



TECH 421
**Future of Digital
Media**

TECH 3706
**AR/VR in Architectural
Environments**



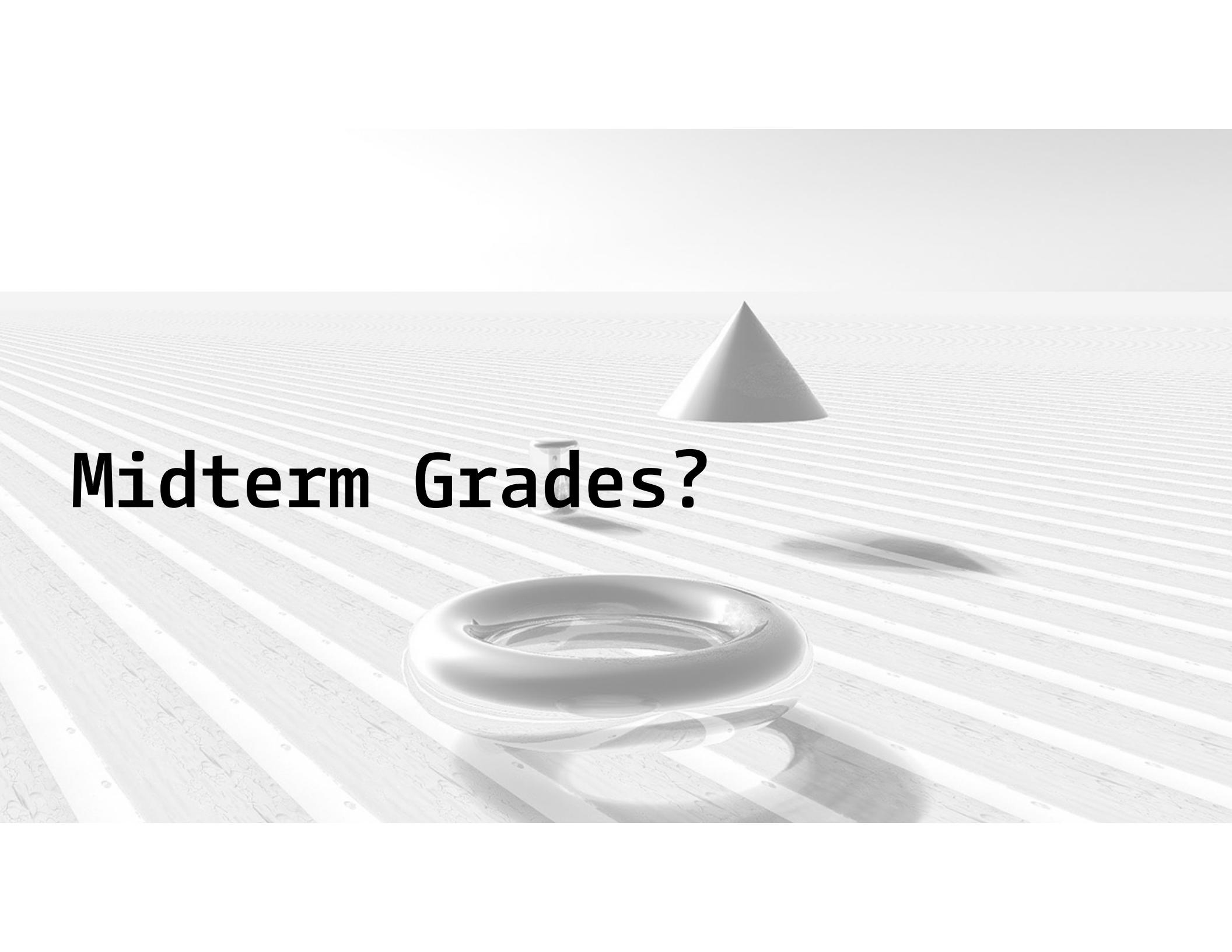
Writing/Documentation Due!



YEAH!



I have no idea what I'm doing



Midterm Grades?

WHEN A USER TAKES A PHOTO,
THE APP SHOULD CHECK WHETHER
THEY'RE IN A NATIONAL PARK...

SURE, EASY GIS LOOKUP.
GIMME A FEW HOURS.

... AND CHECK WHETHER
THE PHOTO IS OF A BIRD.

I'LL NEED A RESEARCH
TEAM AND FIVE YEARS.



IN CS, IT CAN BE HARD TO EXPLAIN
THE DIFFERENCE BETWEEN THE EASY
AND THE VIRTUALLY IMPOSSIBLE.



HASSO PLATTNER
Institute of Design at Stanford

make space

An aerial photograph showing several people interacting with large white letters spelling "make space" on a dark, polished floor. One person in a red shirt is measuring the height of the letter 'm' with a tape measure. Another person in a pink shirt is standing nearby. A person in a black shirt is kneeling next to the letter 'e'. Two other people, one in a blue shirt and one in a purple shirt, are standing further down the word. There are also two orange cubes floating in the air above the letters. The floor has some faint grid lines.

How to Set the Stage for Creative Collaboration

Scott Doorley & Scott Witthoft

With a Foreword by David Kelley

Recognize Your Emotional Arc during a Project.

This is a note just for you: creative projects have an emotional frequency. Being aware of this can help you successfully navigate the tricky peaks and troughs.

The arc of a space design process rivals that of any fictional drama. Hopes and dreams hang in the balance. Fear and excitement battle for the upper hand. Egos are invested, and status jockeying abounds. It can be largely frustrating or quite exciting, depending on how you choose to experience it.

As you progress, you will likely encounter the following phenomena. If you know how to recognize them, you can at least reconcile how you are doing with how the project is doing.

+ **A sense of excitement and limitless possibility.** An idea or discovery arrives shiny and new, without the eventual scuff marks inherent in the process of bringing it to fruition. The sense of potential is empowering, yet rarely realistic. It's like buying a Ferrari without yet having found a mechanic to service it. Enjoy this part as it happens, but not so much that you are afraid to let it go.

