



LPM.IMMERSIVIA.COM

Blending in to OPENSIM

AV Performance

Stage 2 | 00:04 – 00:29

Saturday 30 May



Discover
IMMERSIVIA
 MOONREZZER
 SOULREZZER &
 OBEDIENCE



LIVE
 PERFORMERS
 MEETING
 ROME

May, 30, 2015
 Piazzale Aldo Moro
 Midnight
 AV performance

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Robust server development
 by University of California, ...
 [MOSES - Military Open
 Simulator Enterprise Strategy]
<http://www.ics.uci.edu/~wscacchi/ProjectReports/NPS-Reports/DECENT.pdf>

OPENSIM is opensource and compatible to Linden Lab
 Technology SL1 [2002] – Avatars in walkable 3d
 environments

MOONREZZER [8 min]
 machinima of the installment
 by WizardOz Chrome



At YouTube <https://youtu.be/8Tjb8Bne8so>
 shortlink to the video <http://is.gd/lpm2015moon>

MOONREZZER.COM



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<https://clyp.it/14dng0ex> [1 min]
shortlink to the speech <http://is.gd/lpm2015brain>

Reality and USER CREATED CONTENT



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"Second Life is different than a game because there isn't any goal and it has the very unusual property that everything in it is changeable and in fact is created by the people how are there, not by us the company. In fact we didn't build anything in this Second Life it started out as just a small island with trees on it. And as residents came in they began you know buying and you know developing that space so literally clearing the trees and building houses on it. They started building the content like glasses or clothes or tables or chairs or guns or cars. We didn't build any of that we simply build a technology platform. I think it has been much like the web you know we created the server space and the software running on the servers that will allow you to basically going there and make web pages, only you are not making webpages you are making reality. People inevitably you know approaching with that how could that be a kind of a question how could the virtual world be real, but I think in the years to come we realize that the question was more just why not?"

Philip Rosedale, CEO High Fidelity Inc.

Opensimulator conference, 2014

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<https://clyp.it/14dng0ex> [1 min]

