Abstract for Panel Presentation at Society for Cinema and Media Studies Conference, 2019

Panel: Where AR we: experimenting with Augmented and Mixed Reality

Author: Liron Efrat

Moderators: Aviva Dove-Viebahn, Molly Youngblood

Sculpting the Spectator: Towards the Liberation of Image in VR, AR, and MR Environments

Ridvan Yavuz, Ph.D. student SUNY at Buffalo

We know that the human has never seen outside himself.

Gene Youngblood

This presentation addresses the trajectory of the spectator's perception from a traditional cinematic image to *frameless* and *screenless* VR, AR, and MR environments. I begin my ruminations with expanded cinema as mixed reality cinema and a bridge between conventional cinema and virtual reality cinema.

Taking inspiration from Hansen's approaches on bodily relationship between image and spectator, Merleau-Ponty's phenomenological angles on image and observer, and Jeffrey Shaw's expanded cinema projects, I examine the embodiment of the spectator *within* image by assimilating the spectator in physical and computational re-locations, as opposed to a more "passive" relationship *with* the image. In my presentation I propose to conceive of this interaction *within* image as an invisible organic interface, which allows the viewer to externalize his or her internal image.

By following Hansen's, Youngblood's, and Weibel's approaches, I propose a futuristic approach to virtual, augmented, and mixed environments to

externalize the spectator's consciousness as the new reality of 'self', arriving at that we might call a *new image*.

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