- Overwhelming complexity.

As soon as you dig into a space, you'll

of emotional and logistical factors simultaneously at play. This is quicksand. Too much thinking here means trouble. When you are in this territory, focus on doing. Get right to prototyping through quick mock-ups and experiences. Acknowledge and categorize new issues as they arise, but prioritize—you'll never be able to resolve all of them. Keep your eyes open for inspiration and direction away from the soup of complexity.

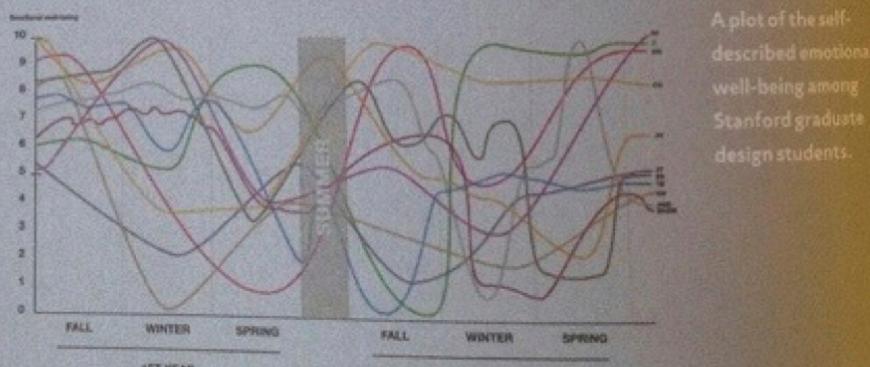
+ **Unifying insights.** These are moments of clarity when you feel you've got it all figured out. They are the siren songs: glorious but potentially derailing. Strive with all your might to get to this point, but diligently question this clarity when you arrive.

- **Complete loss of confidence.** What was I thinking? I can't do this. You can, and in fact, you are doing it. This feeling is mostly useless, although it may signal that you should enlist some help to tackle a specific issue. If so, get the

experience, ignore it by taking new action.

- **The brutal realities of implementation.** Almost everything you do will take longer than you think because there is a lot more to consider than is apparent. You will have to make compromises. Have the strength to stand up for the right things and the wisdom to let go of the meaningless bits. The ability to know how and when to do this often comes from the proof & intuition you'll acquire through prototyping.

+ **Completion.** It's done! Enjoy the sense of accomplishment. You may also experience some postpartum malaise. Fine—that's natural, but don't wallow in it. Do take time to celebrate your accomplishment and reflect on your process. You're never really done anyway; you will likely repeat at least some part of this process someday. Reflection is important to make your next steps more efficient.



Walls vs. Open Space

Paradox: Walls support collaboration, yet collaborative spaces thrive in openness.

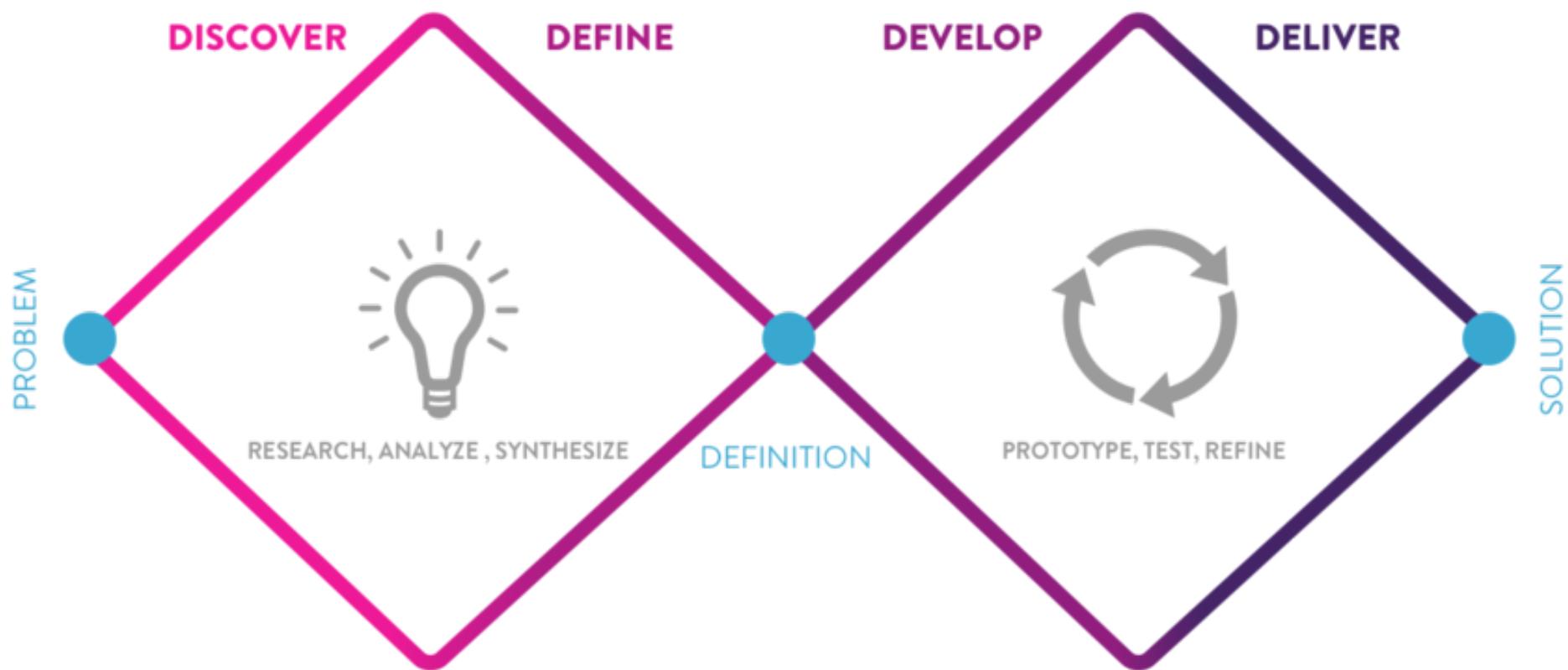
Openness is an engine of innovation
Openness in the form of visibility and room to move breeds awareness and spawns intersections that keep people inspired and keep projects in tune.

