

<pweil> what did the iron do?
 03/09/2008 <Dread> virtual beer..
 03/09/2008 <AlaDiab> CAVE Environments
 03/09/2008 <AlaDiab> Realtime relighting
 03/09/2008 <Dread> lifelogging
 03/09/2008 <Brandi> Spy gear!
 03/09/2008 <peterp> ☺
 03/09/2008 <marientina> we still don't know what the iron did
 03/09/2008 <Dread> http://en.wikipedia.org/wiki/Mark_Bolas
 03/09/2008 <marientina> other than make money
 03/09/2008 <AlaDiab> life-logging and archiving human existence
 03/09/2008 <Dread> crips cold snap sharp
 03/09/2008 <Cynthia> crisp*
 03/09/2008 <Dread> er, right
 03/09/2008 <pweil> only if it rained the night before
 03/09/2008 <AsherV> Depends where in LA you are
 03/09/2008 <Cynthia> .
 03/09/2008 <SeanB> Mark has very good vision.
 03/09/2008 <Cynthia> Or good hallucinations.
 03/09/2008 <marientina> both
 03/09/2008 <AlaDiab> http://en.wikipedia.org/wiki/Peak_experience
 03/09/2008 <Dread> don buchla synthesizer
 03/09/2008 <marientina> <http://shopping.yahoo.com/p:Greek%20Folk%20Instruments,%20Vol.%2011:%20Clarinet:1921233349>
 03/09/2008 <Dread> "neato"
 03/09/2008 <marientina> http://images.google.com/imgres?imgurl=http://content.answers.com/main/content/wp/en/thumb/0/03/350px-Clarinet_construction.JPG&imgrefurl=http://www.answers.com/topic/clarinet&h=472&w=349&sz=14&hl=en&star=VA1eh3MYHYqI3Ig&um=1&usg=__kIvaMJgJ3w603X1WevOJ2JbSuKA=&tbnid=jqCBycGUoTpuxM:&tbnh=3Fq%3Dgreek%2Bclarinet%26start%3D20%26ndsp%3D
 03/09/2008 <peterp> too long
 03/09/2008 <marientina> http://content.answers.com/main/content/wp/en/thumb/0/03/350px-Clarinet_construction.JPG
 03/09/2008 <Cynthia> TinyURL!
 03/09/2008 <peterp> so tiny
 03/09/2008 <AsherV> You don't need two years of music theory anymore:
<http://www.engadget.com/2008/03/12/korg-ds-10-synth-turns-nintendo-ds-into-instrument-of-awesomenes/>
 03/09/2008 <SeanB> Composition (synthesizers) / Experience (transducers)
 03/09/2008 <marientina> <http://www.engin.umich.edu/dept/name/publications/5year.report/p.105.gif>
 03/09/2008 <peterp> we need a mic
 03/09/2008 <marientina> good misfortune of meeting scott
 03/09/2008 <marientina> we call that deconstruction
 03/09/2008 <marientina> <http://portal.acm.org/citation.cfm?id=949531.949583&coll=ACM&dl=ACM&CFID=1575587&CFTOKEN=96890193>
 03/09/2008 <peterp> Iterate
 03/09/2008 <Brandi> This backchannel takes forever to load for me, btw
 03/09/2008 <pweil> crit based
 03/09/2008 <omgpvd> yeah, me too - and it kicked me and wouldn't let me back in
 03/09/2008 <AlaDiab> crit-based model + technology model

03/09/2008 <marientina> <http://portal.acm.org/citation.cfm?id=949531.949593&coll=ACM&dl=ACM&CFID=1575587&CFTOKEN=96890193>

03/09/2008 <peterp> really?

03/09/2008 <peterp> its fast for me

03/09/2008 <Brandi> yes

03/09/2008 <AsherV> It slowed down for me

03/09/2008 <omgpvd> maybe it has trouble establishing more than a certain number of connections?

03/09/2008 <Cynthia> I get some lag every now and again on random lines.

