

Isovista Summer 2020 VR Internship

Dr. Steve Guynup

steve@isovista.org

585-808-2712

Project Virtual Art & Innovative Space
Dates June 7th to August 2nd (8 weeks)

This is an 8 week-long project based on online Special Topic classes previous taught at the Art Institute. In a course-like structure, interns will individually create installation-based works of virtual art. Good 3D modeling skill and a desire to push of the boundaries of creative expression is required. Unity and VRChat are the primary virtual tools. 3DS Max is the preferred modeling software, but Maya & Blender are also acceptable. There is no programming and no prior experience in Unity is needed. A windows PC is needed, access to a VR headset, Vive, Rift, or Quest (cabled to a PC) is helpful.

Interns will study works of virtual art, examine current trends, and tour as a group several online multiuser gallery spaces. Interns will also participate in a pair of immersive webinars that will expose them to VR design history and theory, which will broaden their understanding of the virtual. They will expand their technical 3D modeling skills.

The overarching project goal is to study and improve online teaching practices in the virtual and advance the design of spaces that facilitate the sharing of information.

Evaluation:

Evaluation will be based on the creativity and craftsmanship of the work submitted. Participation, level of challenge, level of growth are also factors.

Technology & Outcome

The majority of modeling is expected to be done in 3DS Max or Maya.
The game engine will be Unity 3D and VRChat
Work will be optimized and under 10 megabytes
No programming will be done, animation and video projection is limited.

Time - Format:

8 weeks with 1 to 2 online meetings per week
Interns will have at least 1 assignment due each week
Meeting times will be reflect the schedules of the interns – but flexibility is needed.

Notes:

Guest artists, special presentations, and visiting faculty observers may be added.
Work (in progress) will be shared at the 2020 Serious Play Conference (online)
Other conferences and publications may follow.

Syllabus:

Week 1 Introductions & Art Exploration

Online VRChat meet up

- Introductions & technology discussion
- Refine art theme
- Tour of class space and Isovista gallery
- Discussion of virtual art

Homework – explore 2 or more virtual art sites

Work Due – 3 quick initial idea sketches

Online VRChat meet up

- Discussion of 3 initial sketches

Week 2 Galleries & Creativity

Online VRChat meet up – *Museum of Science Fiction presentation*

- Art & Space – Holding the coming work, why their creativity matters
- Starbase as art gallery, VR as film stage

Work Due – 3 Revised initial idea sketches

Homework – comment on 2 or more revised idea sketches (there is no virtual meet up for this, this week)

Online VRChat meet up – *Understanding VR presentation*

- Copy vs create reality
- Lessons from game design & cinema history
- Narrative mash-ups and functional challenges shaping outcomes
- Artwork as creative game micro level / experience

Week 3 Choose Art Direction

Work Due – Sketch and test modeling

Online VRChat meet up

- Review sketch and modeling
- Discuss production challenges, emotional & conceptual outcomes
- Discuss resources for shaping emotional & conceptual outcomes
- Set deliverables for Week 4

Week 4 Begin Production

Work Due – Start of production modeling

Online VRChat meet up

- Review modeling
- Discuss challenges and concerns

Self Directed – Provide 2 helpful resources to 1 person for week 5

Week 5 Reach Halfway Point

Work Due – Look to have the project half completed

Online VRChat meet up

- Review modeling

- Review emotional & conceptual outcomes

Week 6 Guest Critiques

Work Due – Have major elements complete enough for outside review. Have artist statement ready

Online VRChat meet up

- Review works and share artist statements with guest artists / teachers / designers

Week 7 Final Projects

Work Due – Have final artworks completed

Online VRChat meet up

- Review final works

- Discuss revisions. optimizations

Week 8 Revision & Optimization

Work Due – Revise and optimize work

Online VRChat meet up

- Review revisions

- Discuss opportunities to show work or to continue development