

# ELASTIC 3D SPACE

Grey Nuns Residence,  
Concordia University  
1190 Rue Guy, Room E-104  
Montréal, H3H 2L4

Please Register at  
[www.eventbrite.ca](http://www.eventbrite.ca)  
Free Admission

For more information:  
[elastic.3d.space@gmail.com](mailto:elastic.3d.space@gmail.com)  
[www.elasticspaces.hexagram.ca](http://www.elasticspaces.hexagram.ca)

## 2nd international research colloquium on stereoscopic, virtual & embodied practices | Keynote Presentations

### Experiments in Future Reality | KEN PERLIN

February 24, 2016 | 7:00pm

In the future, as everyone can see in a computer enhanced way, how will those enhanced sensory capabilities communication between people? How might language itself evolve, as children will be able to augment speech by drawing their ideas directly in the air, and gestures can trigger simulations as part of speech itself? In our Holojam project, participants wearing light-weight untethered VR headsets, tracked via Motion Capture walk within a shared alternate reality, see each other as avatars, and draw in the air. Physical and virtual objects are intermixed. This research was demonstrated at SIGGRAPH 2015: <http://mrl.nyu.edu/holojam>

In our Chalktalk project, people can sketch freehand drawings to create complex simulations. We are integrating Holojam and Chalktalk to prototype visually enhanced communication capabilities for future reality. We will make these techniques available to other research groups in the larger "Consortium for Future Reality".

**Dr. Ken Perlin**, Professor of Computer Science at New York University is renowned for his contribution to computer graphics and applications in film and entertainment. He was awarded the technical Oscar in 1997 for his work on noise and turbulence procedural texturing techniques, which are widely used in feature films and television. His current projects, Holojam and Chalktalk, showcase the use of sensors and head mounted displays for shared alternate reality with a mix of physical and virtual objects. Dr. Perlin is also the founding director of the Media Research Lab at NYU, and the director of the Games for Learning Institute.



### Mediating A/part: The Performative Screen | DORITA HANNAH

February 25, 2016 | 7:00pm

Unable to keep the mediated exterior world at bay, even after we've switched off our mobile phones, we find ourselves embedded in a world of multiple overlapping performances that upstage conventional drama, which Hans-Thies Lehmann refers to as the "caesura of the media society" and Slavoj Žižek calls "virtualization of our daily lives". Exceeding cinema and television, screen space has transcended the physical object and occupies our posthuman consciousness. What does this mean for the conception and design of live events?

This presentation reflects on how the scenographic screen, as a spatial, social and politicized element, provides a stage upon which practicing artists can inscribe and address the pervasive geo-cultural, geo-mythical and geo-political issues of our time. It focuses on performance ensembles (such as Rimini Protokoll, Toneelgroep Amsterdam and Artists Without Walls), who adopt and adapt screens as reflexive and performative means of contacting the pity and terror, previously withheld by old and new media, returning liveness to a mediated world through what Jon McKenzie names 'loveness'.

**Dr Dorita Hannah** is Research Professor in Interdisciplinary Architecture, Art & Design at the University of Tasmania (Australia) and Adjunct Professor of Design for Stage & Space at Aalto University (Finland). Her creative work, teaching and research focus on the intersection between performance and environments with her publications and design practice negotiating the spatial, visual and performing arts, for which she has gained awards and citations. Dr Hannah sits on several international editorial and governing boards, is a member of the Prague Quadrennial's Artistic Team and co-chairs the Performance+Design Working Group in Performance Studies International for which she co-curated the globally distributed Fluid States project throughout 2015. Focusing on 'event-space' Hannah's scholarly and artistic work investigates how the built environment housing an event is itself an event and an integral driver of experience.



FACULTY OF ENGINEERING  
AND COMPUTER SCIENCE

FACULTY OF FINE ARTS



Social Sciences and Humanities  
Research Council of Canada

Conseil de recherches en  
sciences humaines du Canada



This research was supported by the Social Sciences and Humanities Research Council of Canada.