



Dr Megan Kasten

@3Dgroovanstones



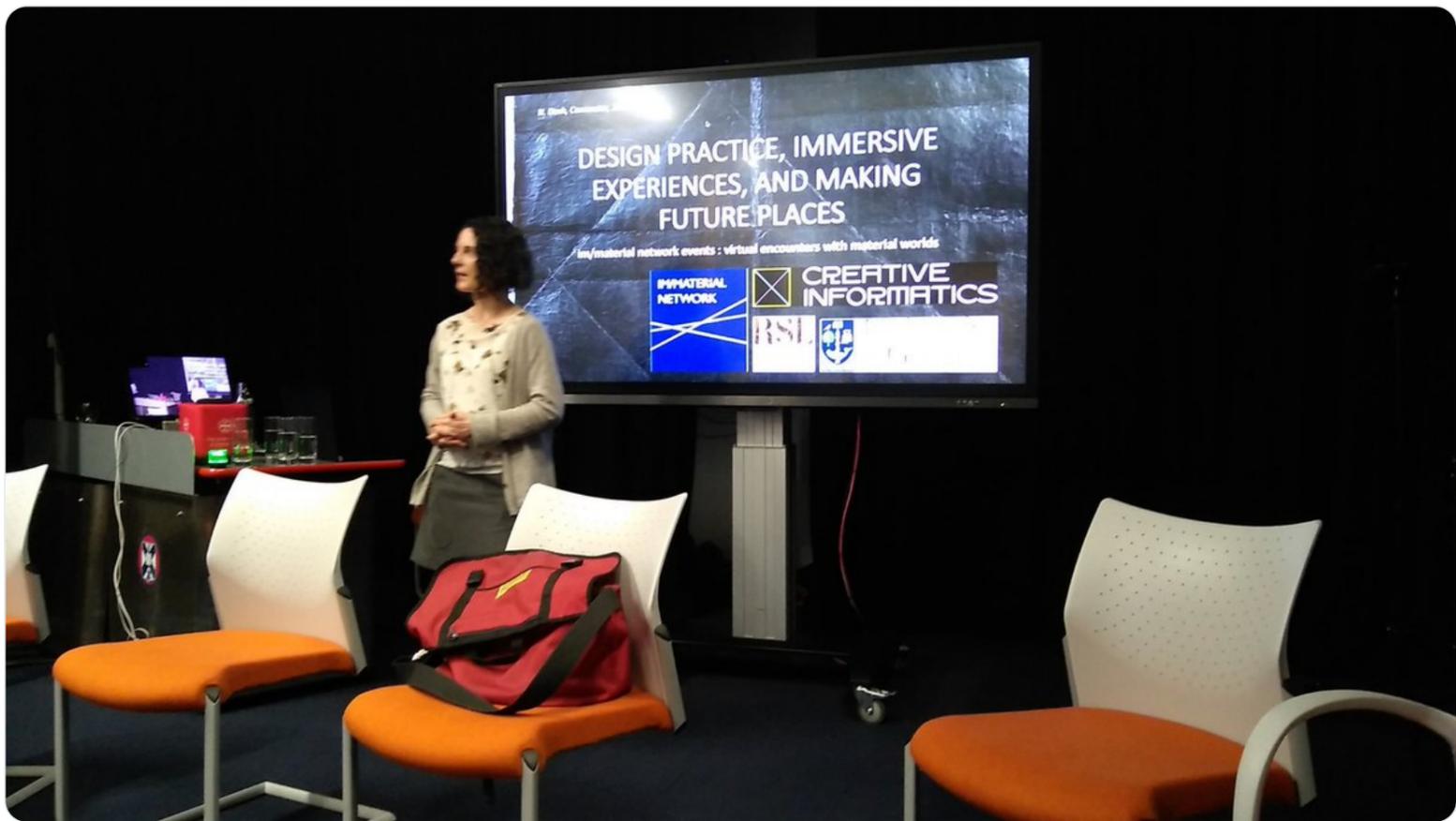
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And the 4th [#immaterial](#) network event with [@CreateInf](#), is about to begin!



Ingi from [@CreateInf](#) introducing their program and the demos that are set up in the back!



🔗

@Ecran99 kicking off the lightning talks - bringing the atrium of Alison House into Second Life



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Decentraland is a new Second Life - can't occupy the space, but can 'buy land' speculatively - cryptocurrency in game 🔗

Virtual land is owned by the community and control what is published to their land - only selling at the moment,

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Being able to trade and transact 3D assets is an innovation, requires smart contracts - fantasy world of VR but has implications for BIM and CAD

How do these 3D models interact with the physical object? Is this in any way disruptive? Does it make us think differently about the world around us?

