Feb 12, 19

Rate My Setup_A Little #WFH Workshop

Time: Friday, February 12, 19, & 26, 4-7PM PST
Location: [[Zoom Link](#)]
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Brief

Performing for the camera: the Dec 7, 2020 cover of The New Yorker illustrated a woman dressed up only above the waist and holding a cocktail for a Zoom Happy Hour, meanwhile her laptop is perched on 5 books and you plainly see the daily mess of her apartment just out of the reach of the webcam view, with a cat poking its head out of a litter box. *Rate My Setup* highlights the continual aestheticization of personal, digital life and the curation of our living, working, gaming, and streaming as something which is cropped, filmed, shared and rated. In this workshop, we take this aestheticization as a space of exuberance stuck between honesty and irony, celebration and depression, self-care and alone together collectivity amid quarantine. High-fidelity streamer setups with Battlestation Gamer PC Builds and their shitty ironic make-shift counterparts (epitomized by the Rate My Setup request and meme format) now seem to bridge a gap between those "thriving" #onlygoodvibes #blessed and those just barely getting by but maybe over it all. With Hot Cheeto dust lingering behind on glowing RGB mechanical keyboards, this heightened glorification of the desktop setup with the view it captures becomes an emblematic altar of the values and interests we want to express and realities we want to obscure and neglect. *Check out @afffirmations

In *Rate My Setup*, we will make our own maximalized altars surrounding a space we stream from. A collage of 2d and 3d imagery and simulations, your altar will be developed as a layered space of content, sounds, physical and digital products, plants, environments (the scale should be vast in range, from small, intimate to cityscape) you want to be surrounded by. The sessions cover a series of techniques to develop interactive, mixed-reality sets and consider these game sets and spaces as both virtual foreground and background to our webcam. Students will begin by learning Agisoft Metashape for Photogrammetry along with basic Unity Scene setup and 3d model import. The following week we will continue to develop the altar in Lens Studio and Unity Scenes with Animation, Interactive Simulation and Mixed Reality and live compositing, live chroma keying with Open Broadcast Studio (OBS).