



THE AVASTAR  
Your World. Your Voice.

SÜD  
HAUS  
BAU

ligne roset

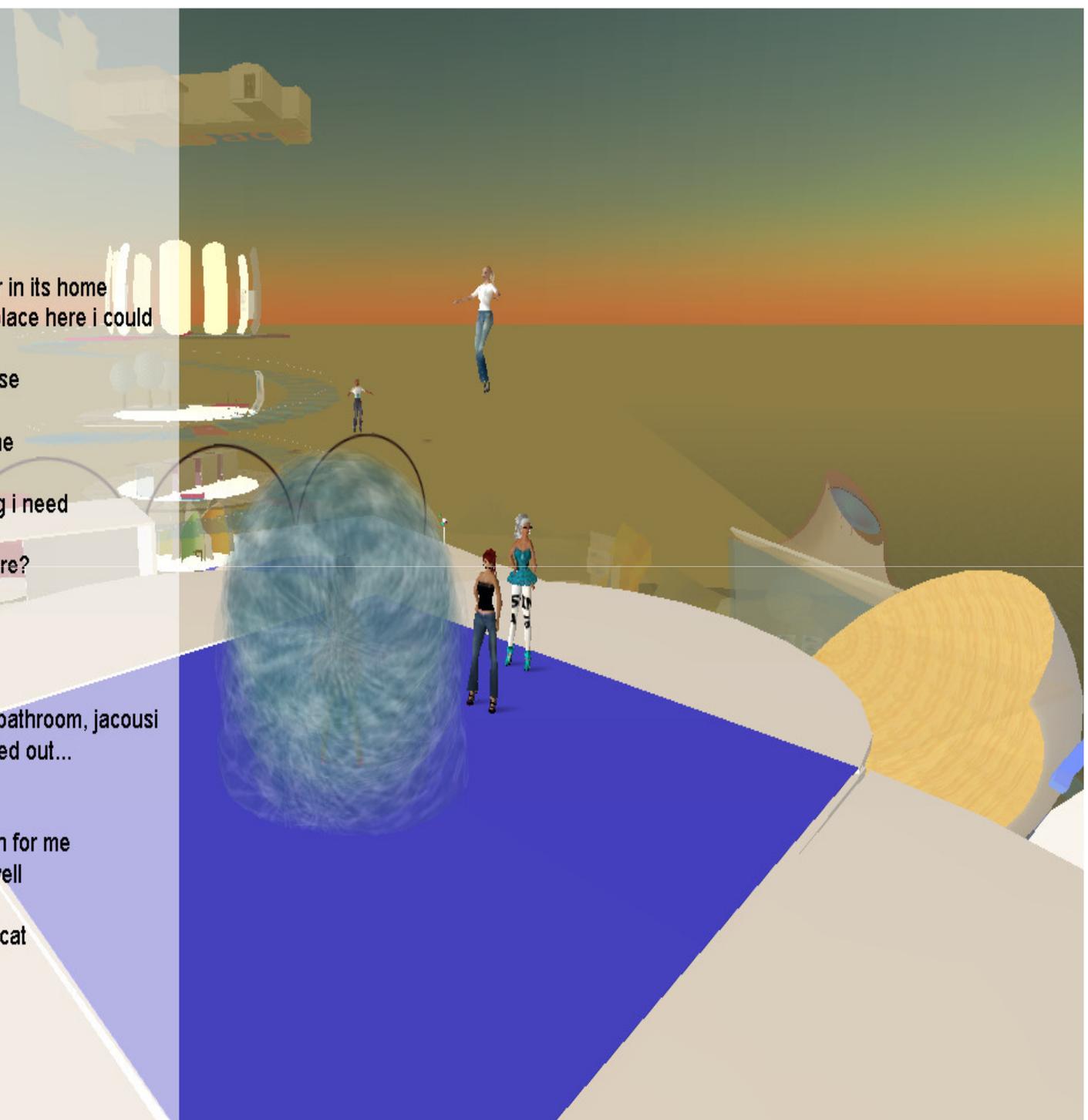
# 1<sup>ST</sup> ANNUAL ARCHITECTURE & DESIGN COMPETITION IN SECOND LIFE

ARS ELECTRONICA

**Gewinnerprojekte des 1st  
Annual Architecture & Design  
Competition in Second Life**

**Meylenstein (Tanja Meyle)**  
**"Living Cloud"**

[8:39] Creatina Ferraris: hi chickjs  
[8:39] H.S.: Hi Fluffy  
[8:39] Creatina Ferraris: i am creatina  
[8:39] H.S.: lol  
[8:39] S.I.: Are you a ghost ?  
[8:39] Creatina Ferraris: no  
[8:39] H.S.: Boo  
[8:39] Creatina Ferraris: I am an avatar in its home  
[8:40] M.M.: yes when queen put her place here i could  
          just tp to her Im i set  
[8:40] Creatina Ferraris: this is my house  
[8:40] S.I.: Strange home !  
[8:40] Creatina Ferraris: i take it with me  
[8:40] H.S.: Thats cool  
[8:40] Creatina Ferraris: it has anything i need  
[8:40] M.M.: lol  
[8:40] Creatina Ferraris: do you live here?  
[8:40] S.I.: You have a bed in it ?  
[8:40] H.S.: I'd never be lost again  
[8:40] H.S.: lol  
[8:40] Creatina Ferraris: sure  
[8:41] Creatina Ferraris: bed, kitchen, bathroom, jacousi  
[8:41] M.M.: lol you can never get locked out...  
[8:41] Creatina Ferraris: right  
[8:41] S.I.: It seems very little !  
[8:41] Creatina Ferraris: no it is enough for me  
[8:41] Creatina Ferraris: i am little as well  
[8:42] S.I.: May i enter ?  
[8:42] H.S.: brb i have to put sock on Jcat  
[8:42] Creatina Ferraris: try!  
[8:42] M.M.: k  
[8:42] M.M.: there ya go  
[8:42] S.I.: I see you better !



