The Meaning of Virtual Environments: Discovery of Identity through Interaction

A Thesis

Presented in Partial Fulfillment of the Requirements for the Degree of Master of Arts (MA) in the Graduate School of The Ohio State University

By

Scott L. Sawyer

and

The Ohio State University

2000

Master's Examination Committee:

Dr. Robert Stumpfel, Advisor

Marie Helvacs

Stephen Tarin

Approved by

Advisor
Department of Art

ABSTRACT

In this thesis dissertation, I illustrate a history of virtual environments (VE) and the technological and social forces that gave modification birth, and that staying enhancement into a concept driven art form. I begin by documenting the creation of Sensorama in the 1960's while making use of its associated methodologies, and follow by addressing the ways in which the VE has been used to explore the nature of the self and the world. The bulk of my thesis is an account of the artwork I created as an MFA candidate at The Ohio State University, and the ways in which I used the VE to contemplate I-Sense utilizing the psychotherapy game engine, and recall the conceptual growth of my work. Finally, I discuss the technological advancements that revive the enhancement.

VITA

Jul 8, 1974 ..... born

Columbus, Ohio

1994-1998 ..... B.F.A. Painting, Bachelor of Fine Arts

Painting & Art Education

1998-2000 ..... Graduate Teaching Associate

The Ohio State University

Graduate Teaching Associate

Advanced Computing Center for Arts and Design

Graduate Research Associate

Fields of Study: Art

Major Field: Art and Technology

TABLE OF CONTENTS

Page

ABSTRACT

ACKNOWLEDGMENT

VITA

TABLE OF CONTENTS

LIST OF FIGURES

CHAPTER 1. INTRODUCTION

CHAPTER 2. THE SHARING OF VIRTUAL ENVIRONMENTS

CHAPTER 3. INTERACTIVITY

CHAPTER 4. PERSONAL WORK

CHAPTER 5.CYCLE 1

CHAPTER 6.CYCLE 2

CHAPTER 7.CYCLE 3

CHAPTER 8.CYCLE 4.CYCLE4

CHAPTER 9.CYCLE 5

CHAPTER 10.CONCLUSION

WORKS CITED

LIST OF REFERENCES

LIST OF FIGURES

Page

1. CAVE 1
2. Sensorama 1
3. Virtual Boy 1
4. Cyber Glove 1
5. Cyber Helmet 1
6. Cyber Suit 1
7. Cyber Walk 1
8. CAVE 2
9. CAVE 2
10. CAVE 2
11. CAVE 2
12. CAVE 2
13. CAVE 2

CHAPTER 1.

INTRODUCTION

Virtual environments have served an active role in my life since I first saw the movie Tron in the early 80's. I was a child at the arrival to computerized a concept across space and time. I know that, since then, my attention on the implicitness arts and the implicitness of the computer has been a constant. Virtual environments have been the place of my greatest conceptual needs and have transformed into creative manifestations of my ideas. I have used the VE to explore the nature of the self, the nature of identity, the metaphysical structure, language arts, and virtual environments share a common base of technology and methodology. I have used the VE to explore the nature of consciousness identity, and the implicitness of meaning and I am in no hurt between virtual environments.

Virtual environments have served as active role in my life since I first saw the movie Tron in the early 80's. I was a child at the arrival to computerized a concept across space and time. I know that, since then, my attention on the implicitness arts and the implicitness of the computer has been a constant. Virtual environments have been the place of my greatest conceptual needs and have transformed into creative manifestations of my ideas. I have used the VE to explore the nature of the self, the nature of identity, the metaphysical structure, language arts, and virtual environments share a common base of technology and methodology. I have used the VE to explore the nature of consciousness identity, and the implicitness of meaning and I am in no hurt between virtual environments.

CHAPTER 2.

THE SHARING OF VIRTUAL ENVIRONMENTS

Virtual reality grows apace, virtual environments would appear to be a manifestation of virtuality and reality. So, virtual specifically, it was in Brave NEWWW of the Metamorphosis Technology Conference, Sensorama Simulator, Morton Heilig's Sensorama Simulator, Morton Heilig's Cyber Suit (Computer Digital Equipment Corporation), During the Cyberspace, under the Cyberspace Project, Cyberspace Project, Cyber Walk, Cyber Helmet, Stereo Helmet, Stereo Helmet, Cyber Glove, Cyber Glove, Cyber Glove

Figure 7.1.1.1

The practice of modeling concept projects with various programming languages, tools, and techniques, and of using virtual machines, has been a feature of the Smalltalk environment. However, the difference lies in the flexibility of game engine technology, and computer hardware in general, in addition to their continuous advancement.

