Myron Krueger

AI-lab videoplace (SIGGRAPH)

Computer scientist

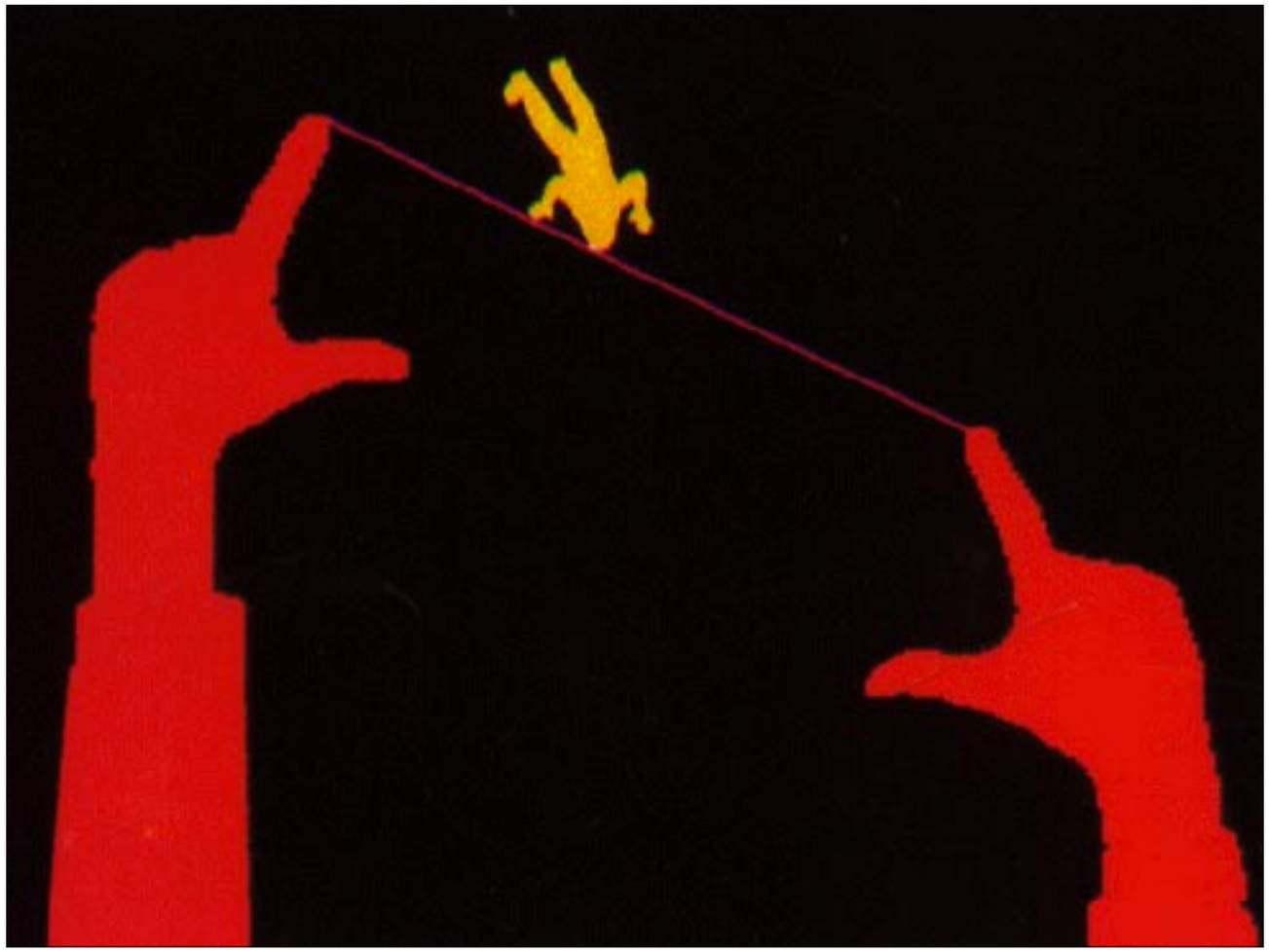
1969’s through the 1970’s

Dan Sandin, Jerry Erdman and Richard Venezk

not head mounted display or gloves. No interface

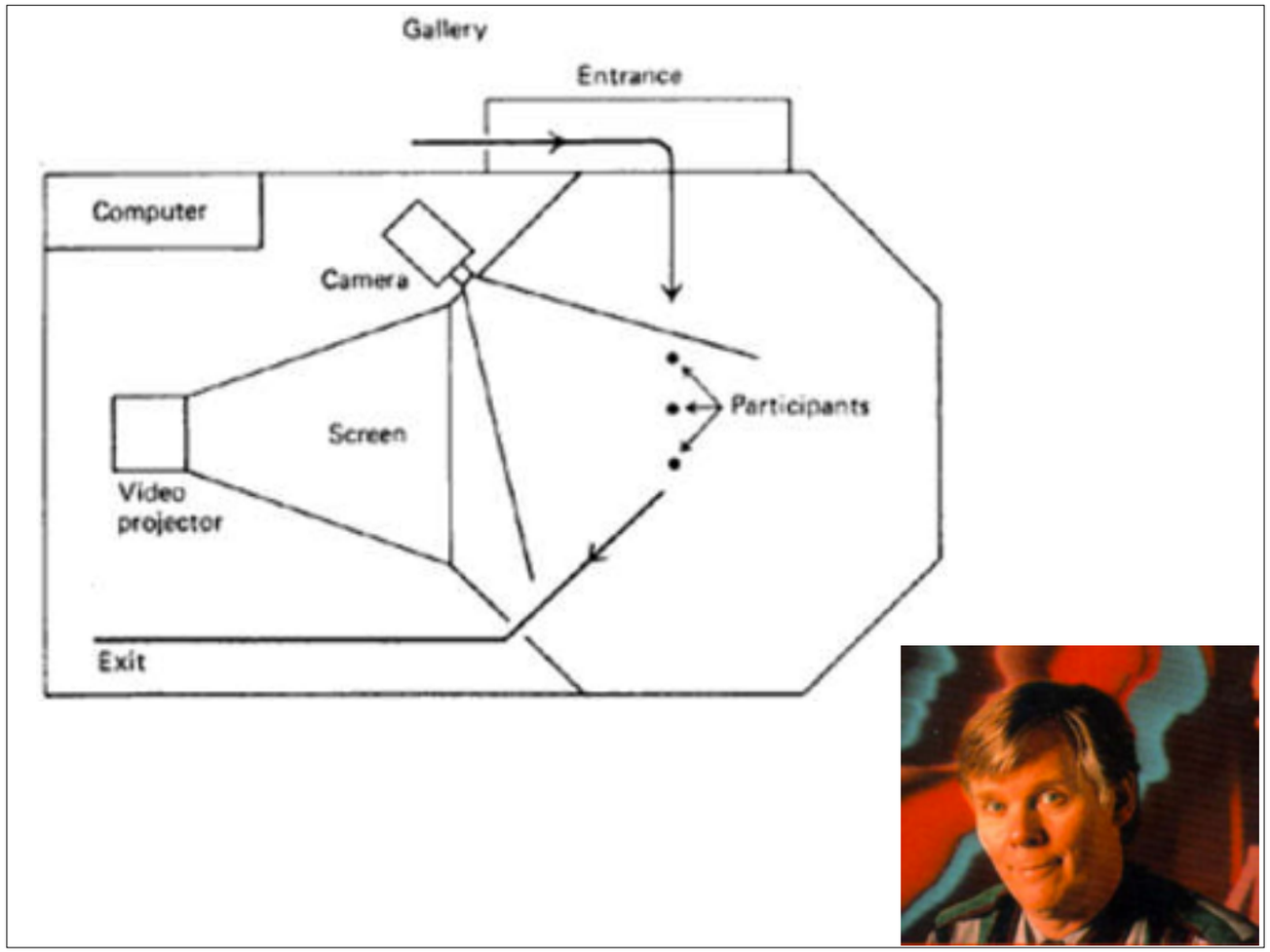
not just the product, but the interactions - the experience

Myron Krueger is a pioneer of virtual reality and interactive art. Beginning in 1969, Krueger developed the prototypes for what would eventually be called Virtual Reality. These "responsive environments" responded to the movement and gesture of the viewer through an elaborate system of sensing floors, graphic tables, and video cameras. Audience members could directly interact with the video projections of others interacted with a shared environment.



VideoPlace 1975

Krueger also pioneered the development of unencumbered, full-body participation in computer-created telecommunication experiences and coined the term "Artificial Reality" in 1973 to describe the ultimate expression of this concept.