PRESTEL PUBLISHING  
WINNING PROJECTS WILL BE PROMOTED WORLDWIDE  
AND PRESENTED IN A HALL OF FAME ON THE  
INTERNET - AND OF COURSE IN SECOND-LIFE.  
YOU'LL FIND ALL ANSWERS TO YOUR QUESTIONS ON  
[WWW.SI-AWARD.COM](http://WWW.SI-AWARD.COM)

**BUILD & SCRIPT** ON PUBLICTO  
Due SEPTEMBER

PUBLIC TOWNSCAPE IS PROUD TO ANNOUNCE COOPERATION WITH

Call for entries!  
Submission Deadline: Sept. 1st, 2007  
[www.si-award.com](http://www.si-award.com)

1<sup>st</sup> Annual  
Architecture & Design  
Festival

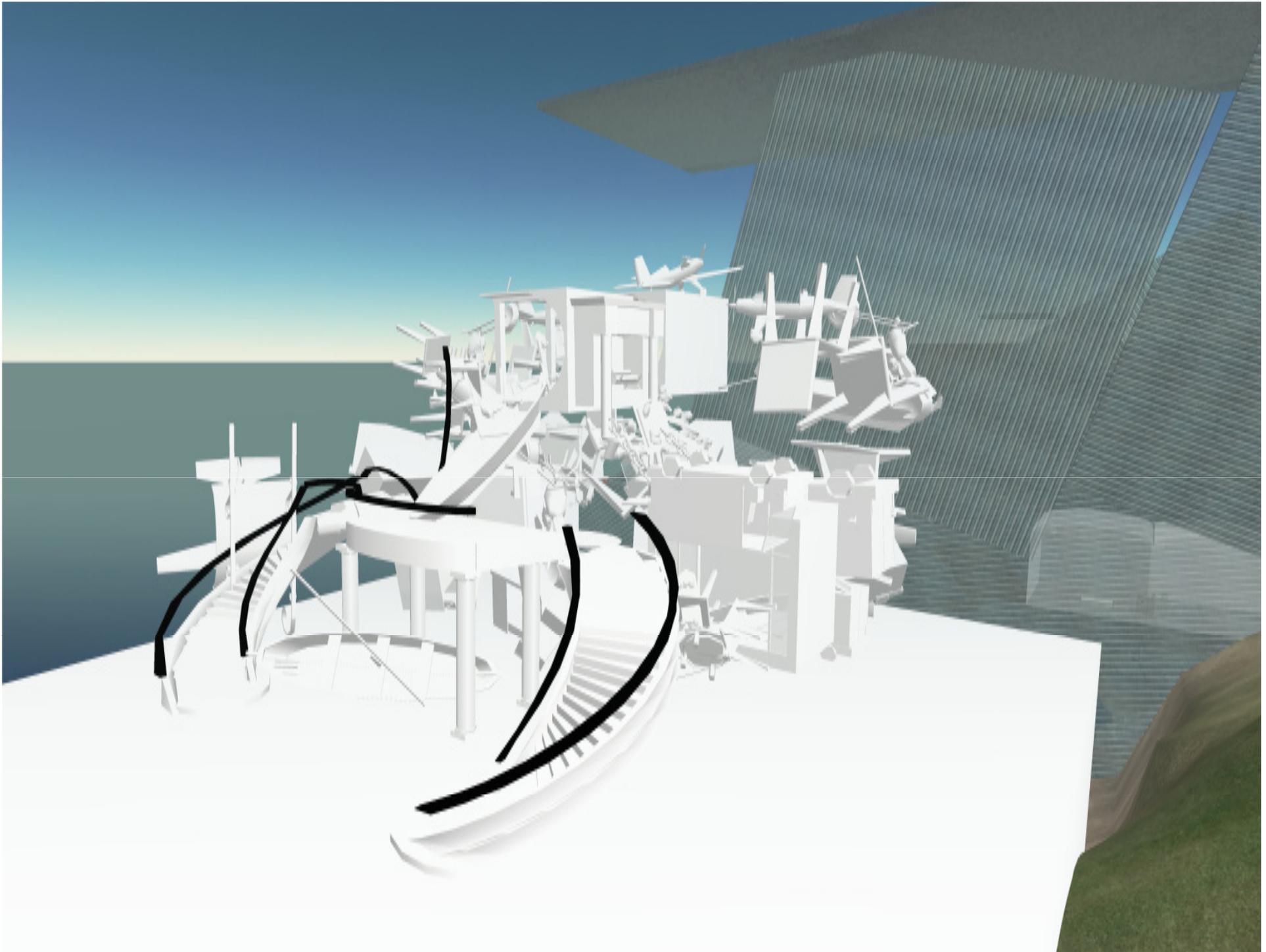
5 CATEGORIES:  
ABOUT  
ELECTRIFICATION  
LANDSCAPE DESIGN  
FREESTYLE AND  
SPECIAL PROJECTS

