IMPERFECT VR
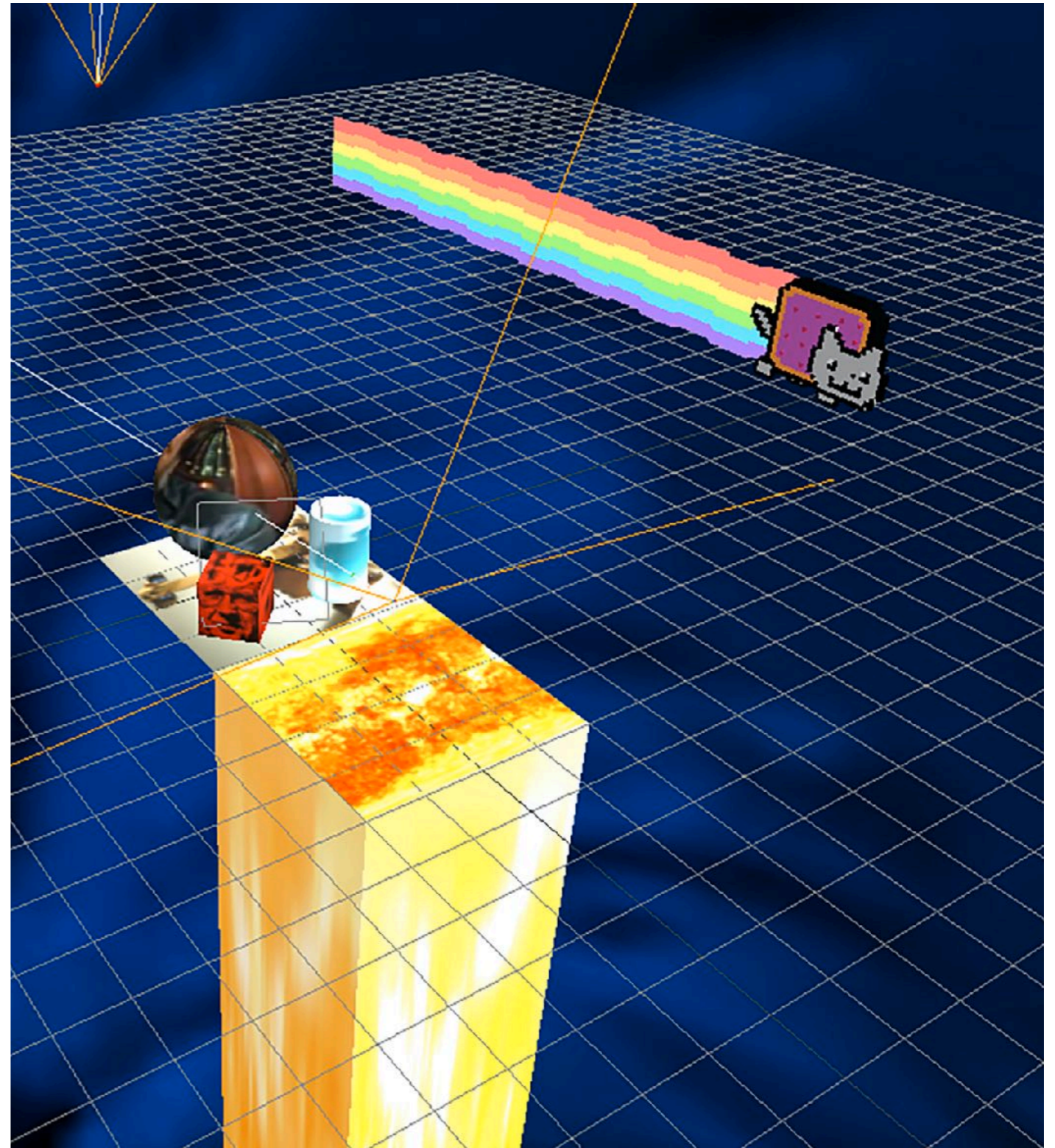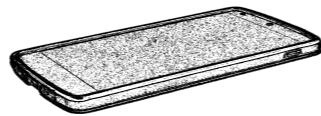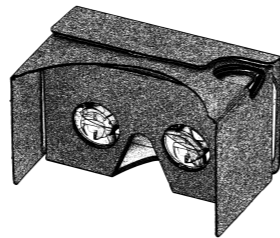

"Virtual Reality is a rather miserable idea."
- Slavoj Žižek
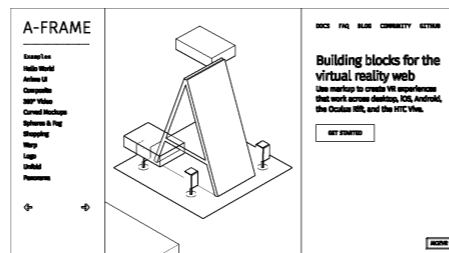
The 3-part Imperfect VR Manifesto*

