

The workshop which is intended to commemorate Centenary of the BAUHAUS

“Information Space VR”

International workshop at the Klaipėda faculty of Vilnius Academy of Arts

BA, MA students from various design programs

April 23rd – 26th, 2019 (arrival April 22nd, departure April 27th)

Workshop language: English

Workshop concept

“Information Space VR” will experiment with representation of Data in Space. The workshop will think and develop spatial options to create an information space with all the data collected in virtual reality (VR).

Main focus will be on the aesthetical change of the collected data when everything is presented within a virtual environment (VE). The topic of remediation¹ is a key element when thinking about VE's because we always bring other media to present in VR. Also the topic of responsiveness² has a big impact while designing for VE's because of its interactive nature. At the time we enter the virtual world we have already an interactive sensation through the head-tracking.

The Information Space created should tribute the 100th anniversary of Bauhaus architecture and reflect is modern and avant-garde origin.

Equipment

Technically we will be using the gaming software Unity 3d to prototype our concepts and the HTC Vive head mounted display (HMD) for the full VR experience.

At the workspace you will need one (or more) Vive ready Windows PC (<https://www.vive.com/de/ready/>) with Steam and Steam VR installed

(<https://store.steampowered.com/about/> for the use of HTC Vive),

Unity 2018.3.6 installed (<https://unity3d.com/de/get-unity/download/archive> and Visualstudio

Community Edition (normally comes with Unity3d installation depending on how you install it

<https://unity3d.com/de/learn/tutorials/topics/scripting/installation-and-setup-visual-studio>.

Every student PC (Windows or Mac) should have the same Unity version and a text editor (Visualstudio or Monodevelop) installed as well as some basic photo editing software and depending on their research material 3D modeling or sound software. Make sure that Unity is signed in with your own account if you have none just make one.

TIMETABLE

Tuesday 23th

- 10 – 11 Presentation of the workshop
- 11 - 12 Introduction into Unity 3d
- 12 - 13 Lunch break
- 13 - 16 Development of virtual representation concepts
- 16 - 17 Discussion of the concepts

Wednesday 24th

- 10 - 12 Decision on project(s) that get realized
- 12 - 13 Lunch break
- 13 - 14 Introduction on representation methods and narration in space
- 14 - 17 Supervised working on static scene

Thursday 25th

- 10 - 12 Supervised working on static scene
- 12 - 13 Lunch break
- 13 - 14 Short internal presentation of what has been done and what comes next
- 14 - 17 Supervised working on narration and interaction inside static scene

Friday 26th

- 10 - 12 Supervised working on narration and interaction inside static scene
- 12 - 13 Lunch break
- 13 - 15 Finish of the project and transfer to the Vive PC
- 15 - 16 Preparation of a short presentation
- 16 - 17 Short internal presentation

ATTENTION!

All participants should be familiar with the Bauhaus movement basics.
Registered participants will receive a very short text and illustrations (virtual presentation) about the Bauhaus architecture of Klaipėda.

The lecturer of the workshop Jörg Frohnmayer is a teacher, researcher and experimentalist in the field of virtual reality. J. Frohnmayer works at the Merz Akademie which is a non-profit, nationally accredited University of Art, Design, and Media in Stuttgart, Germany.

More about lecturer: <http://www.spatial-interface.de/>

More about Merz Akademie: <https://www.merz-akademie.de/en/>