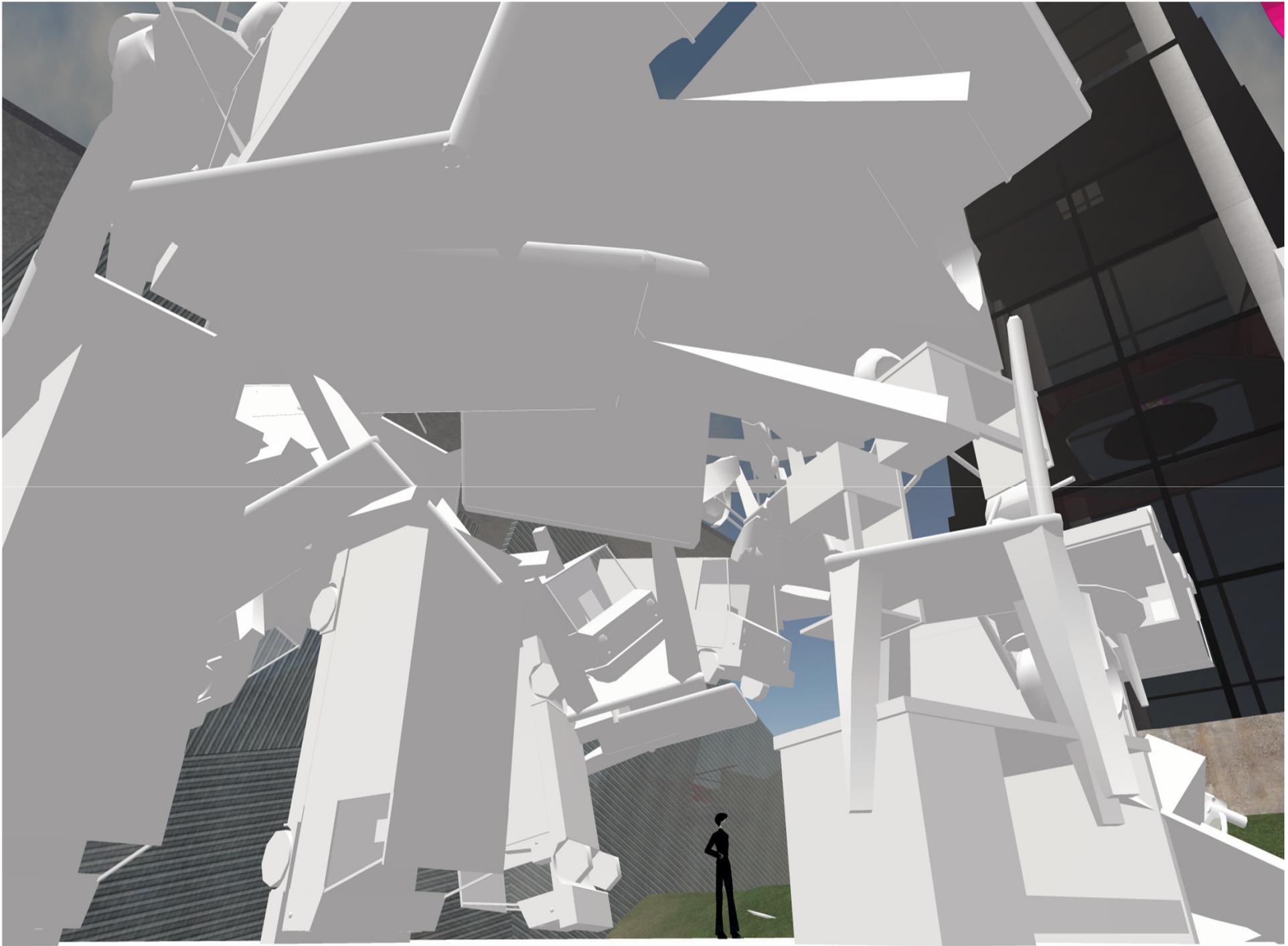


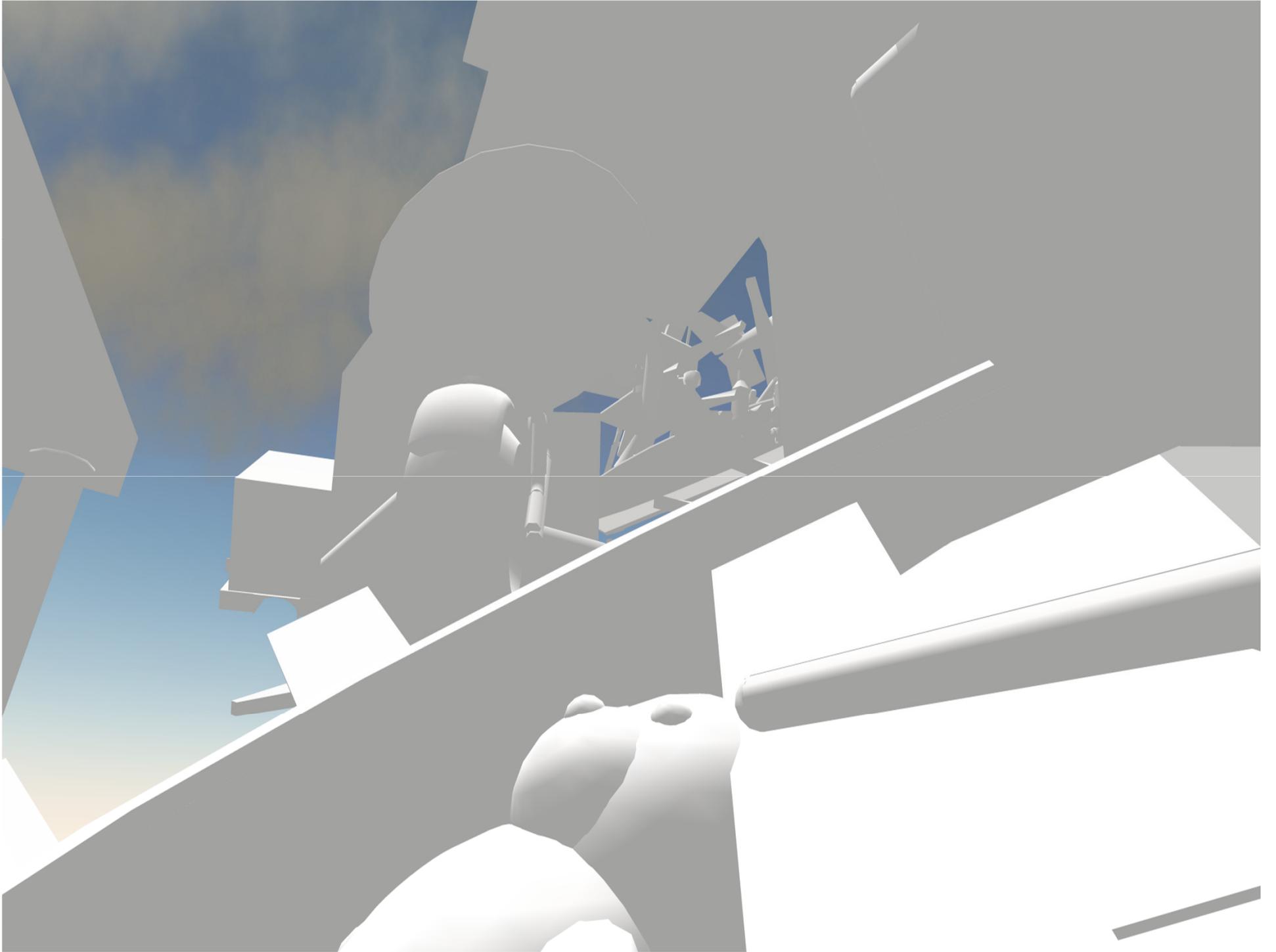


