

Spatial Media at the University of Aizu

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Abstract

Many disciplines encountered in engineering or science assume some accumulation of “truth,” ideally converging on some common result. Art and design projects include such technically objective factors, but also explicitly encourage creative expression, subjectively motivated by aesthetics rather than “correctness.” Unlike domains that try to arrive upon a “right answer” shared by everyone, artistic disciplines (including temporal arts like music and theatre) encourage originality, in which the best work is unique. Spatial media explore both our real world (of three physical dimensions and six degrees of freedom) and also artificial spaces of information. New technologies offer opportunities for innovative design and advanced applications, both creative and “re-creative,” simulating virtual and real spaces. Some examples of spatial media at the University of Aizu—targeted for distribution traditional (print, etc.) or electronic (internet-delivered)—are presented, including panoramic photography, stereoscopy and chromastereoscopy, SQTVR (stereoscopic panoramic photography), 3D-printing (stereolithography, a.k.a. “rapid prototyping”), digital typography, fashion design, mobile computing, and dynamic arts like virtual concerts with spatial sound (presented via our UBIC 3D Theater’s discrete speaker array). The feedback between co-potentiating hardware manufacturers and software content providers—driven by “after-market” sales of applications and services, the composition of infrastructure and applications—will continue to blur the distinction between designers & engineers, art & science, and invention & discovery.