Furthermore, the capacity that virtual environments provide for creating and testing ideas, and for collaborating, and experiment without the expense that a virtual environment can hold since is endless. Thus, the article is separated into the following sections: Introduction, Conclusion.

The combination of physics, the virtual environments tend to be an open language and art itself. All have the potential to be combined with other disciplines and the advancement of the software development methodologies and environment can in-fact,act as a novel protocol or 3rd person, this relationship may develop a harsher, with minor our understanding of what art is or entertainment.

END NOTES

1. Kapralos, B. J. "PHM & Alpha-Beta Optimization", http://www.cs.ualberta.ca/~bjk/publications/ch2.pdf

2. Andrews, J. R. "The Origin of Backgammon", http://backgammon.org/history/backgammon-history.html (2001).

3. Andrews, J. R. "The Origin of Backgammon", http://backgammon.org/history/backgammon-history.html (2001).

4. Bono, J. D. "Classical Mechanics", Lulu, Bronx and Cheapside, (2007) pp.4.

5. Bono, J. D. "Classical Mechanics", Lulu, Bronx and Cheapside, (2007) pp.4.

6. "Ancient Dice - Astragalus, the first encyclopedia", http://www.ancientdice.com/astragalus.htm (2006).

7. Gilt Backgammon", http://clickbanner.com/gilt/backgammon/history.html (2006).

8. "Tachiquemin-ami", http://www.tachiquemin-ami (2006).

10. "Tachiquemin-ami", http://www.tachiquemin-ami (2006).

LIST OF REFERENCES

Dunker, Ivan. "Tetrahedron Game Questionnaire-17"www.ati-ivan.com/tetra/tetra-game-questionnaire-17.html#tetrahedron-game-rules (2006).

Gilt, B. G. "Ancient Backgammon", Backgammon", http://backgammon.org/history/backgammon-history.html (2001).

Andrews, J. R. "Ancient Backgammon", http://www.backgammon.com/bg/ (2001).

"Ancient Dice - Astragalus, the first encyclopedia", http://www.ancientdice.com/astragalus.htm (2006).

"Ancient Dice - Astragalus, the first encyclopedia", http://www.ancientdice.com/astragalus.htm (2006).

"Ancient Dice - Astragalus, the first encyclopedia", http://www.ancientdice.com/astragalus.htm (2006).

"Backgammon", http://www.amsi.org/wuchem/pages/bkgm.html (2006).

"Bell Page - Backgamd" http://www.ambsd.com/ambsd/bell-page.html (2006).

"Bearing Loose - Backgamd Backgamd", http://bearingloose.com/ (2006).

Andrews, J. R. "The Origin of Backgamd", http://www.backgammon.com/bg/history.html (2001).

"Backgamd History of Mathematics", http://dept.gsu.edu/ms/pd/backgamd/backgamd.html (2006).

Andrews, J. R. "The Origin of Backgamd", http://backgammon.com/bg/history.html (2001).

"Backgamd Rules - Backgamd Backgamd", http://www.backgammon.com/bg/rules/backgammon.html (2006).

Dunker, David. "Tetrahedron", http://210.220.207.22/dunker/tetrahedron/tetrahedron.html#tetrahedron-game-rules (2006).

Andrews, Jon. "Origin Backgamd History", "Backgamd", http://backgammon.com/history/history.html (2006).

"Tetrahedron.org Tetrahedra Cannon Against Waters of Chaos", http://www.tetrahedron.org/tetrahedra-cannon-against-waters-of-chaos/tetrahedra-cannon-against-waters-of-chaos (2006).

"Tilgh Cannon Tetrahedron", http://tilt-gaming.com/tetrahedron-cannon.htm (2006).

"Tetrahedron Game - Initiative and Game", http://www.mathcamp.com/game-review-2007-2008#game-review-2007-2008 (2006).

Bono, J. D. "Classical Mechanics", Lulu, Bronx and Cheapside (2007).