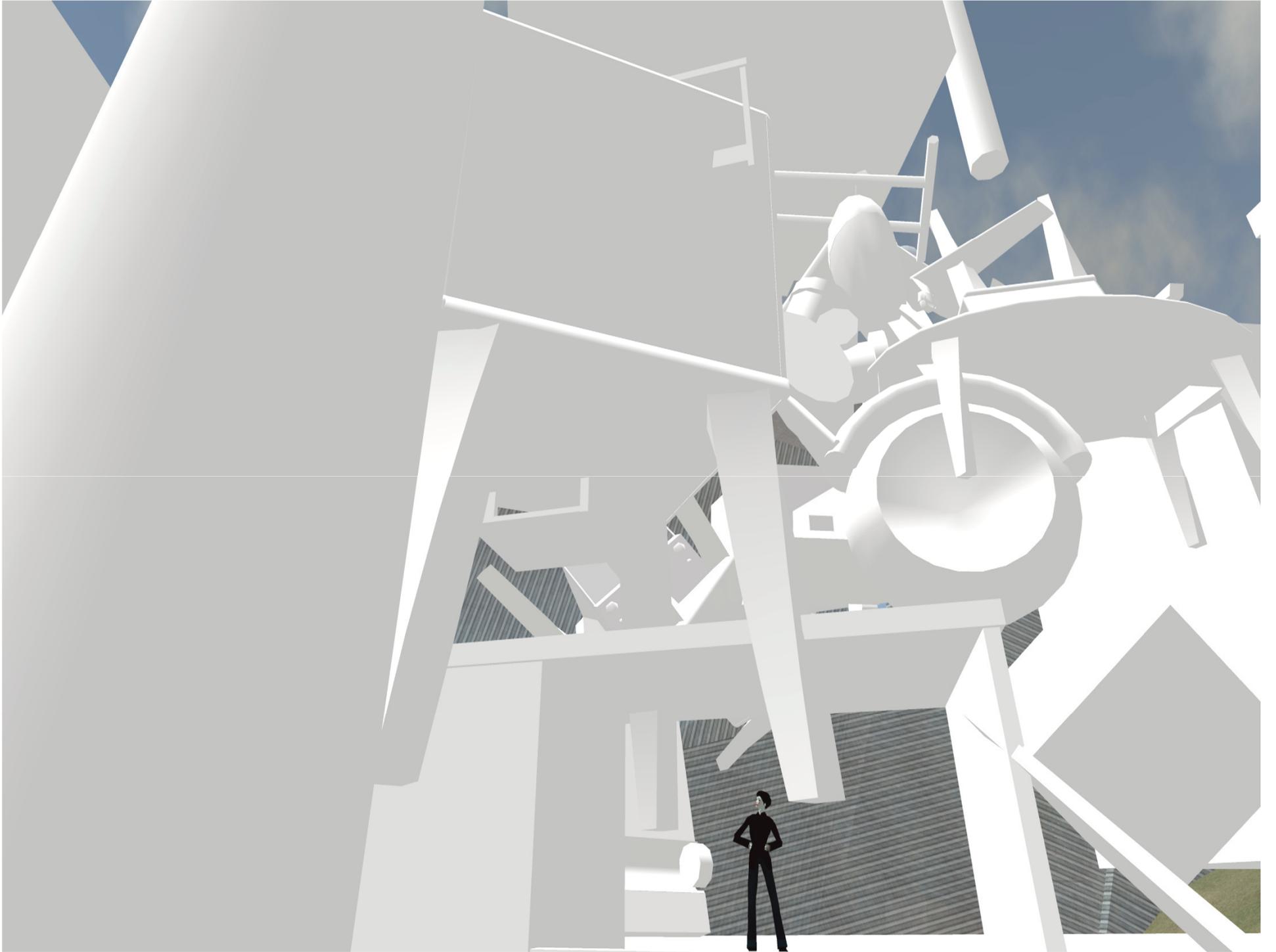
# **Max Moswitzer**

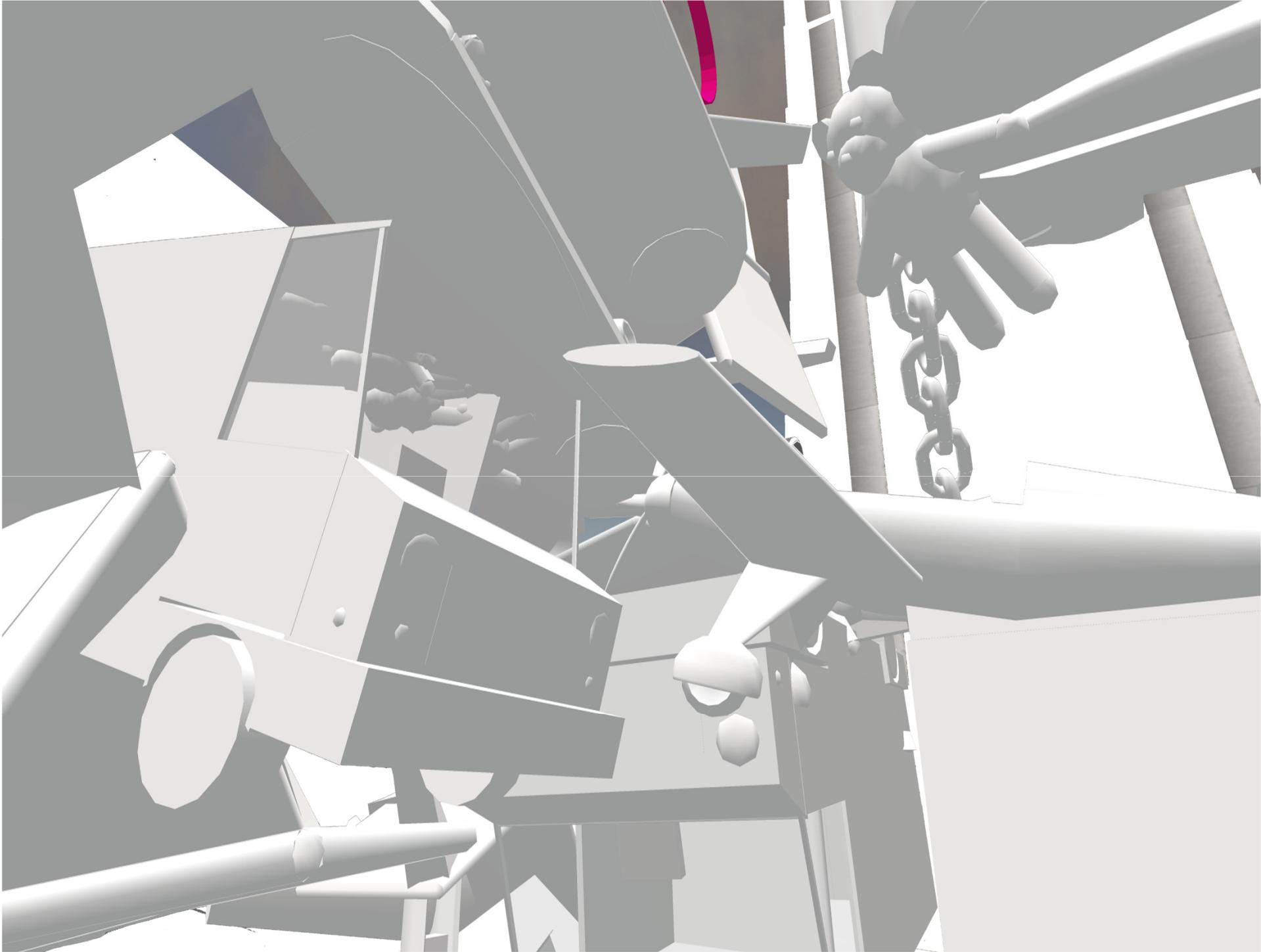
