Synthetic Spaces
Form Lab Session 3

Owen Wells + Ravin Raori

Credits

Bear Cihi

Victoria Schlienkamp

Jonas Malinauskas

Session Content

Introduction

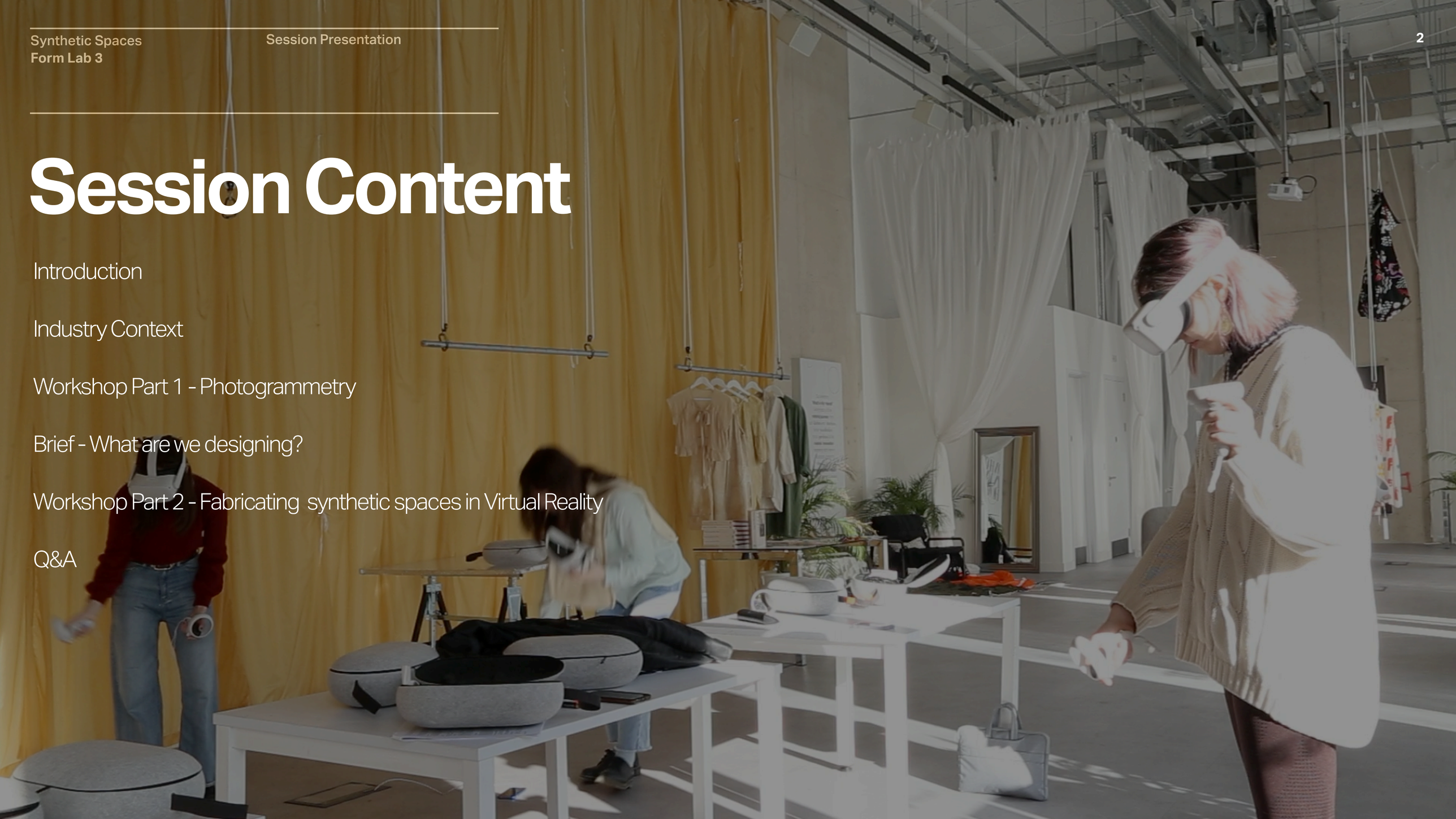
Industry Context

Workshop Part 1 - Photogrammetry

Brief - What are we designing?

Workshop Part 2 - Fabricating synthetic spaces in Virtual Reality

Q&A



Introduction

Synthetic Spaces looks at how spaces are represented or manipulated physically / digitally / virtually/ hybrid-ly.