shortlink to the speech <http://is.gd/lpm2015second>

Reality and USER CREATED CONTENT

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LOOKING BACK TO 1979

RECODEART USING PROCESSING



1979

2D

Digital
Art

3D

Digital
Art

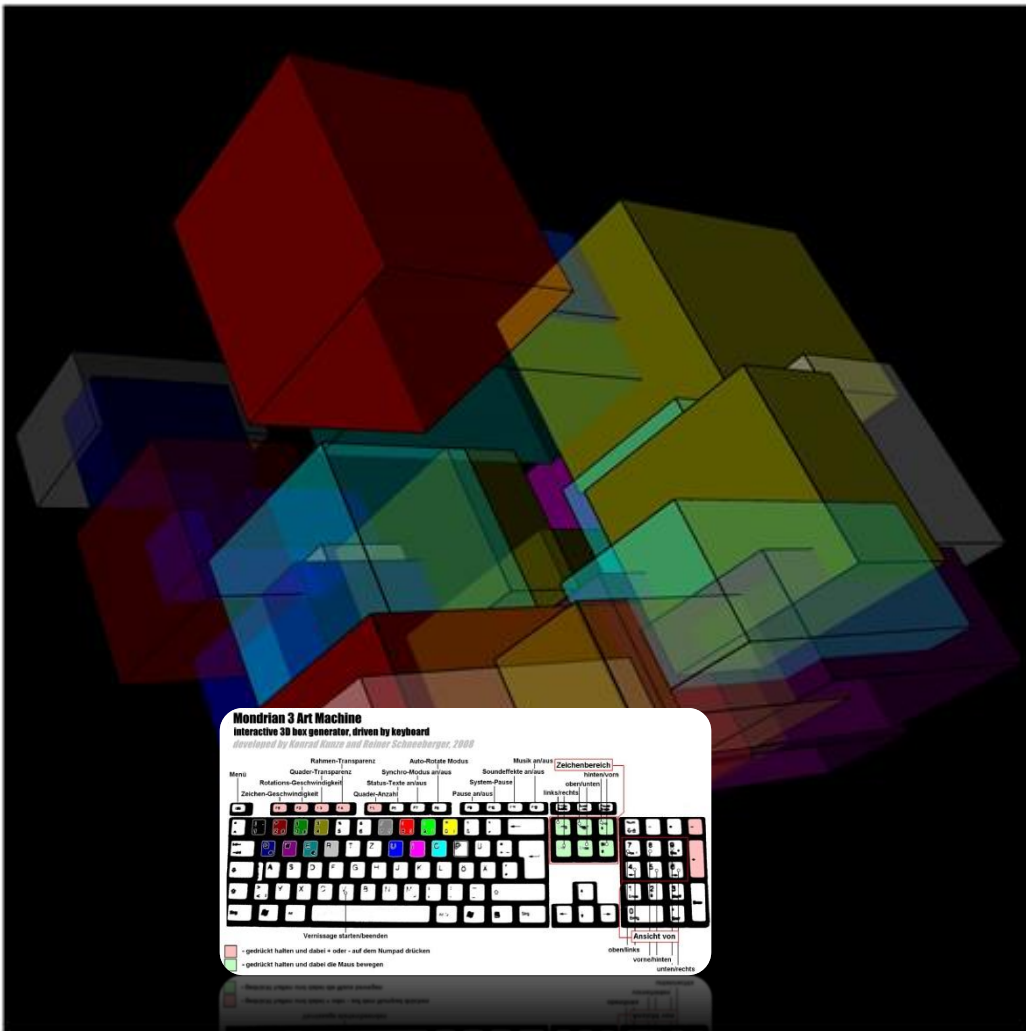
2015

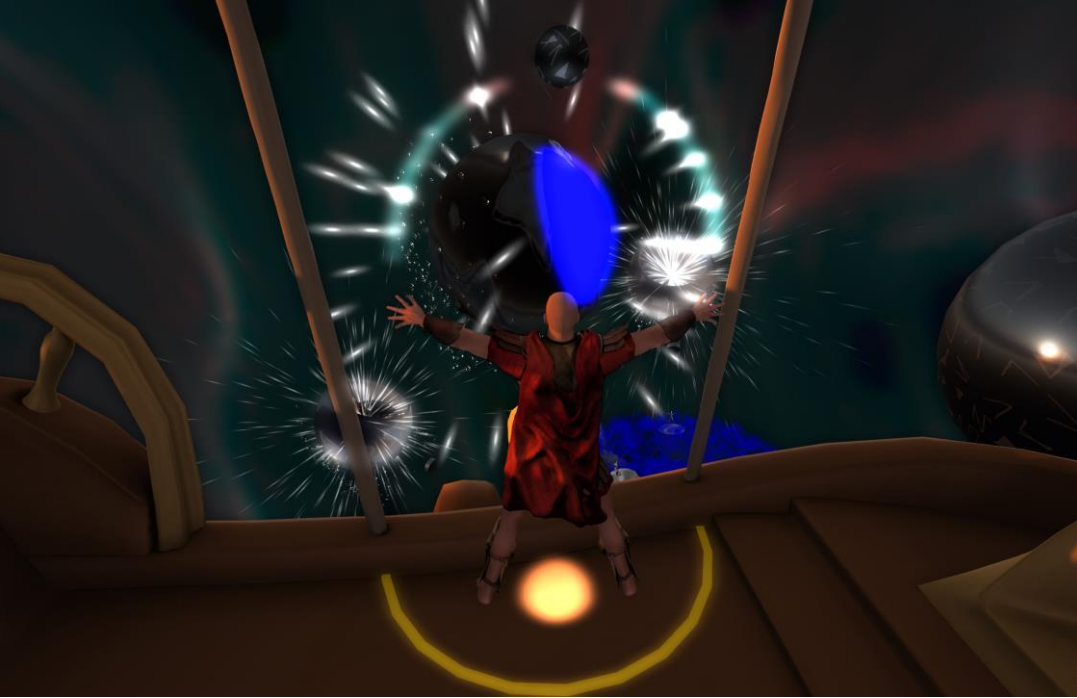


HERBERT W. FRANKE MONDRIAN 2D / 3D

<http://recodeart.com>

LPM 2013





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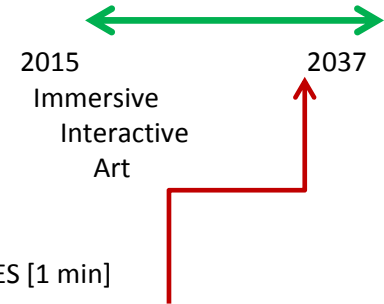
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PERSONALITY CAPTURE AND SIMULATION



VIDEO: BRAINWAVES [1 min]

EPOC HEADSET

<https://youtu.be/0bzaFJoHdLU>

shortlink to the video <http://is.gd/lpm2015waves>

EPOC, OCULUS RIFT, Tobii EyeX



The Virtual Arts and Life Magazine

reZ

april 2015



MoonreZZer by Art Blue
Relay For Life by Jami Mills