## **„Whitenoise“**



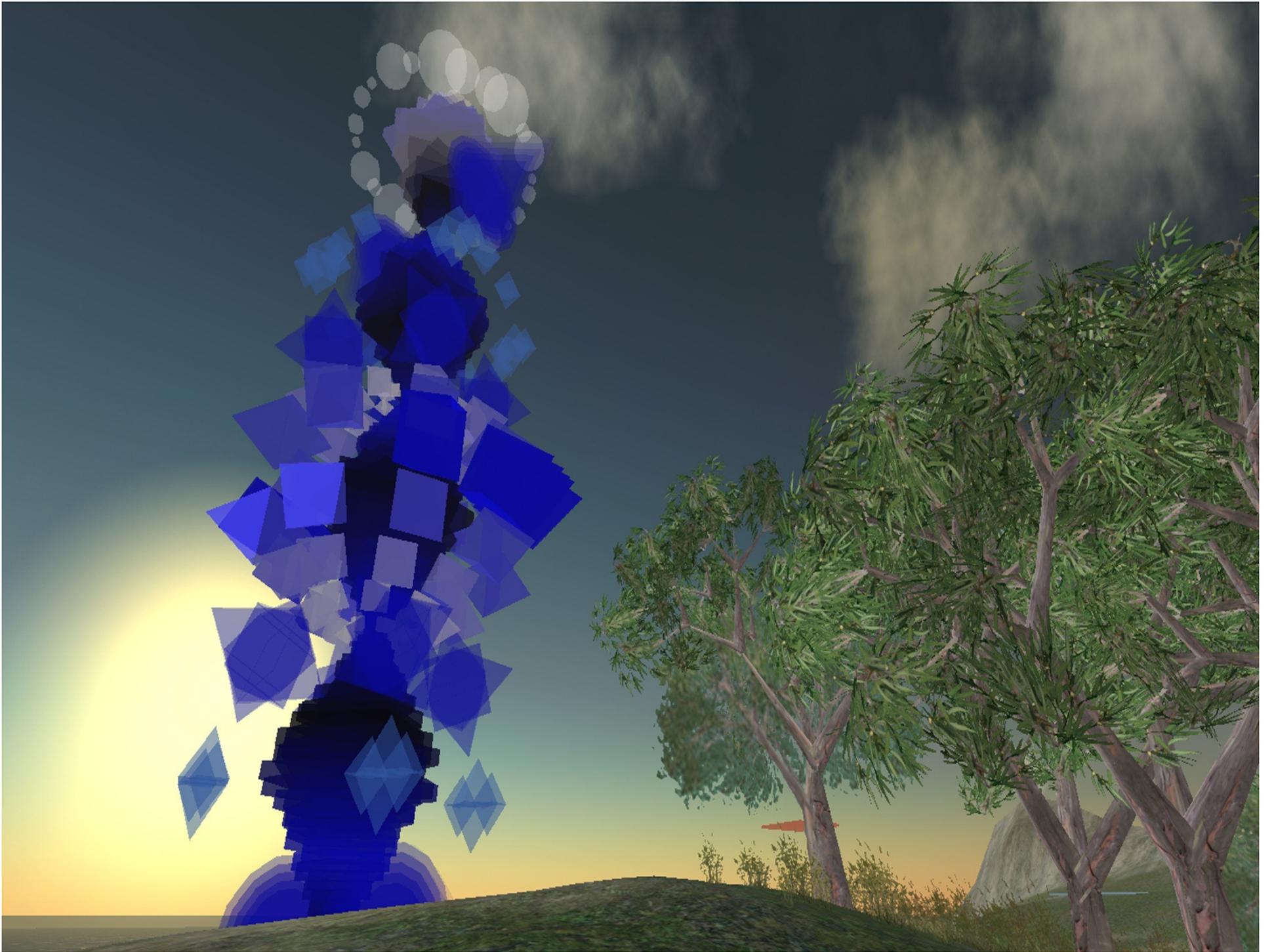


