

VIDEOPLACE



KAREN  
FARZANA  
NADIAH

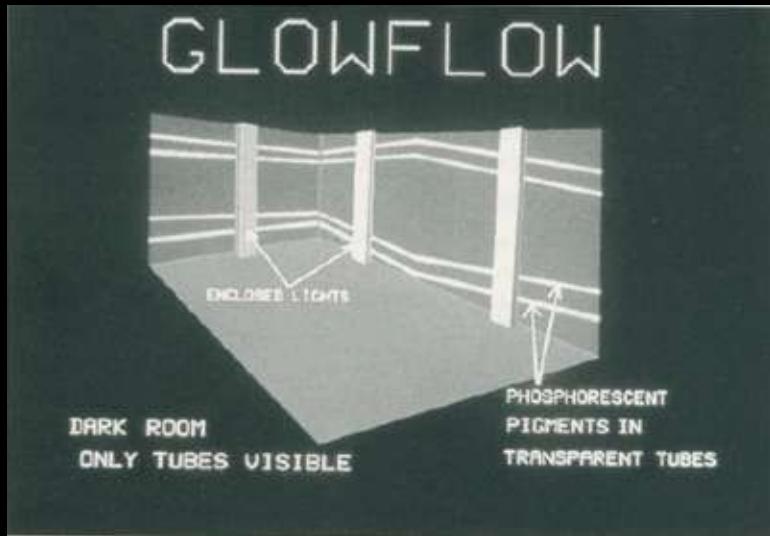
# CONTENTS

- **Videoplace by Myron W. Krueger**
- **Reading 1: The Ultimate Display**
- **Reading 2: Virtual Environments**

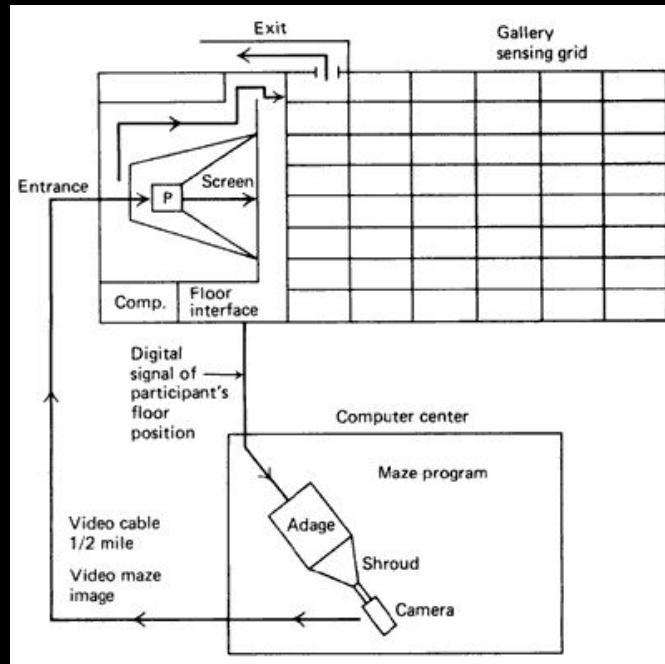
# MYRON KRUEGER



- **An American computer artist**
- **First generation virtual reality researcher**
- 
- **Graduated with a PhD in computer science**
- **1969: 'Glowflow'**
- **1971: 'Psychic Space'**
- **1970-1980: 'Videoplace'**