Today, we're focussing on Virtual Reality.

Industry Context

This form of manipulation or design representation can be used to create spatial narratives through a combination of media and emerging technologies.

These narratives can be used to communicate complex design contexts.

Example 1 - Anamorphic Billboards

Nike Air Max Billboard (Nike x CEKAI, Japan 2022)

Example 2- Queens of the Metaverse

Queens of the Metaverse at 180 Strand (Meta, 2022)

The first ever mixed reality drag fashion show, Queens of the Metaverse, offers a glimpse into how the LGBTQ+ creative community is using… technologies to inspire a new wave of creation in drag fashion.

Example 3- The Zizi Show

The Zizi Show at V&A South Kensington (Jake Elwes, 2023)

"The Zizi Show is a deepfake drag cabaret that explores the ethical problems which exist in Artificial Intelligence (AI)."

"Although viewed by some as flawlessly neutral, AI applications often show discriminatory behaviour because the datasets they rely on reflect the bias of their human programmers. The artist Jake Elwes observed that computer systems 'have difficulty recognising trans, queer and other marginalised identities', which can cause them to visibly break down. For The Zizi Show, Elwes looked to drag to expose and subvert this bias."

Links
https://www.vam.ac.uk/event/ojRbdO9D2a/the-zizi-show-by-jake-elwes-2023-24
https://www.youtube.com/watch?v=E8iYStsLF_Y

Example 4- The Modigliani VR

The Modigliani VR: The Ochre Atelier (Tate Modern)

Example 5 - Refik Anadol and Ryoji Ikeda

Ryoji Ikeda at 180 Strand

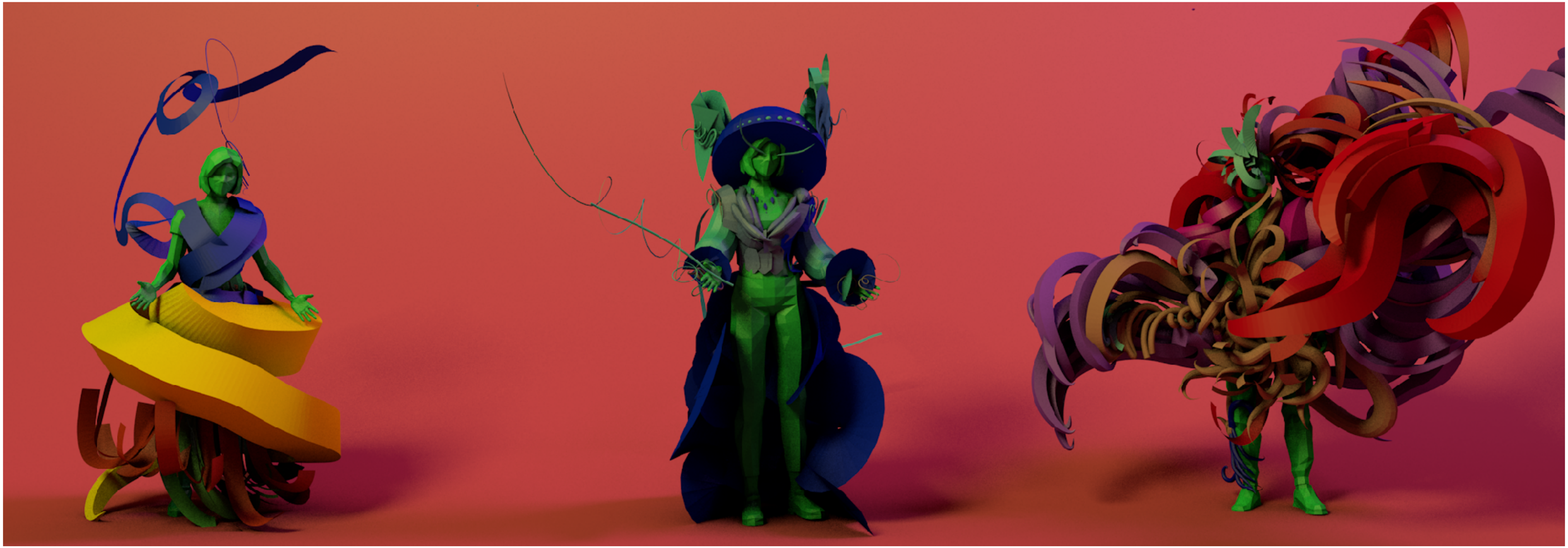
Machine Hallucinations (Refik Anadol)

