberpunk.ru/idb/virtualreality.html>

<http://www.mala.bc.ca/~soules/CMC290/perform.htm>

<http://www.mine-control.com/>

<http://www.soiizen.com/blogs/wksp07/>

<http://www.snibbeinteractive.com/>

<http://www.digiarts.org.tw/indextw.aspx>

<http://www.naturalinteraction.org/>

<http://www.jeffrey-shaw.net/>

<http://www.interface.ufg.ac.at/christa-laurent/>

<http://www.etat.com/>

<http://tmema.org/messa/messa.html>