**Glowflow (1969)**

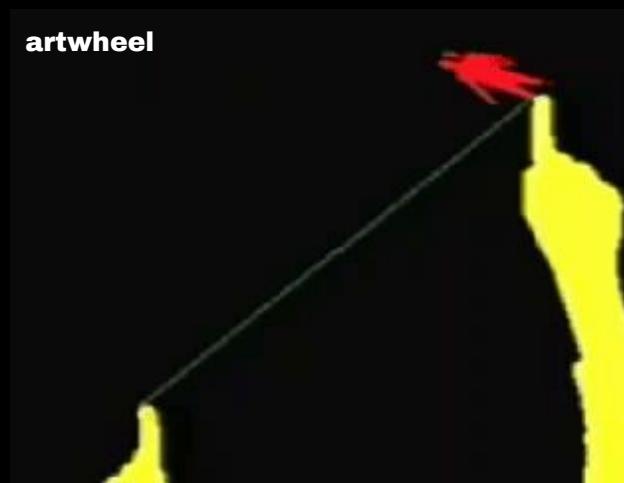
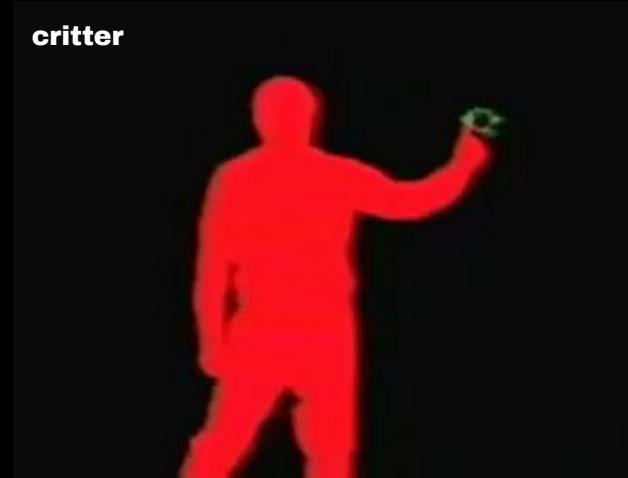
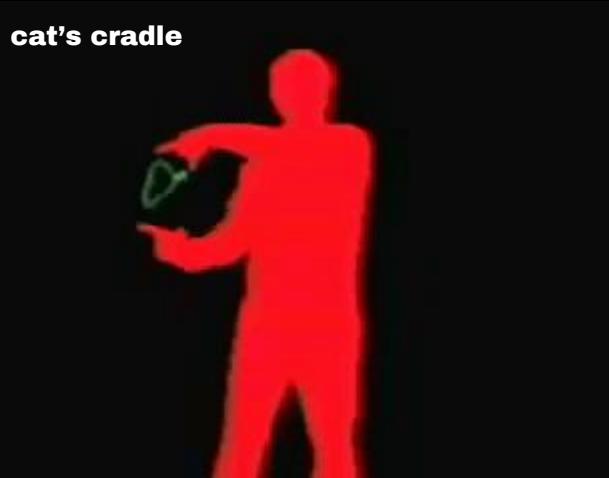


**Psychic Space (1971)**

# VIDEOPLACE



# VIDEOPLACE



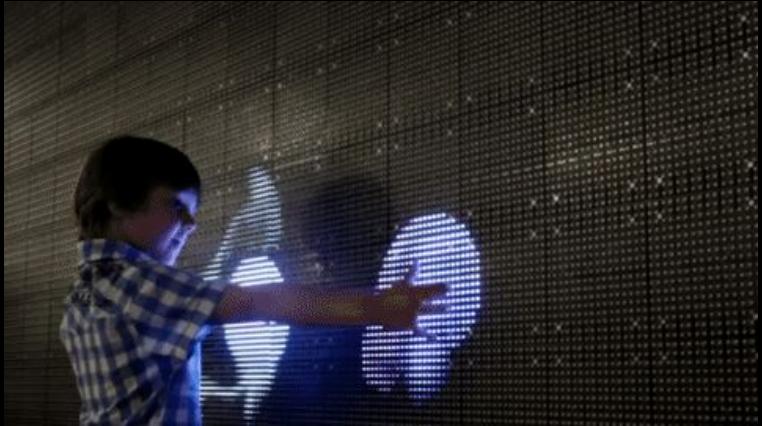
A B C D E F G H I J K L M N O P Q R S T U V U M X Y Z

I CAN TY

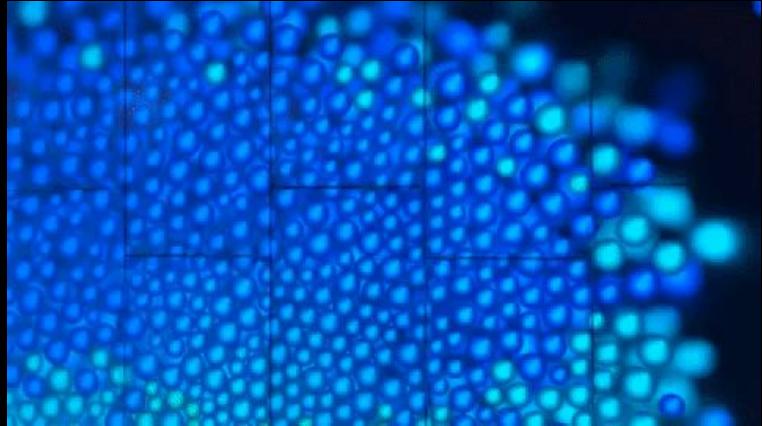


**“Krueger argues that responsive environments will be a new realm of human experience, and that society should embrace it with welcome arms.”**





**Senseimage, Pascal Bauer (2017)**

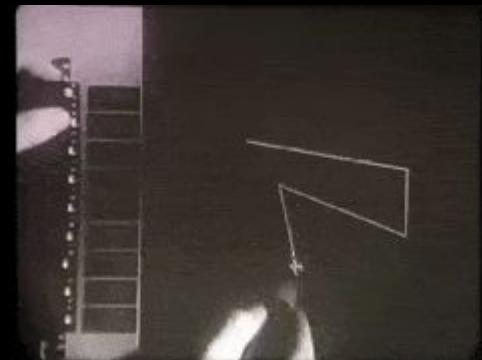
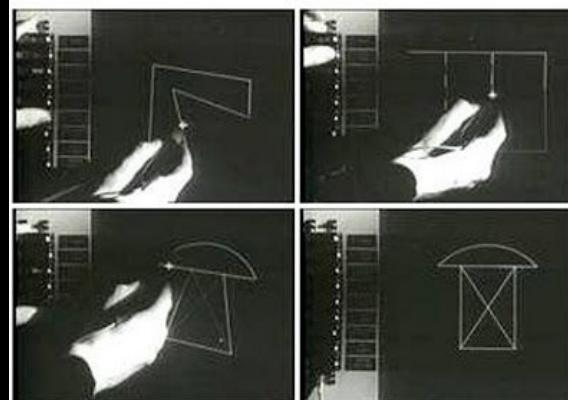