Walls are terrific display surfaces.
Walls and vertical surfaces are great for making ideas visible across a group. Visual evidence of work inspires and supports discovery and synthesis.

Damn,
This is...

The brutal realities
of implementation

A sense of excitement
and limitless
possibility





VR Sickness

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The dangers of virtual reality

Commentary: Tripping over wires, accidental TV breakage and nausea. VR could get you hurt. Better to be prepared.

BY SCOTT STEIN / MARCH 29, 2016 2:59 PM PDT



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How the battle to stop VR sickness will change game development forever

By [Louise Blain](#) October 14, 2016 [News](#)[COMMENTS](#)



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7 Things You Can Do to Overcome VR Motion Sickness



The image shows a screenshot of the Steam community page for the HTC Vive. At the top, there's a navigation bar with links for STORE, COMMUNITY, IVAYLO, ABOUT, and SUPPORT. On the far right of the header is a user icon. Below the header, the title "HTC Vive" is displayed in large white text. Underneath the title is a horizontal menu with tabs: All, Discussions (which is highlighted with a blue border), Artwork, Videos, News, Guides, and Reviews. A secondary navigation bar below the main one shows the path: HTC Vive > General Discussions > Topic Details. The main content area features a post by a user named "Litva" from March 16, 2016, at 9:53am. The post title is "Do you feel less motion sick in Rift then Vive ?". The post content discusses the user's plan to play games like War Thunder or other 1st person view games, mentioning motion sickness and the teleporting system in VR games.

STEAM®

STORE COMMUNITY IVAYLO ABOUT SUPPORT

HTC Vive

All Discussions Artwork Videos News Guides Reviews

HTC Vive > General Discussions > Topic Details

 **Litva** Mar 16, 2016 @ 9:53am

Do you feel less motion sick in Rift then Vive ?

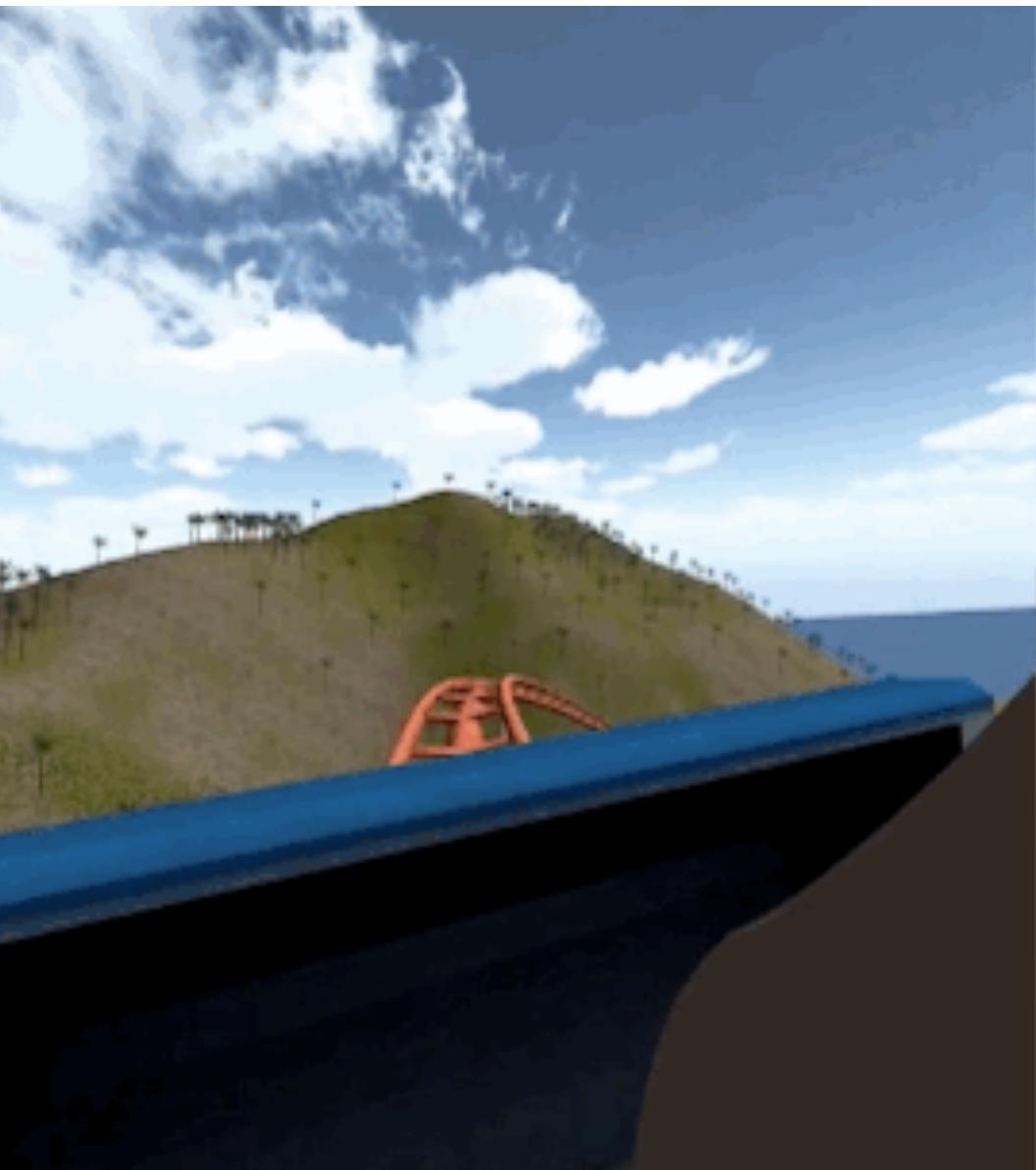
I'm planing to play mainly games like War Thunder or other 1st person view games, mainly Simulator games. This motion sickness they do mention more and more about feels like maby its to mutch and best you can do just play this simple games. Teleporting system in game sounds like not the best experiance but keeps you ok in VR. So how will be rift played with joystick if you get motion sick ?