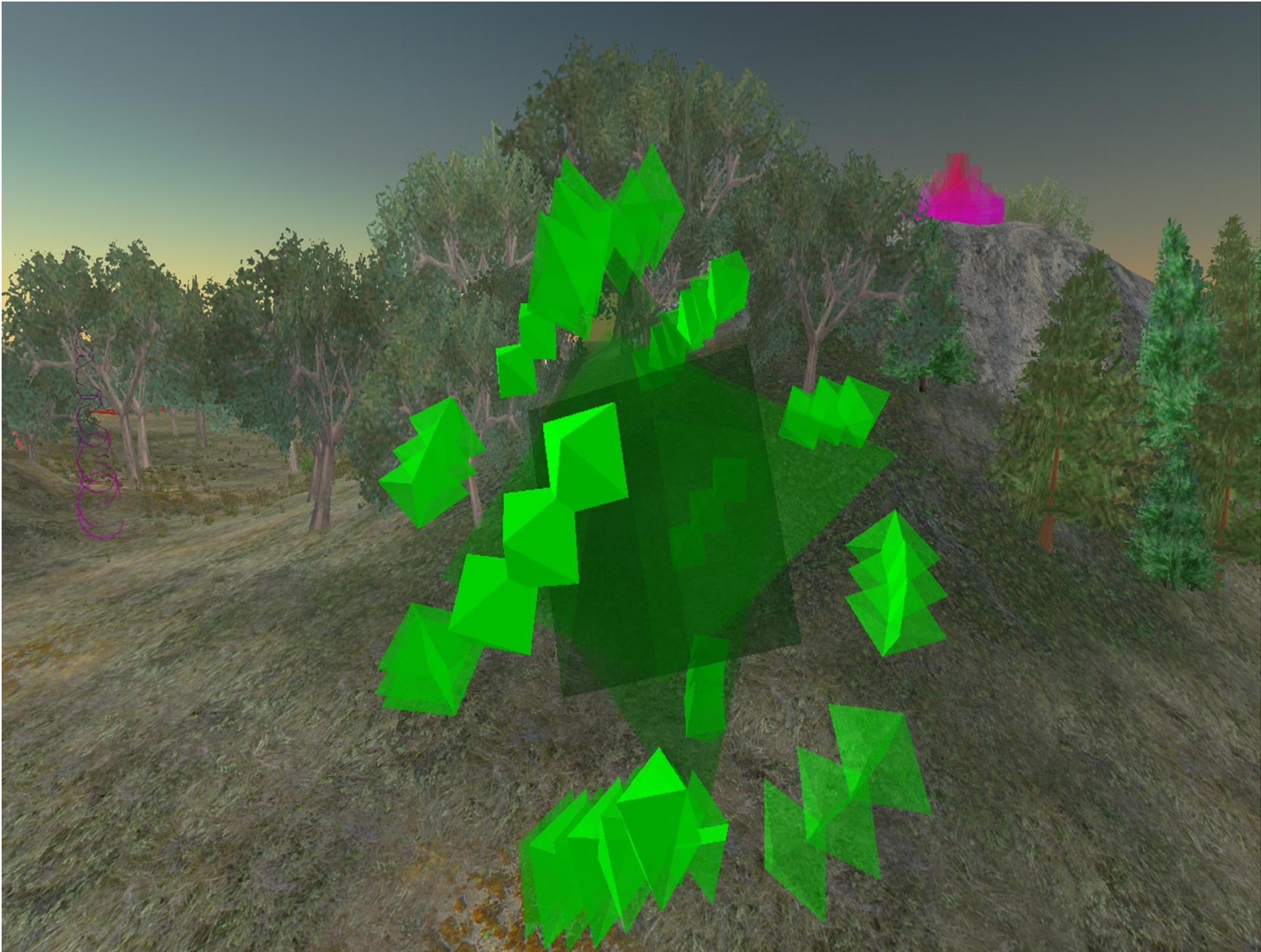


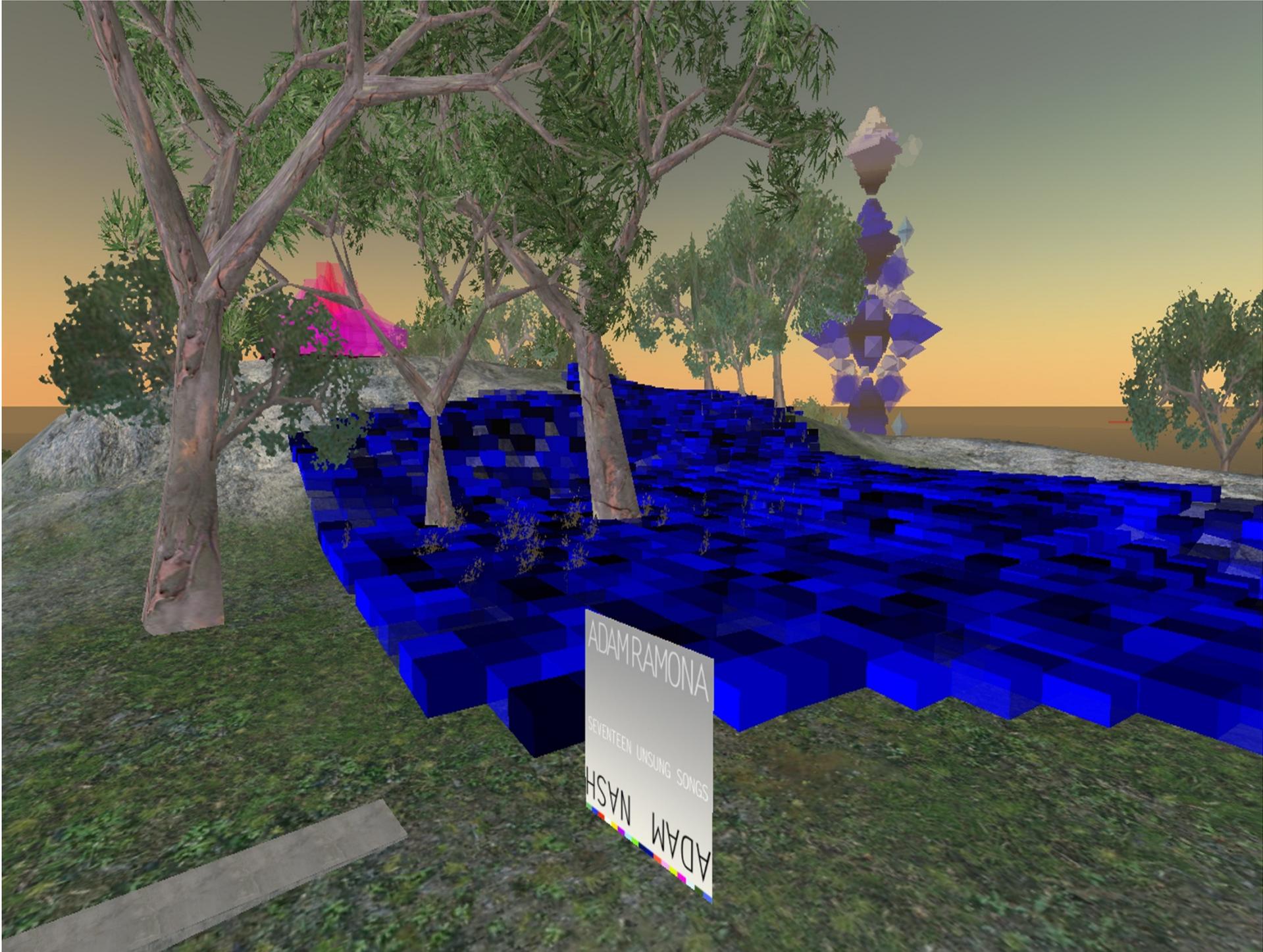