**Float4, SECU**

# The Ultimate Display

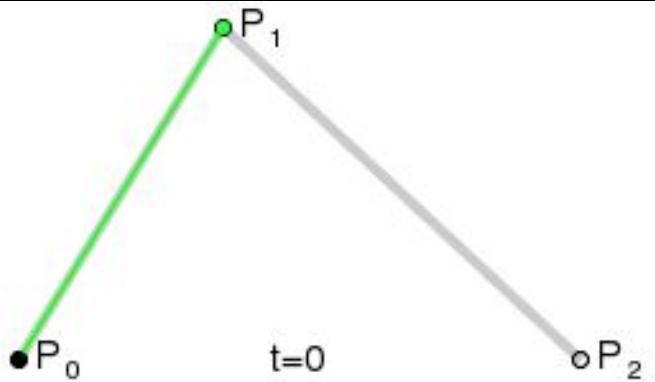
Ivan Sutherland

# Various computer displays



LED Pixel Art by Al Linke at CODAME  
ART+TECH Festival 2014

Demonstration of sketchpad by Ivan Sutherland



NURBS Curve



Poemfield #2 1972 Bell Laboratories



RAND Tablet and Stylus

# The Ultimate Display -1965



The screen is a window through which one sees a virtual world. The challenge is to make that world look real, act real, sound real, feel real.

— *Ivan Sutherland* —

AZ QUOTES

“The ultimate display would, of course, be a room within which the computer can control the existence of matter. A chair displayed in such a room would be good enough to sit in. Handcuffs displayed in such a room would be confining, and a bullet displayed in such a room would be fatal. With appropriate programming such a display could literally be the Wonderland into which Alice walked.”



- Ivan E. Sutherland

**ARE OUR PERCEPTIONS OF REALITY  
REAL? OR ARE THEY FALSE?**



# Concept of Ultimate Display in Films



# **VIRTUAL ENVIRONMENTS**

**Scott Fisher**

# VIRTUAL ENVIRONMENTS

***"Pictures inform by packaging information in light in essentially the same form that real objects and scenes package it, and the perceiver unwraps that package in essentially the same way."***

***What is most limited in contemporary media is the literal process involved in 'unwrapping' the image.***

***-Fisher***



**Sensorama, 1962**

**Projecting viewer's shadows as live people**

**Forced to confront and 'communicate' with our shadows/our virtual self**

**Attempt to create a virtual environment and push beyond just 2D or photorealism**

# VIRTUAL ENVIRONMENTS

***Concept of wanting to  
recreate reality***

***-Fisher***



**“Technology is only able to convey image realism dictated by economy, availability of technology, cursory ideas of what is sufficient in image representation.”**

**-Fisher**

# VIRTUAL ENVIRONMENTS

**"We obtain raw, direct information in the process of interacting with the situations we encounter. Rarely intensive, direct experience has the advantage of coming through the totality of our internal processes - conscious, unconscious, visceral and mental - and is most completely tested and evaluated by our nature. Processed, digested, abstracted second-hand knowledge is often more generalized and concentrated, but usually affects us only intellectually - lacking the balance and completeness of experienced situations."**

**-Fisher**



# **DISCUSSION .**

**Q1: “Technology is only able to convey image realism dictated by economy, availability of technology, cursory ideas of what is sufficient in image representation.”**

**Fisher argues that technology is limited to an extent and insufficient in providing us an ideal representation of reality. Do you agree?**

**Q2: Think about Sutherland’s concept of the Ultimate Display. What do you think he’s mainly trying to communicate to the audience?**

**Q3: Why would one argue against the capabilities of interactive, modern technology?**

# Sources

[https://en.wikipedia.org/wiki/Ivan\\_Sutherland](https://en.wikipedia.org/wiki/Ivan_Sutherland)

<https://www.wired.com/2009/09/augmented-reality-the-ultimate-display-by-ivan-sutherland-1965/>

<https://www.rand.org/blog/rand-review/2018/09/the-rand-tablet-ipad-predecessor.html>

<http://codame.com/artists/al-linke>

<https://www.rand.org/blog/rand-review/2018/09/the-rand-tablet-ipad-predecessor.html>

<https://en.wikipedia.org/wiki/BEFLIX>