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Immersive Worlds~ Hunter College
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Hamlet on the Holodeck~ Immersion

This chapter of the book has made me think about technology and the ways in which we utilize modern technology to tell stories through our exploration of environments. I think a lot about the way we shape our experiences through immersive and interactive technologies and how these experiences give us some sort of feeling of satisfaction, depth, user ability, and tactile relationship to content and context.

I have been thinking of a concept that I want to explore in building technology and a content rich 3D environment to life through immersive and interactive projection. This is a project that I will attempt at exploring and crafting this semester through my world building as well as MaxMsp studies. It is my mission to create a 3D world with interactive and generative video content that one who is interacting with the content via projection can move through the world as if it were reality. I found out earlier today that you can connect MAXMsp and Unity through a mobile application called OSC. This invention that I would like to create is part of my fascination with projection light and using projection as a sensory medium to tell a visual story.

Disney has recently patented a new Immersive technology using projection 360 for "Virtual World Simulator" that will simulate a digital world with animated characters in a real-world theme park attraction without the need for any glasses, goggles, or smartphones.

A description from the patent reads:

In augmented reality (AR), the appearance of a real-world environment can be digitally modified to provide a user with the sensation of engaging with a virtual-world. AR is increasingly used to produce entertainment experiences that are more immersive and engaging. Moreover, AR can be used to modify images of the real-world through augmentation in ways that have practical applications. Nevertheless, a user wishing to enjoy or otherwise utilize a virtual environment generated using AR must typically view real-world objects through the viewport of an AR enabled personal device, such as AR glasses or goggles, an AR headset, or a suitably configured smartphone or tablet computer, in order to see those real-world objects overlaid by virtual projections. Moreover, conventional approaches to generating AR imagery produce two-dimensional (2D) digital augmentations to three-dimensional (3D) real-world objects.

The effects of this patented Disney technology for "Virtual World Simulator" will be achieved through projectors that are completely and totally immersive and the experience will be accurately rendered according to the vantage point of each user.

I will comment further on my explorations of building this immersive world utilizing projection to display 3D content through the continued development of my idea and our discussions that confirm my idea is possible and achievable.