Panel 1: Relating Real and Virtual Space in Art

Organizer

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Panelists

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Notion of space has been always an important issue in art. Scenes that artists represent in the images they create are often metaphorical spaces, each of them inviting viewers to another time/space even after many years of production. Recent developments in virtual reality technologies and the Internet technologies have made possible for artists to literally deal with another space. Both real space and virtual space can be used for interaction, collaboration, and realization of images and sounds. What we have now is a more sophisticated notion of space in art making. How to define/design the relationship between real space and virtual space plays a key role in creating artistic experiences. To produce a convincing experience, such relationship should be carefully conceived in context to the nature of the particular artwork. The metaphorical nature of space in art makes the work of an artist different from that of researchers in simulation or visualization. Artists has been experimenting the possibility of virtual reality by combining the notion of real and virtual space with the original ideas on interface and interaction. In this panel the following issues will be examined in relation to projects carried by the panelists.

1. Notion of real and virtual space in art making;
2. Using real and virtual space for presentation and interaction;
3. Designing immersive environment for an artistic experience;
4. Images, sounds, texts and other elements for sensual immersion.

Augmenting Presence and Visualizing Context in Virtual Experiences

Scott S. Fisher

In the last decade, the term "virtual" has often been used in reference to a simulation or representation of some object or event in essence or effect without representation of it's actual mass. With origins in photo-realistic computer graphics and traditional simulation, probably the most familiar implementation of this concept has been in the medium of Virtual Reality where a user can be completely immersed in a virtual environment and interact with virtual objects. But so far, a users experience in virtual environments has been far removed from the visceral presence they experience in the everyday physical spaces that surround them.