03/09/2008 <AlaDiab> VR as enabler, VR as container, VR as content

03/09/2008 <Brandi> it's fine when its loaded, but to enter is a painful process

03/09/2008 <susana> Marientina/Peter: is this chat being recorded by any chance?

03/09/2008 <Cynthia> Should be.

03/09/2008 <pweil> scary or reassuring/validating?

03/09/2008 <marientina> it is persistent

03/09/2008 <peterp> i know what it is

03/09/2008 <peterp> two cameras

03/09/2008 * peterp changes nickname to admin

03/09/2008 <susana> to clarify, i mean the chat screen only

03/09/2008 <admin> it is being recorded by two cameras and the backchannel is recorded

03/09/2008 <Cynthia> She means if there are logs anywhere.

03/09/2008 <marientina> 1. giving people a challenge even if it is fake

03/09/2008 <marientina> 2. taking over equilibrium

03/09/2008 <admin> the backchannel logs to a mysql database

03/09/2008 <marientina> 3. reality is optional

03/09/2008 <admin> that can be queried very easy.

03/09/2008 <susana> thx

03/09/2008 <marientina> 4. make reality what you want it to be (as in no walls)

03/09/2008 <Brandi> bareline model is also fast to load!

03/09/2008 <marientina> 5. do't be afraid to look like an idiot

03/09/2008 <imdbot> bareline?

03/09/2008 <marientina> 6. creeeping people out is cool

03/09/2008 <SeanB> Hm... I read point 5 as: "People often don't want to look like idiots."

03/09/2008 <AlaDiab> you mean bear line

03/09/2008 <marientina> 7. use your friends and relatives

03/09/2008 <imdbot> the way the chat works. if you say something after a few minutes, the refresh is slow

03/09/2008 <marientina> 8. audio helps!

03/09/2008 <Brandi> do I? Hmm.. bare I think is the right one... they just shouldn't be one word. Bare-line or bare line probably

03/09/2008 <Cynthia> "make it sound important"

03/09/2008 <Dread> make it important

03/09/2008 <AsherV> Make it worthwhile

03/09/2008 <SeanB> Is the browser making AJAX requests with an exponential decay?

03/09/2008 <Dread> <http://www.merriam-webster.com/dictionary/immersion>

03/09/2008 <marientina> simple instructions: start here...content starts and brings you there...and take people somewhere else

03/09/2008 <marientina> simple NOT

03/09/2008 <AsherV> Don't put the user in the uncanny valley of VR

03/09/2008 <nahil> gradually pull them to being "elsewhere"

03/09/2008 <marientina> lesson #456 too much reality hinders immersion

03/09/2008 <SeanB> Abstraction allows people to become more immersed?