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Scientists Think They've Found A Way To Eliminate Virtual Reality Sickness

I'm nauseous... I'm nauseous...

By Ryan F. Mandelbaum June 27, 2016



^
33



DK1 made me very VR sick. DK2 does not self.oculus

submitted 3 years ago * by [Dawiiz](#) 

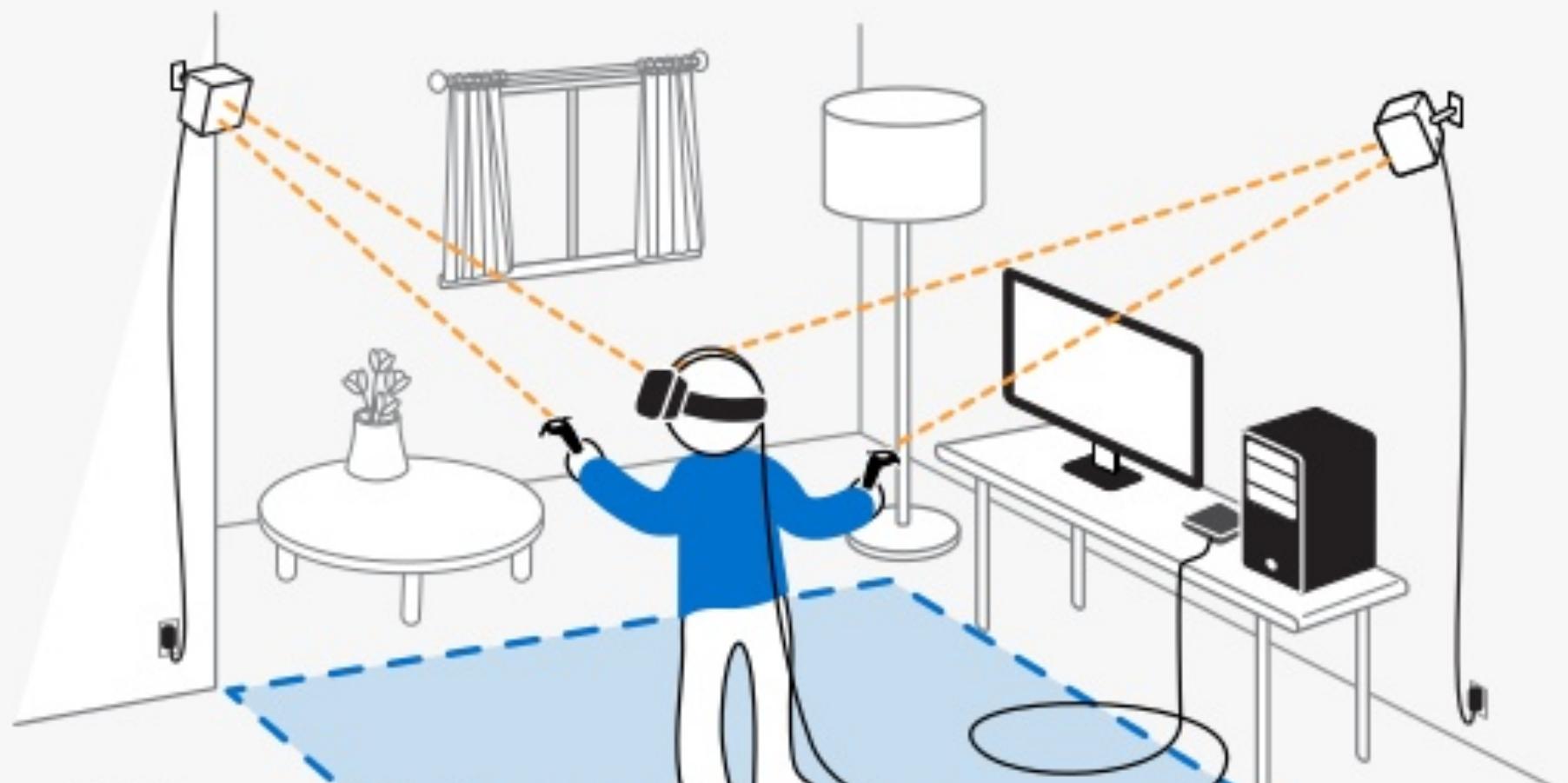
I have a DK1 and have tried to push my self through many VR demos. I always ended up feeling sick, some times for days. Today I got my DK2 and I had no problems with motion sickness. Will try playing for some hours and give more feedback :)

Update: After some hours of gaming I finally got motion sick. But recovery was super quick. DK1 left me sick for a long while.