Next is Rachel Cruise from Loughborough university - talking about physical assets, if we think about the built environment, focused on generating and making physical environment

We analyse and test the materials and designs that are created through modelling to allow for predictions, taking ourselves from the physical act of making

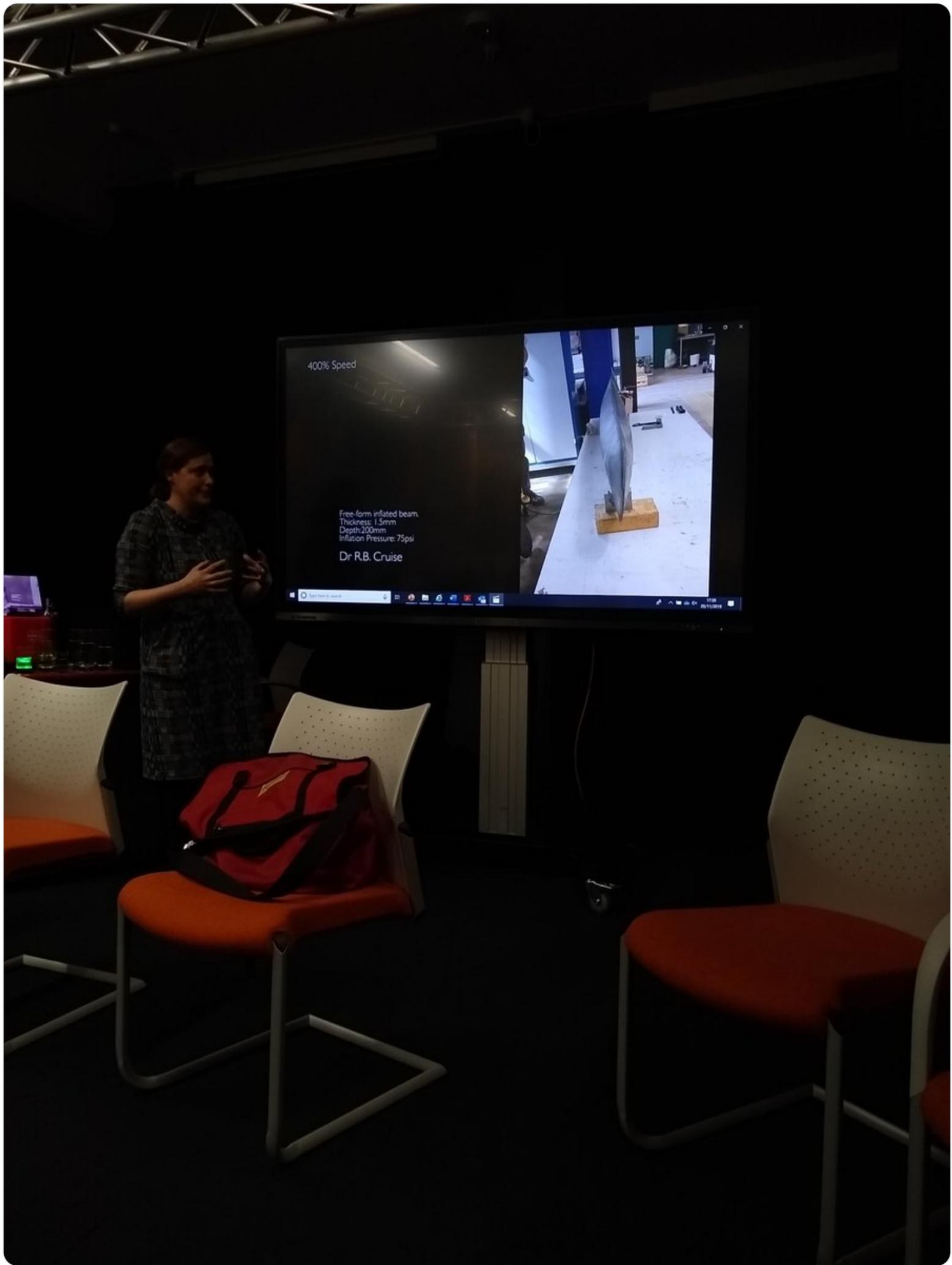


The relationship between the physical asset and the model is incredibly important in the design of the built environment

When looking at the Eiffel tower, the design process was dictated by wind resistance - generative model is observable in earlier and later in design profiles and the model profiles

