



Name: Paul Burt
Course: European Media Master of Arts
Unit: Linear, Non-Linear Design – Part One
Date: January 2001
Title: SynchroniCITY

The theme of my submission for this unit is the exploration of virtual environments. The work will start to research the multitude of previously explored methods of creating virtual environments, their benefits and drawbacks.

Representations in popular culture of 'virtual space' will be investigated and issues relating to differentiation between real and virtual environments will be explored.

The practical experimentation element of this submission will attempt to create a navigable environment that can be entered and explored using a web browser over the internet. Knowledge of existing 'Virtual Reality' technologies will be gained by a process of self-tuition and experimentation. It is a particular aim to explore the possibilities of integrating the potential of a number of different 'interactive' and 'VR' technologies, for example to use Director and Lingo to expand upon the possibilities presented by the QuickTime VR format by integrating audio and enhanced transitions.

The work has been created to be submitted as a file which is viewed using a web browser. The decision to adopt this form of submission was taken because of the difficulty of presenting VR environments by any other method and the use of technology is as appropriate to the presentation of preparatory work as it is to the final experiment.

Given the constraint of available time for this submission, it is an aim to develop the practical work in the following unit of the course. The main area for future exploration will be the user's interaction with the environment and the possibility to take the experience 'beyond the computer' by the use of video triggering and projection technologies.