

Workshop 2 Report

Workshop 2, May 24, 2021.

1.0 Workshop setup:

The workshop took place in a lab room in the ABI building. Participants were a mixture of dance undergraduates, postgraduates, and engineering undergraduates. IN the first half of the workshop, participants used the 360 video feed with cameras mounted in the center of the ceiling, with a VR headset. In the second half, two people used a modded version of google tilt brush to play together.

2.0 Event Structure:

Participants took turns wearing the VR headset to see the 360 video feed, and other dancers were asked to enter/leave the space.

After the person wearing the headset had explored the view, they were asked to try to choreograph another dancer using the VR view.

Finally, Becca and one other dance student used the VR headsets to try out a modded multiplayer version of google tilt brush where they could see each other's trails/drawings.

3.0 Results

3.1 360 Camera Video

Some participants commented that when first wearing the headset, their decisions were being largely informed by their visual God's eye view of their body, as opposed to the body's sensations and spatial awareness. A dancer noted she felt she was carrying out real time composition all of the time.

Dancers reported the sensation of feeling as if you are standing above everyone, including yourself. The height of the floor in the VR headset did not match the height experienced by the body while standing, such that there was a sensation of being on a glass platform a few feet above the ground, or floating. Participants said they didn't want to jump.

The fact that the perspective/camera location doesn't change was limiting to some participants, as their perspective didn't change when they sat down/stood up, which is disorienting.

The sensation of being back to back with yourself seemed interesting to participants.

Participants used third person references to the image of themselves they saw in their headsets, for example, referring to them as “avatars”. A participant described it as “untraining the trust of self”.

Because the 360 view was mounted on the ceiling above the dancers, people spent almost the whole demo craning their necks downwards.

The final dancer to try the experience had a very different approach, where she felt very guided by the physical sensations of her body; that touch was everything in this space and the act of seeing was just passive. She adapted to moving with other dancers very quickly, utilising human contact to ground herself in the space, feeling supported by the other person who was “a solid surface to communicate with”.

3.2 Multiplayer Tiltbrush

Multiplayer tilt brush seemed interesting as the two participants were able to walk around each others art. A third person joined the server and was talking to dancers during the workshop.