

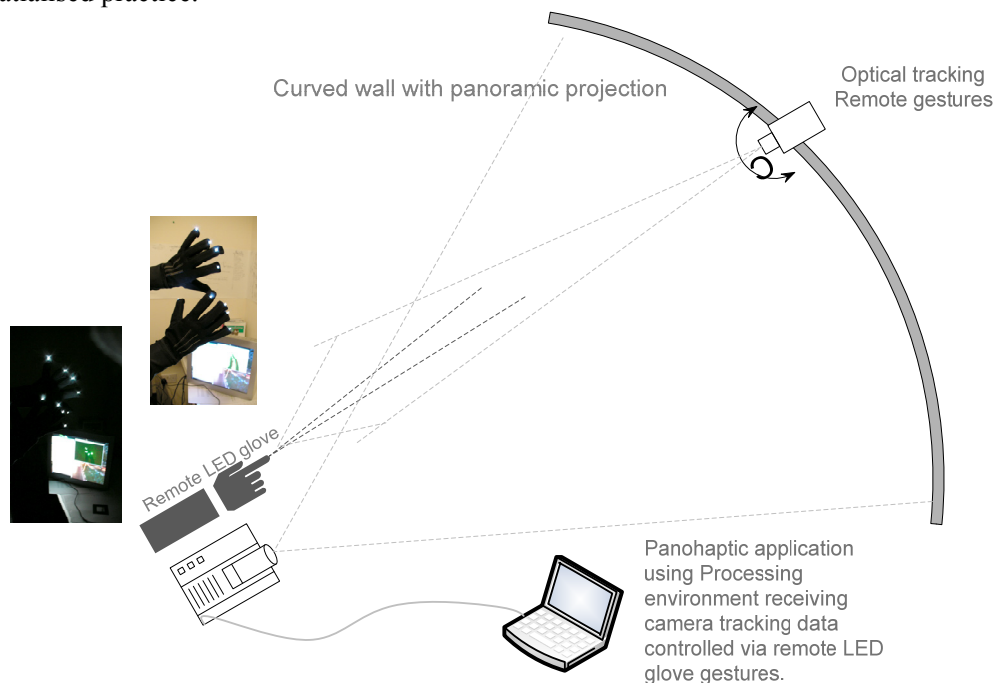
Panohaptic Interface for Architectural Moving Image and Filmic Improvisation

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Abstract:

Moving image is "no longer just a subset of audio-visual culture, the digital moving image becomes a part of audio-visual-spatial culture." (Manovich 2001: 157) in other words digital moving image is part of a spatialised practice.



This project attempts to redefine and reactivate an augmented reality (AR) architectural concept of walk-through traversing the space as a method in a new remote navigational interfacing. Through *Panohaptic* visualisation one is invited to experience architectural space in a systematic and exploratory manner, connecting the physical world to the environmental AR with digital media and representation of any architectural or spatial domains. The main goal is to be able to use this interface in a real-time environment controlling filmic time-space and to manifest a new imaginative architectural situation with possibilities of remote physical interaction, using optical tracking and a concept of multi-touch control using LED gloves enabling this interface to be used from distance for visual arts and performance events. Through Panohaptic visualisation we can investigate the concepts of generative aesthetic as well as gestural media control possibilities in an AR integrated environment through physical body interaction with 2D and 3D moving images, creating a new topography that exists in the cinematic realm but attempts to bridge haptic to optic vision.

Reference:

MANOVICH, L. (2001) *The Language of New Media*, USA, MIT Press.