Architecture, Games, Materiality of Computer Simulation (Lüneburg, 17-18 Jan 17)

Lüneburg, Jan 17–18, 2017

Nicole Stöcklmayr

PERSPECTIVE RULES! Architecture, Games, and the Materiality of Computer Simulations

The most direct mode of physical engagement with the material side of computer simulations today takes place in the interaction between architecture and games. Within this setting, perspective not only renders visual representations it also extends and modifies our perception. Physics-based simulations, procedural generation, robotic sensors, and augmented and virtual reality change the design, control and navigation of spaces. Data modeling and visualization merge into a novel tableau of different viewports and interfaces and offer a different perspective on the materiality of both architecture and games. This leads to a new relationship between the visuality, spatiality, and performativity of designed environments. This symposium aims to bridge fields such as architecture, computer science, media studies, design, game studies, and philosophy to discuss what has happened to perspective in media cultures of computer simulation.

SCHEDULE

Tuesday, January 17, 2017

13:30 – 14:00
Registration & Refreshments

14:00 – 14:15
Claus Pias & Martin Warnke:
Welcome Address

Nicole Stöcklmayr:
Introduction & Opening Remarks

SESSION I

14:15 – 15:45
Jacob Gaboury:
Z, or Perspective as Depth Simulation

Daniel Cardoso Llach:
Designing the Computational Image / Imagining Computational Design

15:45– 16:15

Break & Refreshments

SESSION II

16:15 – 17:45
Kristy Balliet:
Gestural Volume

Markus Rautzenberg:
Vanishing Points

17:45 – 18:00
Break & Refreshments

SESSION III

18:00 – 19:30
Gillian Smith:
Procedural Content Generation as Design Formalism

Lisa Gotto:
Writing Perspectives. Ludic Typography and Media Historiography

Wednesday, January 18, 2017

09:30 – 10:00
Registration & Refreshments

SESSION IV

10:00 – 11:30
Emma Fraser:
Imagining the End of the City: Modern Ruins and Urban Architecture in Video Games

Mathias Fuchs:
Phantasmal Spaces

11:30 – 11:45
Break & Refreshments

SESSION V

11:45 – 13:15
Britta Neitzel:
Point of View and Point of Action- revisited

Maja Ozvaldic :
Machine Vision & Mixed Realities

13:15 – 14:45

Lunch

SESSION VI

14:45 – 16:15
Sigrid Brell-Cokcan & Johannes Braumann:
Robots in Architecture

Anton Savov:
20,000 Blocks: The Use of Gameplay to Enable Groups of Non-experts to Create Schematic Architectural Designs?

16:15 – 16:30
Break & Refreshments

SESSION VII

16:30 – 18:00
Cormac Deane:
A Media Archaeology of the Periscope

Jens Schröter:
Where Perspective Rules No Longer: Practices of the Transplane Image

18:00 -18:15
Break & Refreshments

18:15 – 19:00
Panel Discussion & Closing Remarks

CONCEPT & ORGANIZATION
Nicole Stöcklmayr // MECS Institute for Advanced Study on Media Cultures of Computer Simulation, Leuphana University of Lüneburg

REGISTRATION
The symposium is free and open to the public but registration is required. Registration includes access to all sessions, lunch, and refreshments. Please visit http://perspectiverules.com/registration/ to register.

LOCATION
Ritterakademie Lüneburg
Am Graalwall 12
21335 Lüneburg
Germany

Reference:

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