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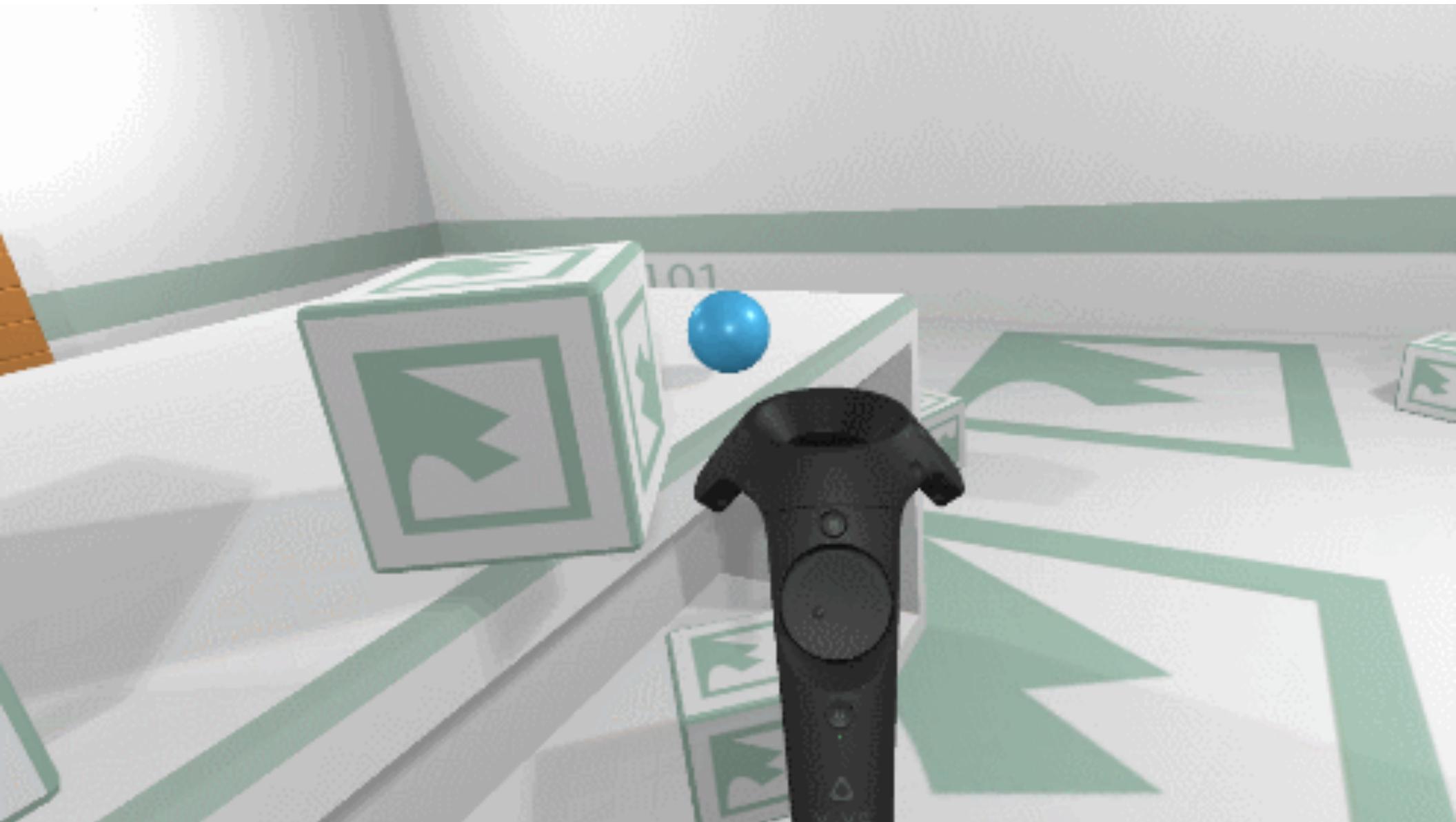