03/09/2008 <marientina> yes
03/09/2008 <AlaDiab> capture the essence of the experience and you have a foot in the door of immersion
03/09/2008 <AlaDiab> eg. the flying example
03/09/2008 <pweil> impressed or depressed?
03/09/2008 <SeanB> Finding nuggets: be sensitive to your reaction to an experience, that's the important part.
03/09/2008 <Brandi> Peter/admin-man, just fyi, but it kicked me out and I don't think I was inactive. Happy news is easy re-entry this time!
03/09/2008 <AlaDiab> VR worlds inspired by abstract paintings
03/09/2008 <Dread> enter= 3d stereoscopic anamorphic imagery
03/09/2008 <AlaDiab> Piet Mondrian
03/09/2008 <Dread> what is vr
03/09/2008 <AsherV> Quietly reorienting the user?
03/09/2008 <SeanB> http://en.wikipedia.org/wiki/Piet_Mondrian
03/09/2008 <marientina> one way to look at all his saying is this: you have to trick the user they are somewhere familiar while you re-introduce them to things they already know but take for granted and give them a gift of being able to do something they can't do in real life
03/09/2008 <AlaDiab> VR subsumes immersion
03/09/2008 <peter2> hi
03/09/2008 <marientina> is film VR?
03/09/2008 <AlaDiab> I think it's important to consider agency as an attribute of a VR experience
03/09/2008 <SeanB> Immersion is something to strive for, that can inform other media.
03/09/2008 <admin> hi again
03/09/2008 <SeanB> Games are a reason to engage in "Elsewhere".
03/09/2008 <AsherV> I guess the "reality" in virtual reality isn't necessarily our own.
03/09/2008 <Dread> "tinting our paint"
03/09/2008 <AlaDiab> Do you start with the elsewhere? or the rules of engagement?
03/09/2008 <marientina> there are no rules
03/09/2008 <AlaDiab> meaning that is it enough just to 'build the elsewhere and they will come?'
03/09/2008 <marientina> as he is saying "suck people in any which way you want/can"
03/09/2008 <SeanB> Making good virtual environments is really, really hard.
03/09/2008 <Dread> "describe our technique"
03/09/2008 <AlaDiab> finding the vocab to talk about the medium of VR
03/09/2008 <Dread> Blair MacINTyre at Georgia Tech - The pit
03/09/2008 <AlaDiab> distance estimation and spatial memory tasks
03/09/2008 <AlaDiab> The royal tenenbaums
03/09/2008 <AlaDiab> The 7 visual components of film - Bruce block
03/09/2008 <AlaDiab> Create the 7 rules of immersion
03/09/2008 <Dread> "control the arc"
03/09/2008 <AsherV> This is why we're part of the film school, I guess
03/09/2008 <SeanB> I'm not sure what he just said about Portal's first-person perspective...
03/09/2008 <AlaDiab> POV and empathy with character
03/09/2008 <AlaDiab> ICT's Skipp Rizo and PTSD programs
03/09/2008 <AlaDiab>
http://ict.usc.edu/projects/post_traumatic_stress_disorder_assessment_and_treatment_ptsd/
03/09/2008 <omgpvd> <http://people.ict.usc.edu/~morie/>
03/09/2008 <AlaDiab> immersive music video
03/09/2008 <AlaDiab> control over time
03/09/2008 <SeanB> Mixed Reality Lab in Marina del Rey
03/09/2008 <omgpvd> flatworld

03/09/2008 <AsherV> They should combine those smart projectors with head tracking tech.

03/09/2008 <pweil> research into avatar identification: [1] Lenggenhager, B., Tadi, T., Metzinger, T., & Blanke, O. (2007). Video ego sum: Manipulating bodily self-consciousness. Science, 317, 1096-1099.

03/09/2008 <pweil> another one: [2] Ehrsson, H. (2007). The experimental induction of out-of-body experiences. Science, 317, 1048

03/09/2008 <SeanB> Albert "Skip" Rizzo and games for rehabilitation.

03/09/2008 <SeanB> Thinking about interaction design on a chemical level.

03/09/2008 <Cynthia> White Space. :x

03/09/2008 <pweil> what excites the "memory" system

03/09/2008 <SeanB> Immersive Group Lunches - Tuesday noon at Flower Street

03/09/2008 <SeanB> Motivating people to physical action...

03/09/2008 <omgpvd> Tricking people into physical action through immersion

03/09/2008 <omgpvd> tricking senses, specifically, or pushing someone to ignore their senses or their established understanding of a given situation or condition to increase immersion

03/09/2008 <AsherV> I'm disturbed because it's Luke Wilson

03/09/2008 <AsherV> (super lag)

03/09/2008 <SeanB> Immersive experiences aren't flat or framed, so it's hard to deconstruct them... it's hard to remove ourselves from them the way we can step back from an image or a film and view the composition of it.

03/09/2008 <Michael> <http://en.wikipedia.org/wiki/Trope> (literature)

03/09/2008 <Michael> I think thats right

03/09/2008 <SeanB> We seem to have lost a lot of the room's backchannel functionality at this point, though...