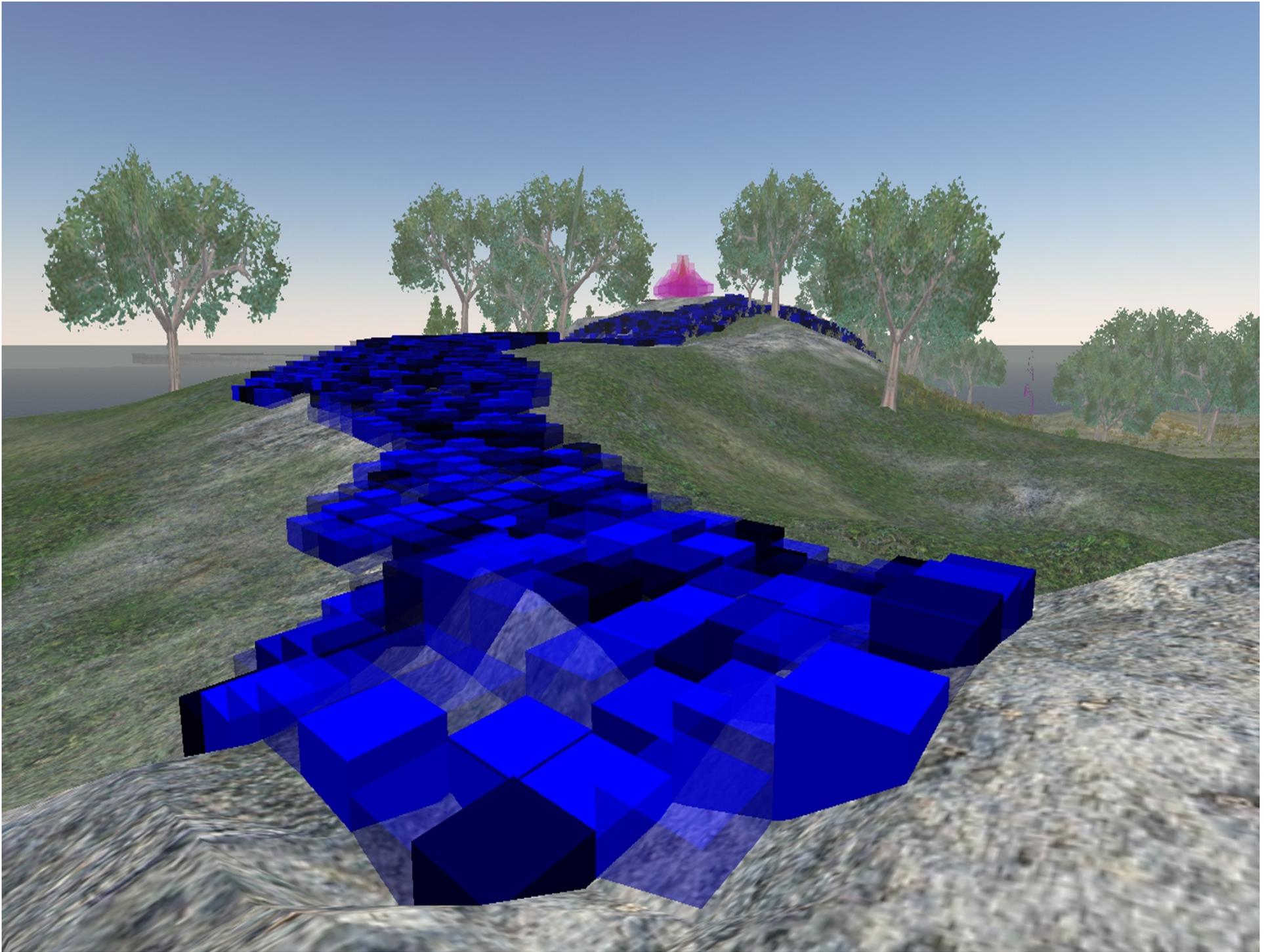
**Adam Nash**  
**„Seventeen Unsung Songs“**