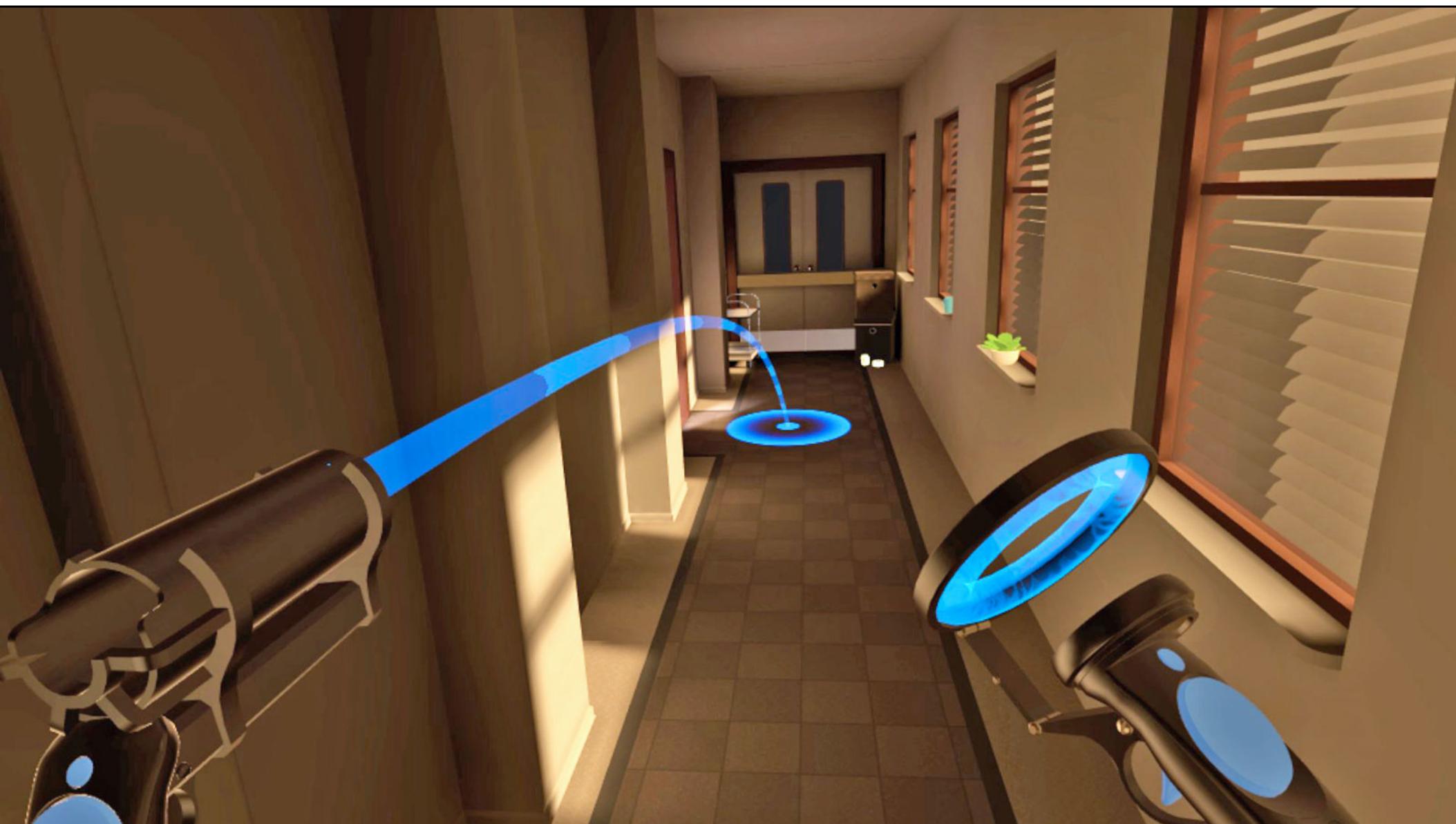


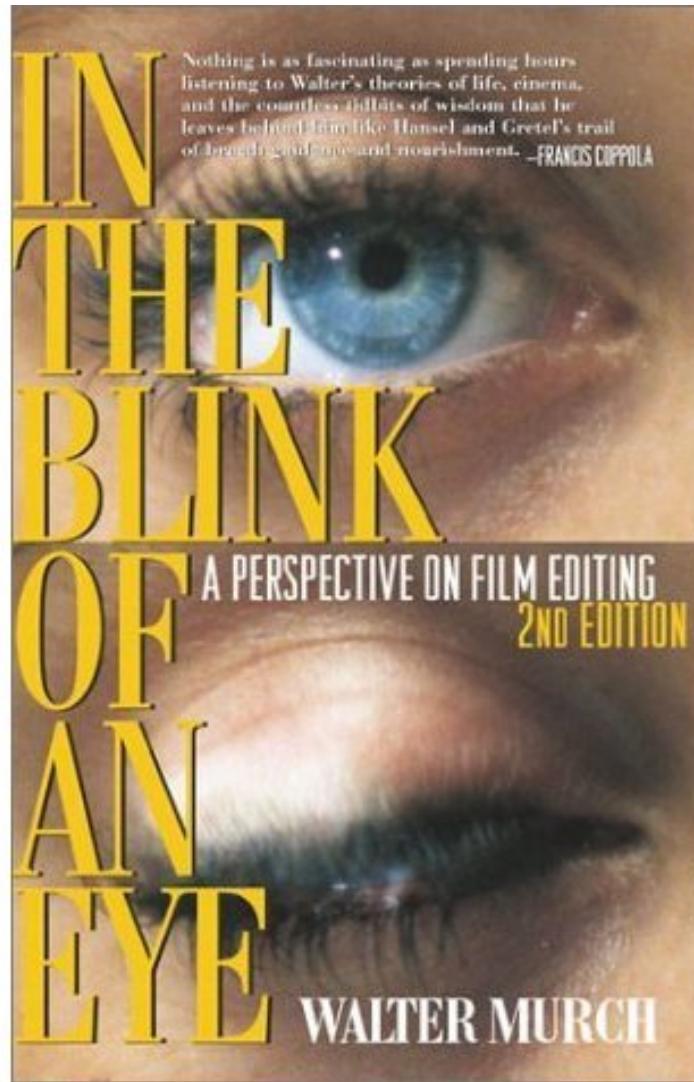
positional tracking



ROCKFISH
GAMES







“So it seems to me that our rate of *blinking is somehow geared more to our emotional state and to the nature and frequency of our thoughts than to the atmospheric environment* we happen to find ourselves in.”