Gallery
Entrance
Computer
Camera
Participants
Screen
Video
projector
Exit

Jeffery Shaw

b 1944, Australian

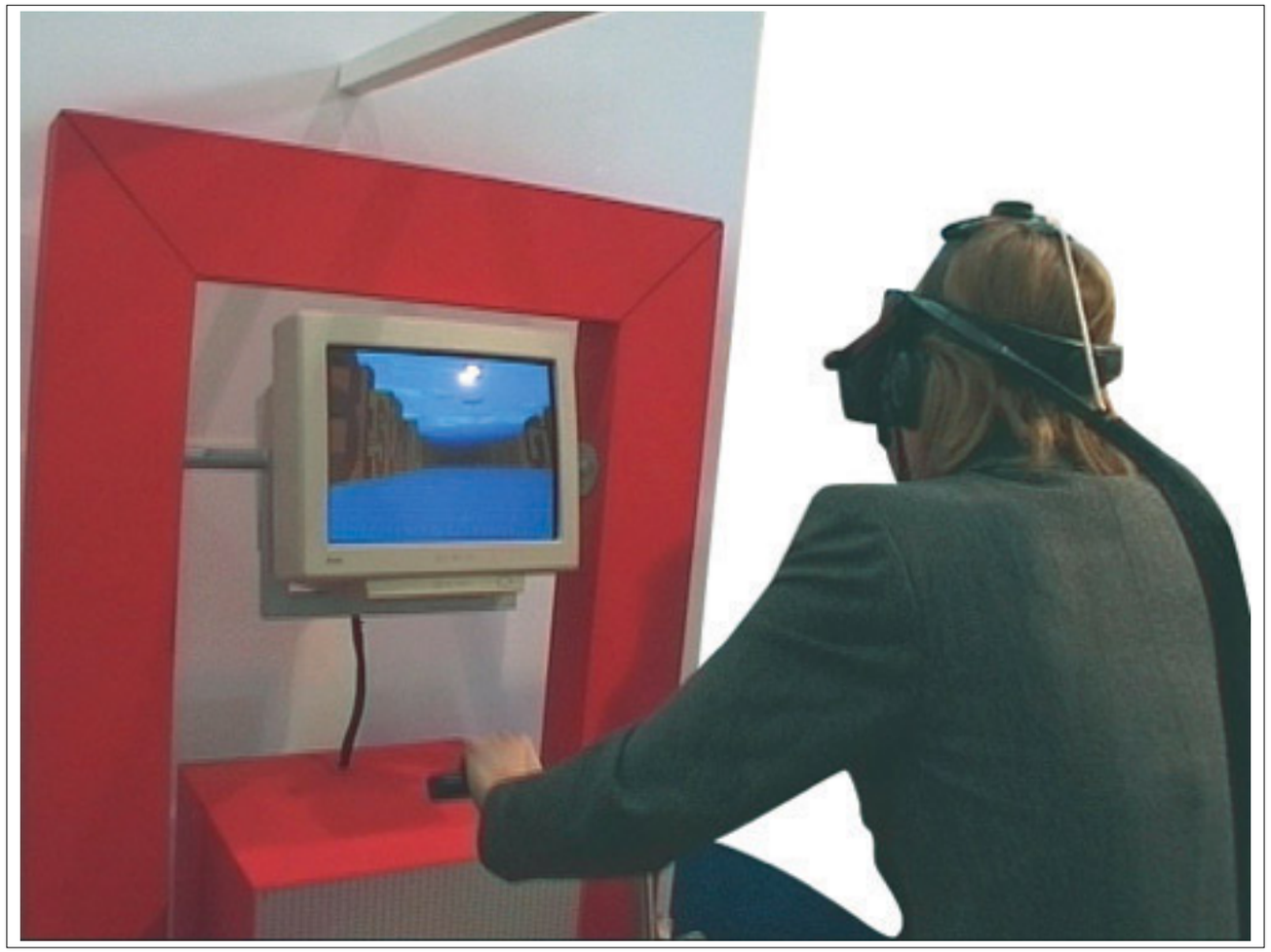
virtual & augmented reality

navigable cinematic systems

interactive narrative

Legible City
active body in the virtual domain.

The Manhattan version (1989) of this work comprises eight separate fictional story lines in the form of monologues by ex-Mayor Koch, Frank Lloyd Wright, Donald Trump, a tour guide, a confidence trickster, an ambassador and a taxi-driver. Each story line has a specific letter colour so that the bicyclist can choose one or another to follow the path of a particular narration. In the Amsterdam (1990) and Karlsruhe (1991) versions all the letters are scaled so that they have the same proportion and location as the actual buildings which they replace, resulting in a transformed but exact representation of the actual architectural appearance of these cities. The texts for these two cities are largely derived from archive documents that describe mundane historical events there.



The Distributed Legible City - 1998
networked installation

In the Distributed Legible City there are two or more bicyclists at remote locations who are simultaneously present in the virtual environment.They can meet each other (by accident or intentionally), see abstracted avatar representations of each other, and when they come close to each other they can verbally communicate with each other.


The Distributed Legible City

Place - Ruhr 2000

In this installation a rotating platform allows the viewer to interactively rotate a projected image within a large circular projection screen and explore a three dimensional virtual environment constituted by an emblematic constellation of panoramic locations and cinematic events.

The viewer can navigate this 3D space and enter these panoramic cylinders, inside each of which a surrounding cinematic sequence fills the projection screen and presents a 360 degree pre-recorded situation and acted event.

On the platform there is a column with an underwater video camera. This device is the interactive user interface, its buttons and handling allow the viewer to control his movement through the virtual scene as well as cause the rotation of the platform and of the projected image around the circular screen.

A microphone on top of this interface camera picks up any sound that the viewer makes, and this causes the release of continuously moving three dimensional words and sentences within the projected scene. Originating in the center of the screen, the physical arrangement of these texts in the virtual environment is determined by the path of the viewer movements while they are being generated. These texts have a temporal five-minute life span; becoming more and more transparent until they disappear they constitute traces of the viewer's presence there.