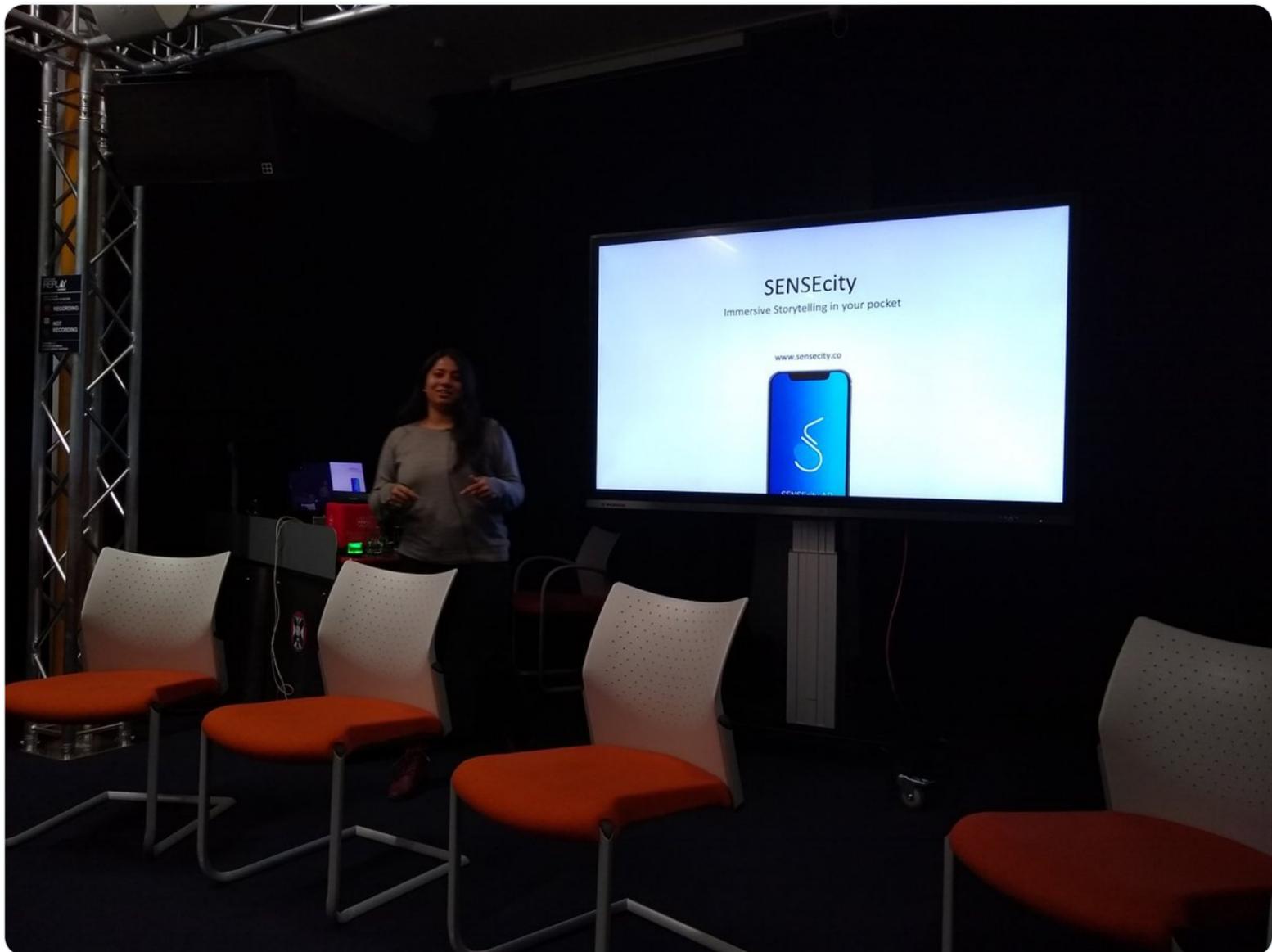
Model can be ways to justify your design process - it's subjective and can be political - can convince people what is accessible

The modelling process influences how we make - go back to the making process and make it more like the virtual model



Model doesn't always fit the data - how can we move away from having elements that push towards being standardized? How can we design to take advantage of variety? 🤖

Next is Pooja Katara of [@Sensecitywalks](#), immersive storytelling in your pocket!



Stories about cities that are waiting to be shared - started at GSA, walking through cities to understand public spaces - can we create a narrative tool to tell these stories?