Augmented Reality

vs

Virtual Reality

Screens

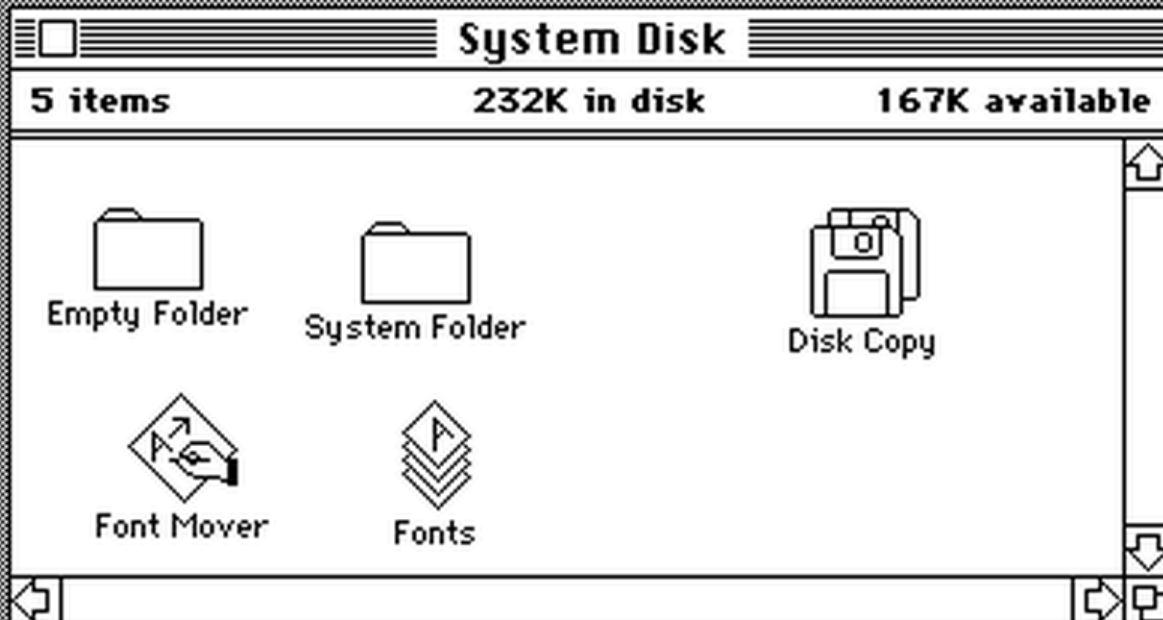
vs

Space

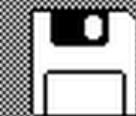
Designing for Interaction

Modality

File Edit View Special



System Disk



Guided Tour



SysVersion



My Folder



Trash



bigscreen





reaaaallly cute