This is a Smartphone

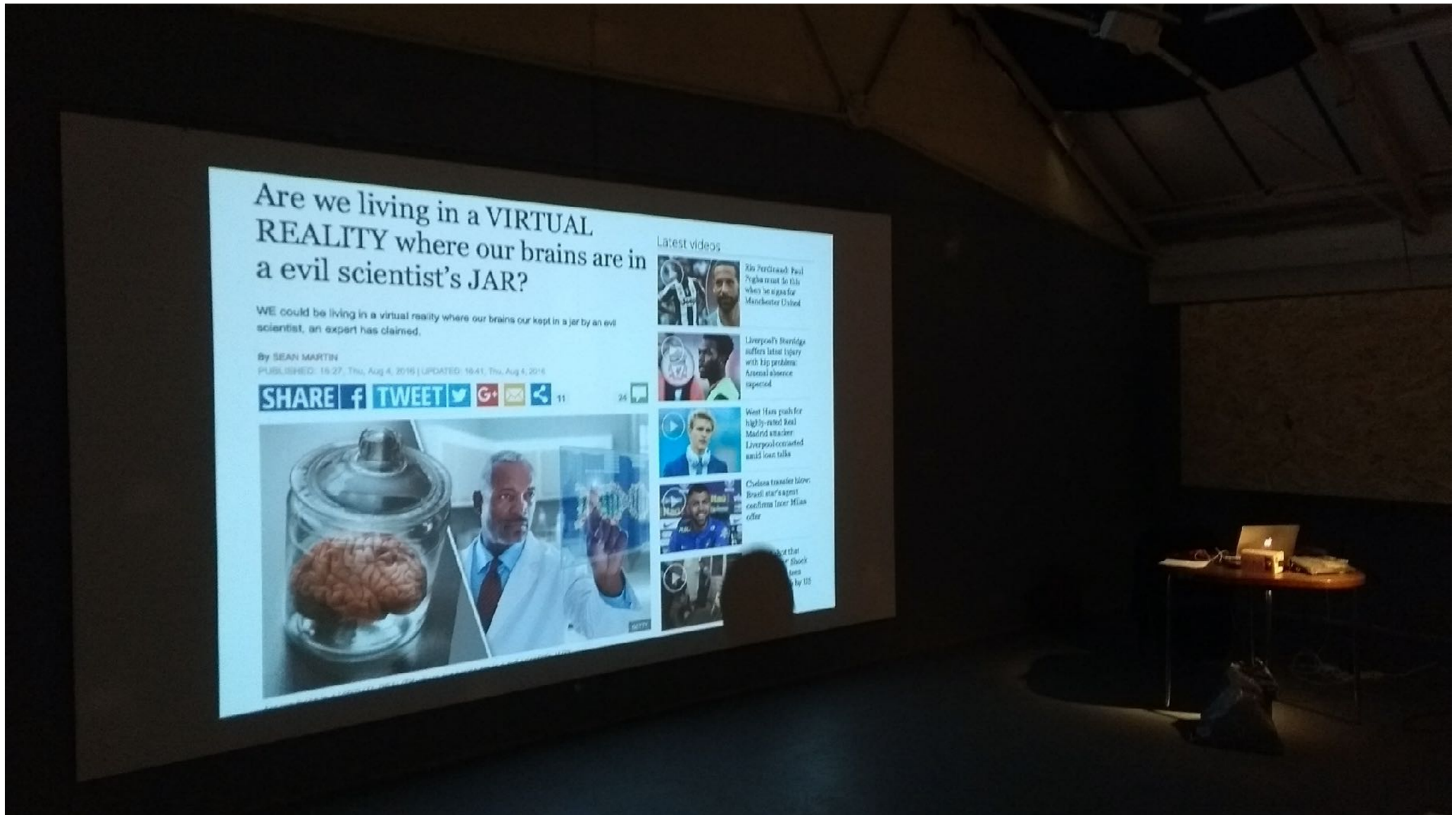This is a Cardboard

This is A-FRAME
aframe.io

Now Make a VR !

@crcdng

Imperfect VR at Vivid, Birmingham

IMPERFECT VR

Created 2016–2019

Workshops delivered at the following institutions:

Electromagnetic Field, Guildford (2016)

Off the Lip, Plymouth University (2016)

Royal College of Art, London (2016)

Space art and technology, London (2017)

Future Imperfect Symposium, Plymouth University (2017)

Doomed Gallery, London as part of Antiuniversity Now (2017)

Vivid Projects, Birmingham, UK (2017)

Games and Simulation enhanced Learning (GSeL) conference, Plymouth University (2017)

Shanghai Maritime University, Shanghai (2017)

Donghua University, Shanghai (2017)

Social Fiction Lab, Berlin (2018)

35th Chaos Communication Congress (35C3), Leipzig, as part of the Social Fiction Society (2018)

Credits

Concept, Design, Production: Michael Straeubig

Technical Realisation: Michael Straeubig

Workshop lead: Michael Straeubig

Code and workshop materials available at:

https://github.com/i3games/imperfect-vr

Libraries and Frameworks used: A-Frame by Diego
Marcos, Kevin Ngo, Don McCurdy, (https://aframe.io)

More information and contact: i3games.com