Sensecity is a small booklet and application to tell those hidden stories - photos coming from [@HistEnvScot](#) and some 3D models coming from [@GSofASimVis](#)

Now working on Edinburgh version of [@Sensecitywalks](#), hoping to bring AR to the streets

Finally, our last speaker Jimmy Loizeau from Goldsmith's with the illegal town plan, set up his own fictional town plan to incorporate the voices of the local community to bypass the politicians and town planners

Instead of demolishing key old structures for commercial ventures, they made these structures even bigger, like the fairgrounds

[🔗](#)

From requests on Facebook, added a racetrack, a personal experience in a high speed chase to the map of Rhyl [🔗](#)

Engaging with the community through student work, including bringing back historical buildings have been destroyed [🔗](#)

Now on to the panel discussion! [🔗](#)

[@Ecran99](#) asks are virtual environments a way to get back to the past! Jimmy says we have to look forward, Rhyl is never going to be a seaside town again. Nostalgia can be a dangerous thing, but a smattering of nostalgia gets people engaged to talk about the future. [🔗](#)



🔗

Pooja [@Sensecitywalks](#) says that 90% of the testers wanted the historian character to stay in the app - tourism is often heritage based, wanted to keep stories authentic. 🔗

Rachel says if you start with a blank sheet of paper, it's difficult to avoid referring back to the past - difficult to imagine a world different from what we live in 🔗

Imagination was another thread in the lightning talks - modelling and the imagination 🔗

Jimmy says getting people to model futures is difficult because of that nostalgia and to maintain interest in the fiction of it 🔗

[@Sensecitywalks](#) came through imagination and symbolism of concepts in reality 🔗

Are there any transgressions in your work? Pooja says physical space has comfort and Glasgow has a beautiful industrial past 🔗

Rachel says the nature of the model is part of your imagination, how you make those evaluations of what is important through your own subjective notions, and you can get to fantastic and weird places 🔗

The amazing thing about the Eiffel tower was the engineering but no-one knew what would happen after - so many people have gone up, and it was thought to be a temporary structure to measure wind-loads on tall buildings 🔗

The relationship between the physical and the virtual thing - the material/physical artefact versus the model - did Pooja have to think about how the paper interacted with the physical architecture? 🔗

[@Sensecitywalks](#) was not meant to be AR originally, but it completes the paper interpretation - the pamphlet makes people aware of the AR app, and all age groups have made it work well - should it be app only? Need a unique image to get it to work - illustrations work well 🔗

Some 3D animations not stable enough for earlier versions of iOS - built in Unity, constant maintenance 🔗

Jimmy has said the Rhyl rock acts as a business card, becomes less atomised, ambitions built around it, tangible thing that you can work with 🔗

object, bring into virtual world to get data from it - geometry and visuals one way, but how do we convey gravity - virtual world changes our perceptions of the real world

One of the interesting things that is a core problem of AR/VR is expecting it to be really different, but it is hard to get people to create something really different from reality - imagination gap in this area - which might come from use of the word 'immersive'

Jimmy says immersion is funny because you think you need a headset - if someone talks about plans passionately, can get immersed in that story being told - modelling going on in someone's head in real time - forget that we already have our own interesting headset on

How does the physical space around us cue us how to behave in a certain way - how does this translate into AR/VR?

Entailments - we know what to do with a doorknob, history is a bit of a cue, need to curate the space where the cues happen - different sets of people have different cues

Rachel says people of different backgrounds drawing on the same architectural design is much like not understanding cultural cues

Interesting trajectory for materials to be made off site and then assembled on site - if we get away from standardised materials, it's like a dry stone wall, where it's strength comes from it's irregularity - a virtual world can get too precise

Rachel says we need to be critical of the tools we're using - be a critical designer, a lot of engineers and architects creating their own programs to suit their design process

@Ecran99 Academic architecture - two trajectories - BIM trajectory which is a bit more exact and practical versus digital fabrication, which is more creative

Rachel says we can make bespoke things a bit more cheaply because you aren't setting up the manufacturing process - uniqueness could be a very important thing

Last question - lots of discussion on physical and imagination - is there a future with these immersive technologies that is different from imagination?

Rachel - there are different things that in enables - with VR can look at the same thing, common point of reference, rather than describing a concept from imagination, can change the discussions between different professions involved in design, can see things as shared problems

Pooja - at this stage, need to bridge the gap between users and VR specialists - immersive experiences getting to be expected - need more communication

@Ecran99 Airbnb now selling shared experiences - theme of sharing is interesting in the context of VR, transacting in virtual environments

Jimmy brings it back to Brexit, meeting the MP in Rhyl was talking about the death of the imagination in Britain - modelling imaginatively for the town plan always went back to the retail park, new players 'trespassers' being ingenuity into town design

And that's the end of the panel! Thank you everyone for joining us - now in to demos

Demo of Loqui, a VR experience to teach primary school children a language by immersing them in the culture where that language is spoken



Demo of [@jupiterartland](#) in Minecraft by [@tomflint](#)



🔗

Minecraft edu is the educational version, built for teachers to teach math and geography to make it relevant to primary school students, as it's part of their culture



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