

Professor Hoday King
VR Curriculum for HART 334: Transitional Objects between Old and New Media
Bryn Mawr College, Spring 2020

You will need a smart phone with a high-speed internet connection and a Google Cardboard or similar viewer. If you do not already own a VR cardboard viewer for smartphone, you will need to acquire one in order to view these pieces in 3D surround. Google has a site that lists multiple vendors at prices from about \$8 and up: <https://arvr.google.com/cardboard/get-cardboard/>

However, many of the vendors listed there are not currently shipping due to the COVID-19 outbreak. I found one here that appears to be open for business and offers low-priced cardboards: <https://www.knoxlabs.com/collections/cardboards>

Please order now if you want it to arrive in time for class on April 14. If you aren't able to get one (or don't have a smart phone that can run the content), not to worry: you can view the works instead in their "flattie" (2D) versions using the links provided below.

I recommend the following for the best experience:

1. Clean your phone (otherwise you will see magnified dust particles)
2. Use headphones for binaural, immersive audio
3. Sit in a swivel chair if you have one so that you can turn 360 degrees

View: Nonny de la Peña, *Hunger in Los Angeles* (2012). Available as "flattie" only:

<https://www.youtube.com/watch?v=SSLG8auUZKc>

Gabe Arora, *Waves of Grace* (2015) on Within VR <https://www.with.in/get-the-app>

Chris Milk, *Evolution of Verse* (2015) on Within VR

Ex Nihilo, *Notes on Blindness* (2016) on Within VR

Jon Rafman, *Transdimensional Serpent* (2016) on Artists' VR by New Museum +

Rhizome: <https://www.newmuseum.org/exhibitions/view/artists-vr>

Jacolby Satterwhite, *Domestika* (2017) on Artists' VR

"Flattie" versions of the VRs, for accessibility in monocular form and for reference:

Waves of Grace: <https://www.with.in/watch/waves-of-grace/>

Evolution of Verse: <https://www.with.in/watch/evolution-of-verse/>

Notes on Blindness: <https://www.youtube.com/watch?v=DTAbCasonzo>

The New Museum Artists' VRs can be viewed in 2D on the app. When prompted about whether you are using a Cardboard, select X (no).

Read: Shari Frilot and Hoday King, "Virtual Reality in Real Time: A Conversation" (Moodle);
Douglas Coupland and Daniel Birnbaum, "Wildest Dreams: on art and virtual reality" (OPTIONAL, Moodle)

Other VR content we may discuss in class:

1. Jordan Wolfson, *Real Violence* (2016). Still and description only.
<https://www.newyorker.com/culture/cultural-comment/confronting-the-shocking-virtual-reality-artwork-at-the-whitney-biennial>
2. Florian Meisenberg, *Of Defective Gods & Lucid Dreams (The Museum is Closed for Renovation)*, 2017. Stills and description only. <http://www.art-agenda.com/reviews/%E2%80%9Cmyths-of-the-marble%E2%80%9D/>

Lecture Topics:

- History of stereoscopic images (Sir Charles Wheatstone 1838, stereo photography, Viewmaster, 3D cinema, contemporary digital VR))
- History of the term “virtual reality” and how it’s changed
- Types of VR technologies (Google Cardboard, HTC Vive, Oculus Rift) and their features (stereoscopy, 360 degree space, position-tracking, haptic feedback and control, social VR)
- Uses and genres of VR (journalism, documentary, entertainment, art, medical, psychological)

Discussion Prompts:

- What was your experience of using Cardboard? General reactions?
- How is point of view different in VR than in film, video, and installation art?
- Ethics and politics of VR: how does it replicate or disrupt the male gaze, the colonial gaze?
- Open discussion and commentary VR and the individual works