

IML 475 Media Arts Research Lab: VR Museums & Immersive Archives

Fall 2022 | Section 37452D 001 | 4 units

Wednesdays | 1:00-3:50p.m.

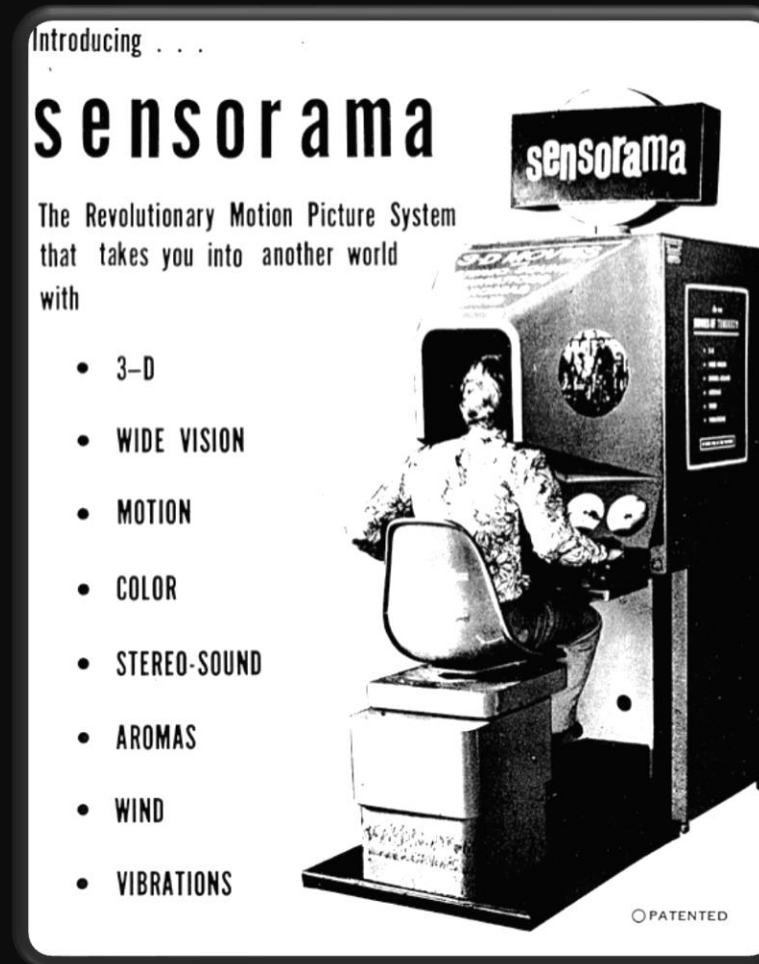
For D-Clearance, contact sfisher@cinema.usc.edu

Virtual Reality (VR) has become a popular new medium, but few realize that it has a very long history of development emerging out of early prototypes by research labs, artists, and inventors. In some instances, we still have access to research papers and other documentation about these projects from which we can get a general sense of their functions.

But what if you could virtually visit those labs to experience what those prototypes were really like and learn more about what inspired those pioneering efforts?

This class will focus on developing concepts and prototypes for VR museums and Immersive Archives to restore and re-present those historic VR devices and visions. We will look at examples of related projects to represent historical events and locations in virtual spaces to inspire and situate our prototypes. An overall objective is to introduce students to a range of research and prototyping methodologies.

As a member of this sponsored project class, you will become part of an interdisciplinary team of students, faculty, and industry professionals that will conduct research, ideate story, develop and playtest prototypes, and ultimately build a proof-of-concept demonstration. The project seeks a wide range of skillsets including AR/VR programming, 3D modelling, web design, narrative design, UI/UX design, database development, and a strong interest in XR technologies and environmental media.



Course taught by:

- o **Scott Fisher**, Director of USC's Mobile & Environmental Media Lab which explores mixed reality, location-specific mobile experiences, and ambient storytelling

USC Cinematic Arts

Media Arts + Practice

ME
ML

USC Cinematic Arts

Media Arts + Practice

ME
ML