Example 6 - Portal and Superhot

Portal Trailer

SUPERHOT Trailer

Example 7 - Work from UAL Students



LCC x LCF VR Lab, (2023) Bear Cihi, Victoria Schlienkamp, Jonas Malinauskas

Workshop Part 1

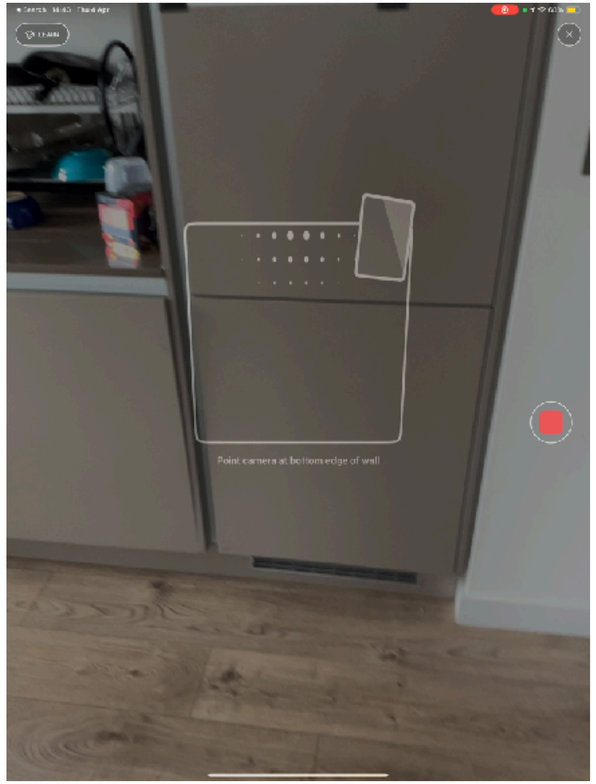
Task:

Scan a corner of the room D110 using Polycam.

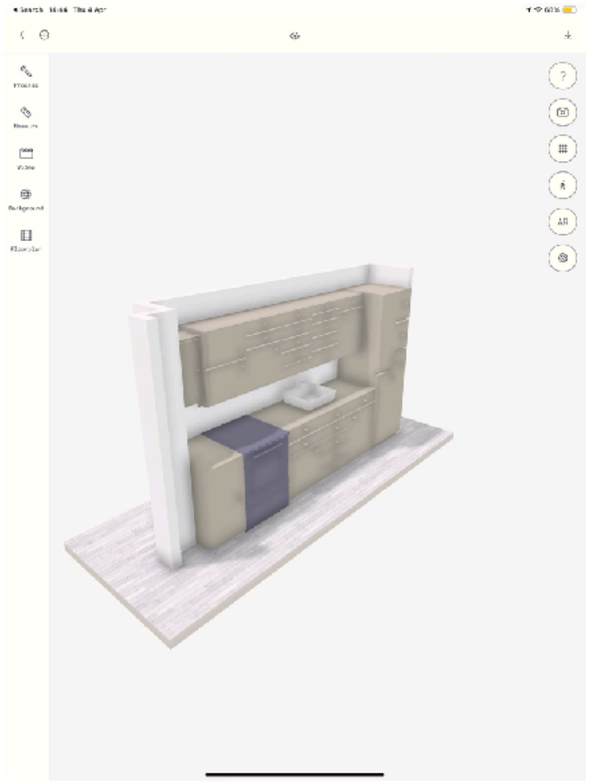
Apple App Stire

Google Play Store

Task:

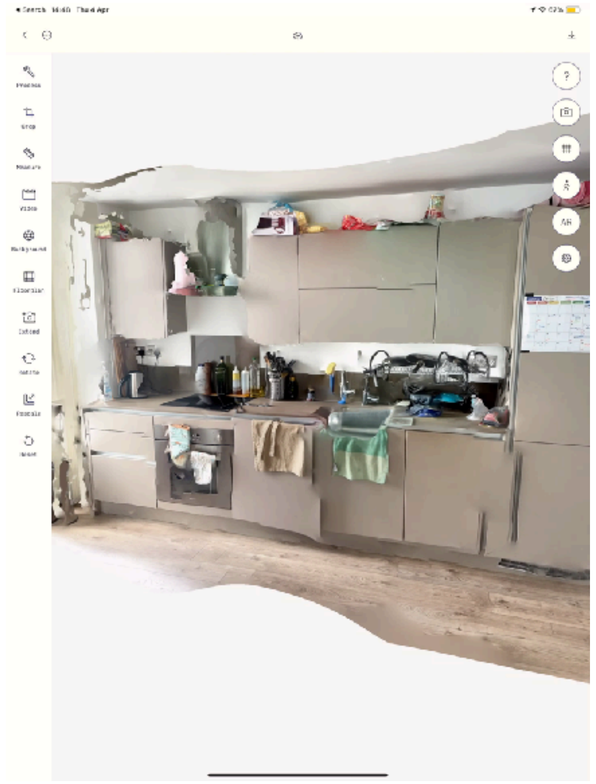


Room Scan



Room Scan Outcome

LIDAR Scan



LIDAR Scan Outcome

Workshop Part 2

Part 1:

Each group must set up 2 accounts in Shapes XR.

Open the Shapes App on your headset.
Pair the headset through the web browser. This will involve creating an account.

Brief:

Self organise into 4 groups. Each group has 2 headsets and 1 corner of the room. Your task is to design a spatial intervention for that corner of the room using the Shapes XR App.

You can use any number of visual components including construction elements and other graphic assets.

2.

1.

3.

4.

Part 2:

Spend 10-15 minutes in your group thinking about the corner you have been given.
Ask yourself the following questions and discuss:

How does the space make you feel?
How do you navigate the space?
What would make the space feel more familiar?
Does the space feel safe and accessible?
Does the space treat people equally?
What would make it feel safer and more equitable?
Is it easy for you to listen to the tutor speaking at the front of the room?
Is it easy for you to focus?
What would make the spatial experience better?

Part 3:

Based on your discussions, design a spatial intervention that responds to issues of safety, accessibility, equity and function.

Part -3 : Shapes XR Tutorial

How to make a room or join a room.

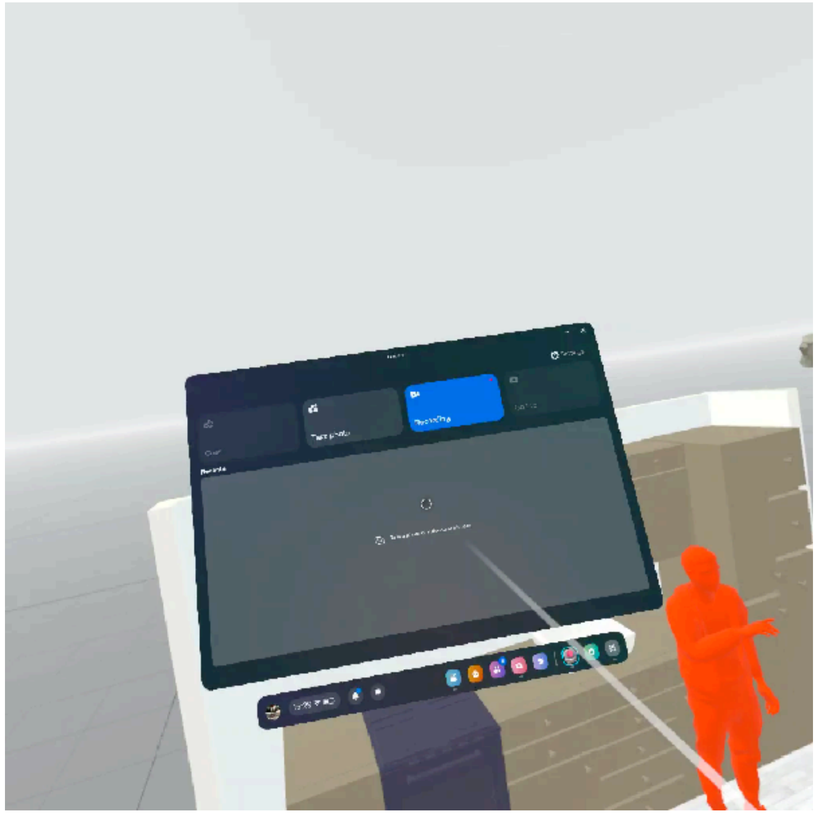
Navigation Tools - Moving your avatar and scaling the room.

Basic Controls
- Pick up an object
- Move
-Scale/Rotate
-Duplicate
-Group

Using shapes to make objects

Using brushes and the asset library

Painting objects



Inside Shapes XE

9CX3 9228

1.

87CS 98D5

2.

8399 8ZR6

3.

XS6R 4E37

4.

Workshop Part 3

Task:

Upload to Padlet

Q&A