

The background features a complex, multi-colored grid pattern. The colors include shades of green, blue, yellow, and pink. A prominent yellow cube is positioned in the center of the image, appearing to be part of the grid structure. The overall effect is a vibrant, geometric, and somewhat abstract digital landscape.

PLEXUS

Ankit Patel

Concept/Idea

The idea behind Plexus was to produce an interactive virtual space **which does not reiterate the real world of today** and allows the user to start thinking about the differences between the real and virtual worlds.

The user should experience and navigate through a virtual environment wirelessly and be able to feel apart of the space.

Human/Computer interaction is rapidly growing. Computer users are spending a lot of time sitting in front of the screen hooked onto MUD's such as second life, what effects will it have on the user if they are put in a spatial area and have control over the screen and space by physical movement?



Research/Inspiration

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I was influenced to do this project by the DLF program we did last trimester. Our group looked at the idea of transferring knowledge from the virtual world to the physical world. Mid way through this project we came across working in second life and also our opinions on how the virtual world should be interpreted for our final video. I did a lot of work in second life for that project and within second life built structures and also did camera tracking.

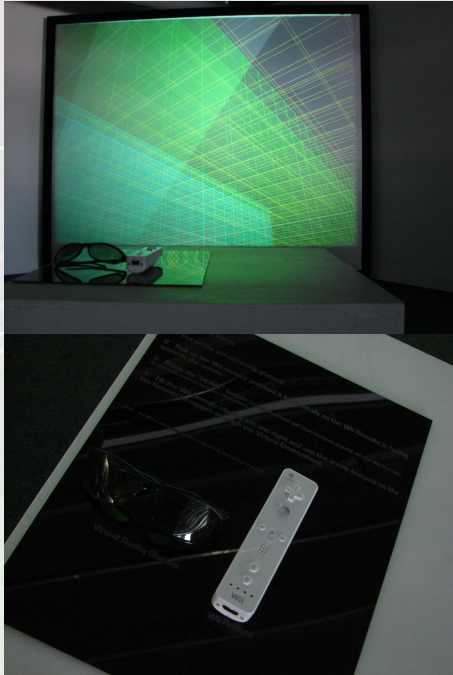
Simon Penny

Simon Penny's project "Body Electric" was an installation that I based my work around as this was similar to what I wanted to achieve except instead of a 3D projection of a real time full scale body I wanted to make an environment for the body to move around in or interact with.

Johnny Lee

Johnny Lee is a researcher in HCI (*Human Computer Interaction*) and a lot of his work is based around the Wii Remote. His work on using infrared lights to interact in a virtual space was really inspiring towards my project.



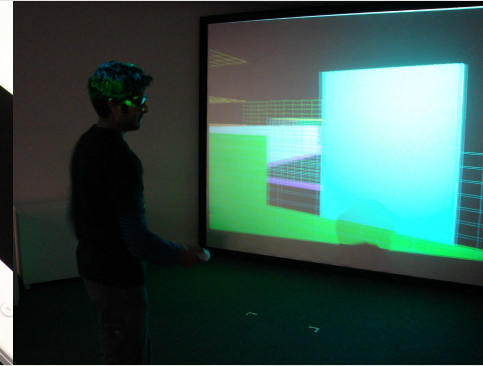
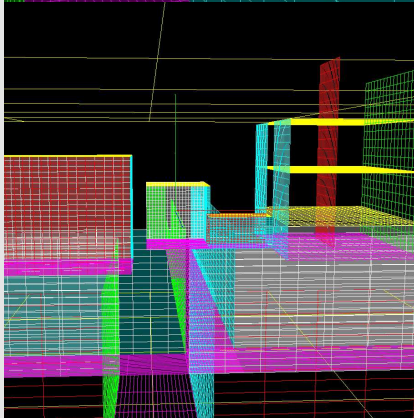
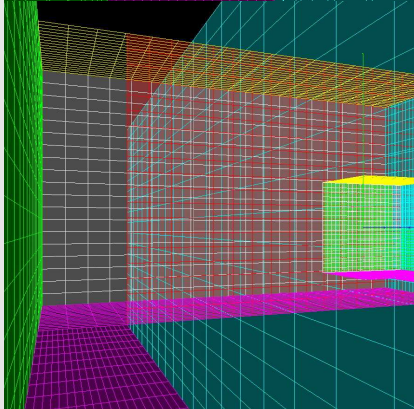
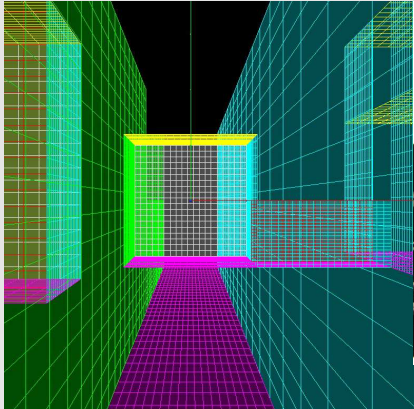


Design Parameters

- The piece should be wireless and the user should have control of the space they are interacting with
- The user will have to be able to control their avatar by physical movement via infrared, Bluetooth or accelerometer
- The space will use four walls with projected designs or the projection of the software being used
- The final piece must act as an extension of the computer

Installation

Plexus would be set up in a 360 degree installation. With the environment projected on the walls the user would be stationed at the center of the piece controlling the navigation/experience with a joystick/Wii remote. This would give the user a 3D simulated experience and a vertigo sensibility in a three dimensional virtual world.



PLEXUS

The goal of Plexus is to give users a 3D environmental experience via 3D simulation. The piece is to get users to think about what they believe the virtual world should be like and the different ways we refer to it or interpret it.

Today, Second Life is considered the virtual world, however people have begun to replicate the world we live in today within this virtual world.

Plexus allows the user to explore its environment in a 360 degree installation giving the user a full virtual world experience with the ability to control what they do and where they go.