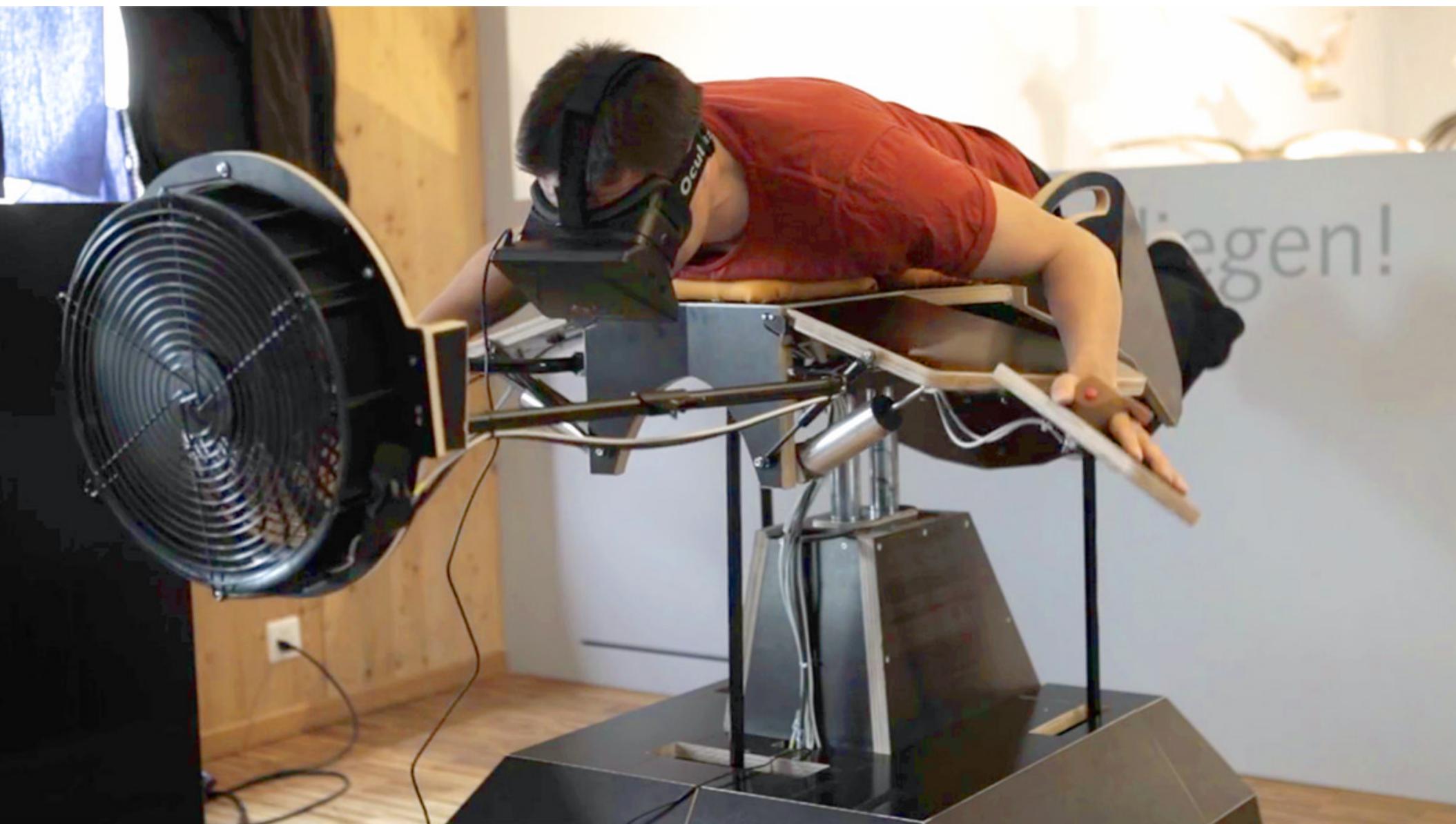


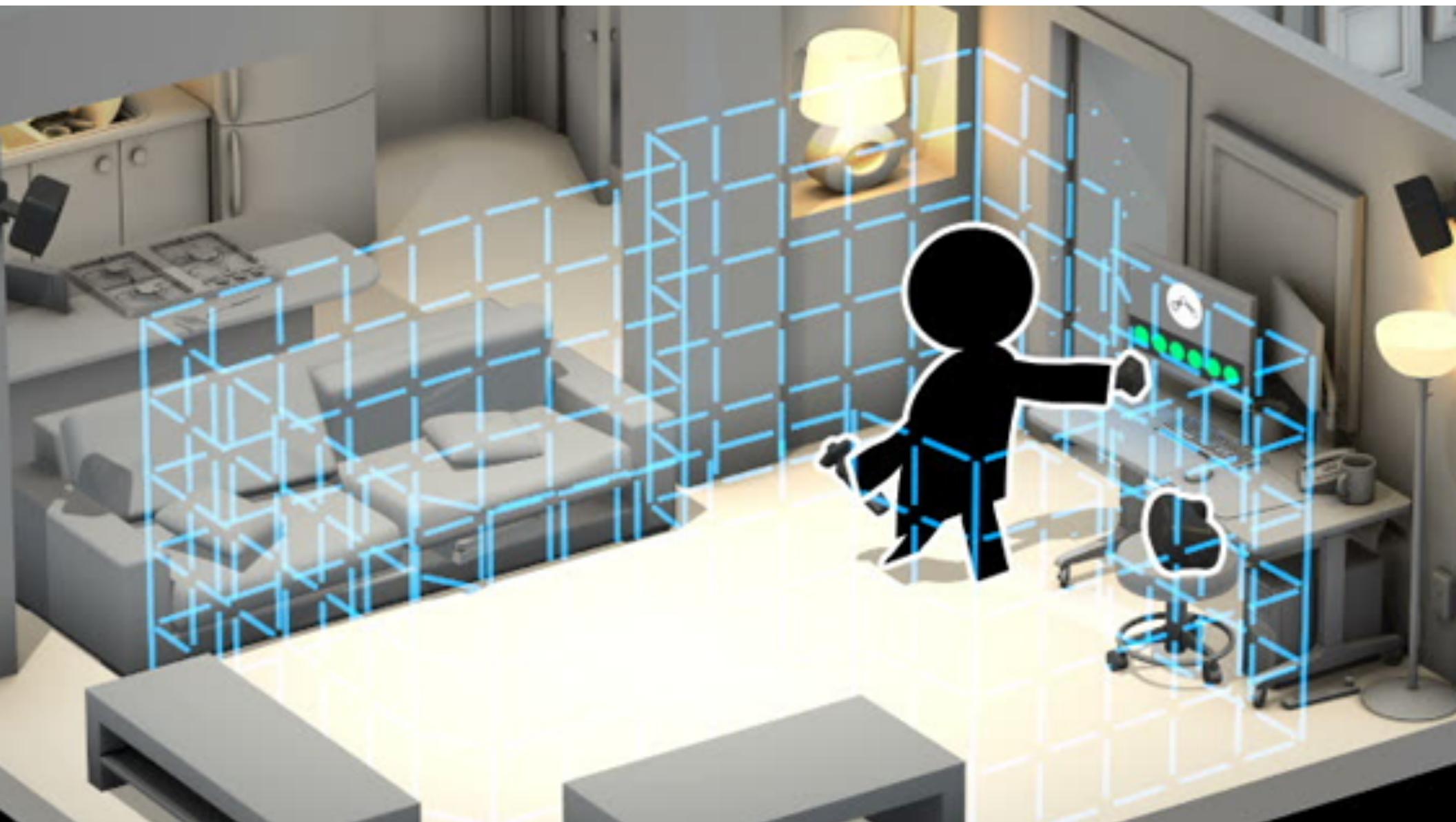
BUFFERING THE VAMPIRE SLAYER
EPISODE: 2.16

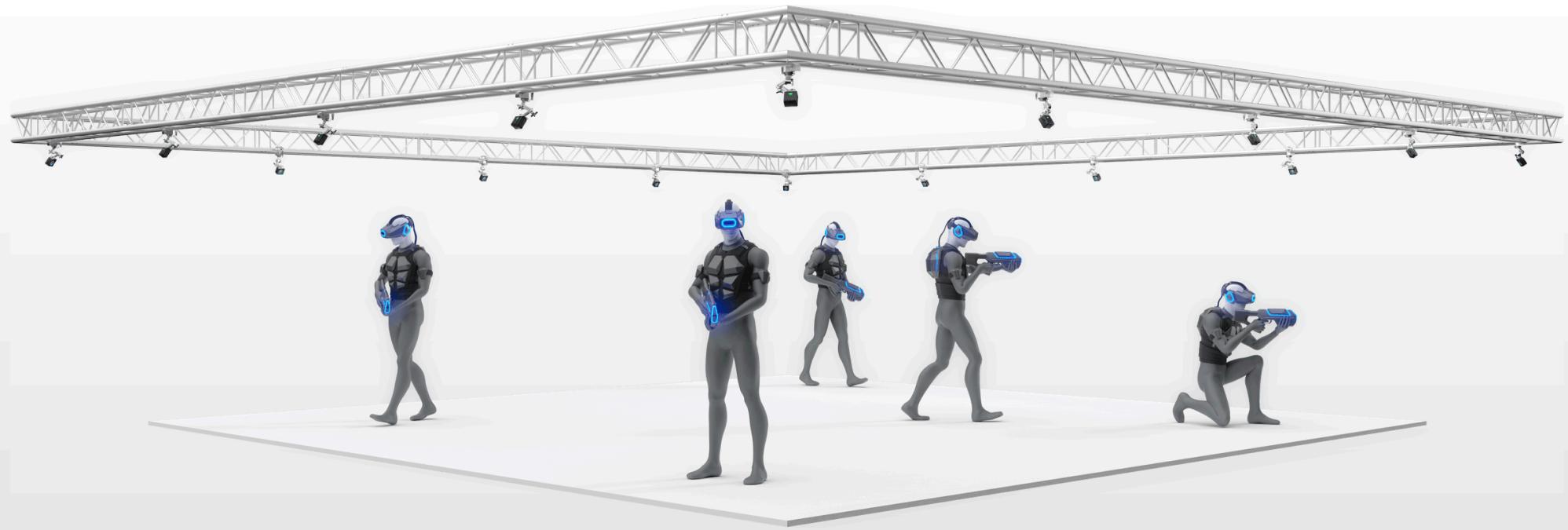
HABITABLE











Modality

ARx Designers: The Future Kings and Queens of Silicon Valley

<https://goo.gl/dfWGeA>



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