The Silence After by Emily Hamelin
Photo Hunt by Hitomi Tamatzui
Artist or Arsonist by Edger Sweetwater
Quebeckers by Elysienne



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PERSONALITY CAPTURE AND SIMULATION

VIDEO: SOULREZZER [3 min]
by WizardOz Chrome

<https://youtu.be/VjBJCKrCG3g>

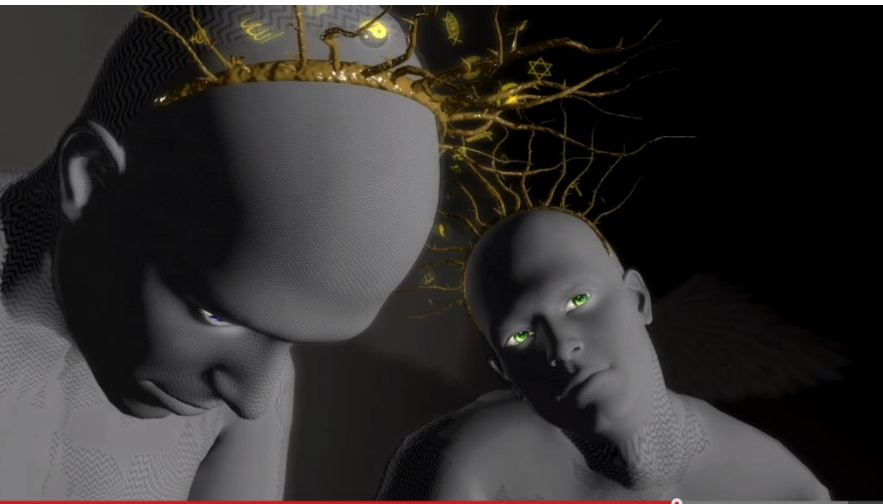
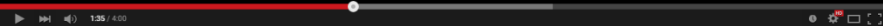
shortlink to the video <http://is.gd/lpm2015soul>

Obedience

jüdisches Museum Berlin
22.05.-13.09.2015

Saskia Boddeke
Peter Greenaway

Bryn Oh
Jo Ellsmere



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FAREWELL

OBEDIENCE by Bryn Oh and Jo Ellsmere

machinima by Bryn Oh [4 min]

<https://youtu.be/Enl18rX5K94>

shortlink to the video <http://is.gd/lpm2015obedience1>

machinima by Iono Allen [4 min]

<https://youtu.be/VuVgmVAzBoY>

shortlink to the video <http://is.gd/lpm2015obedience2>