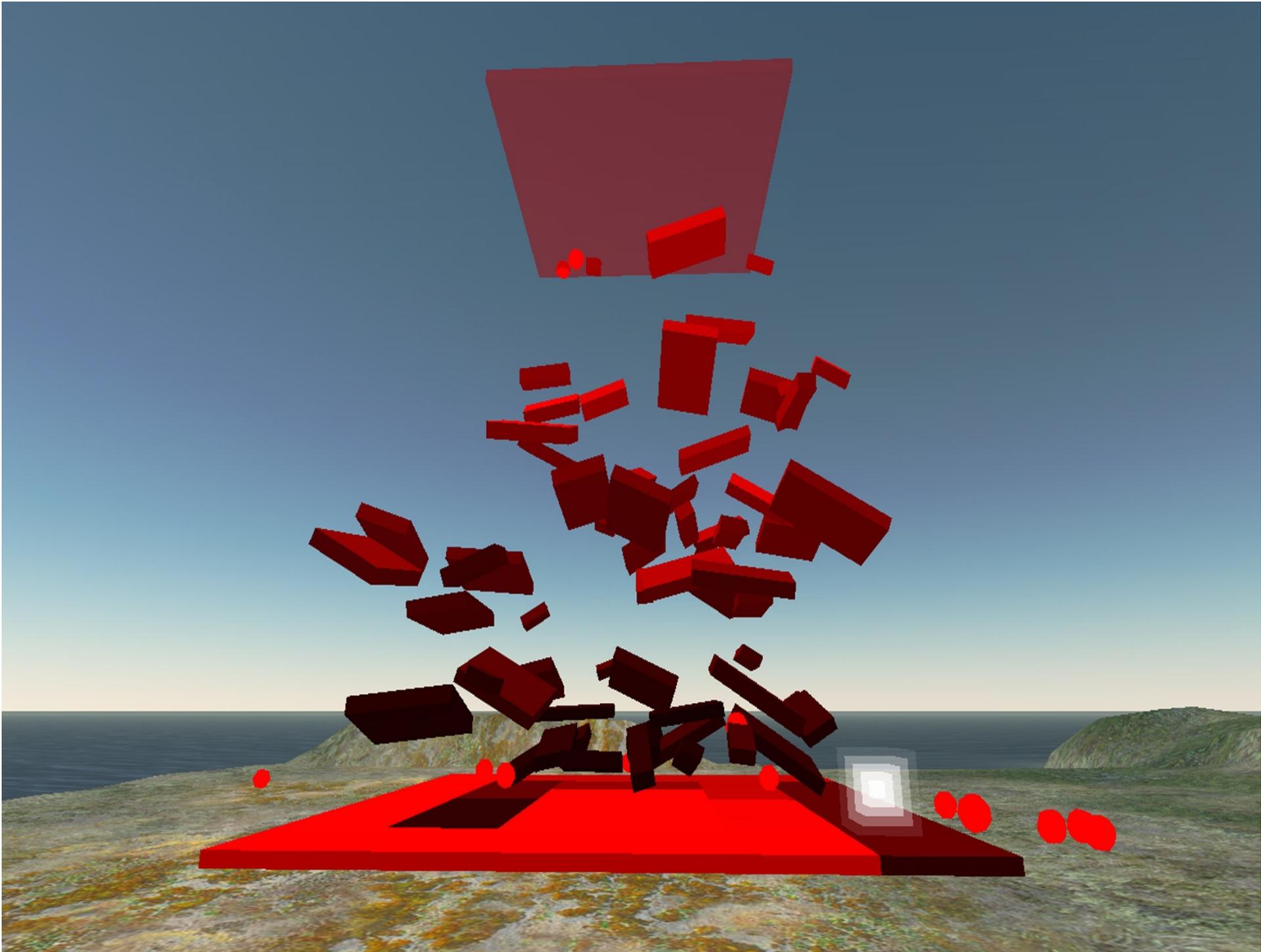




ADAMRAMONA  
SEVENTEEN UNSUNG SONGS  
ADAM NASH







**DC Spensley**  
**Full Immersion Hyperformalism**

## full immersion hyperformalsim

Full Immersion Hyperformalism is an entire class 5 SL sim art installation. Signage guides the user to adjust their SL client to set preferences to eliminate things like the ground, sea and clouds. Viewers navigate by using red cubes that literally fly the visitor through the space.

Within the exhibition are numerous realizations of Hyperformalism. Most are dynamic, reactive and interactive in some way providing a full range of viewer implication.

Didactic signage provides insights and titles to larger works while much is left to the viewer to discover heuristically.

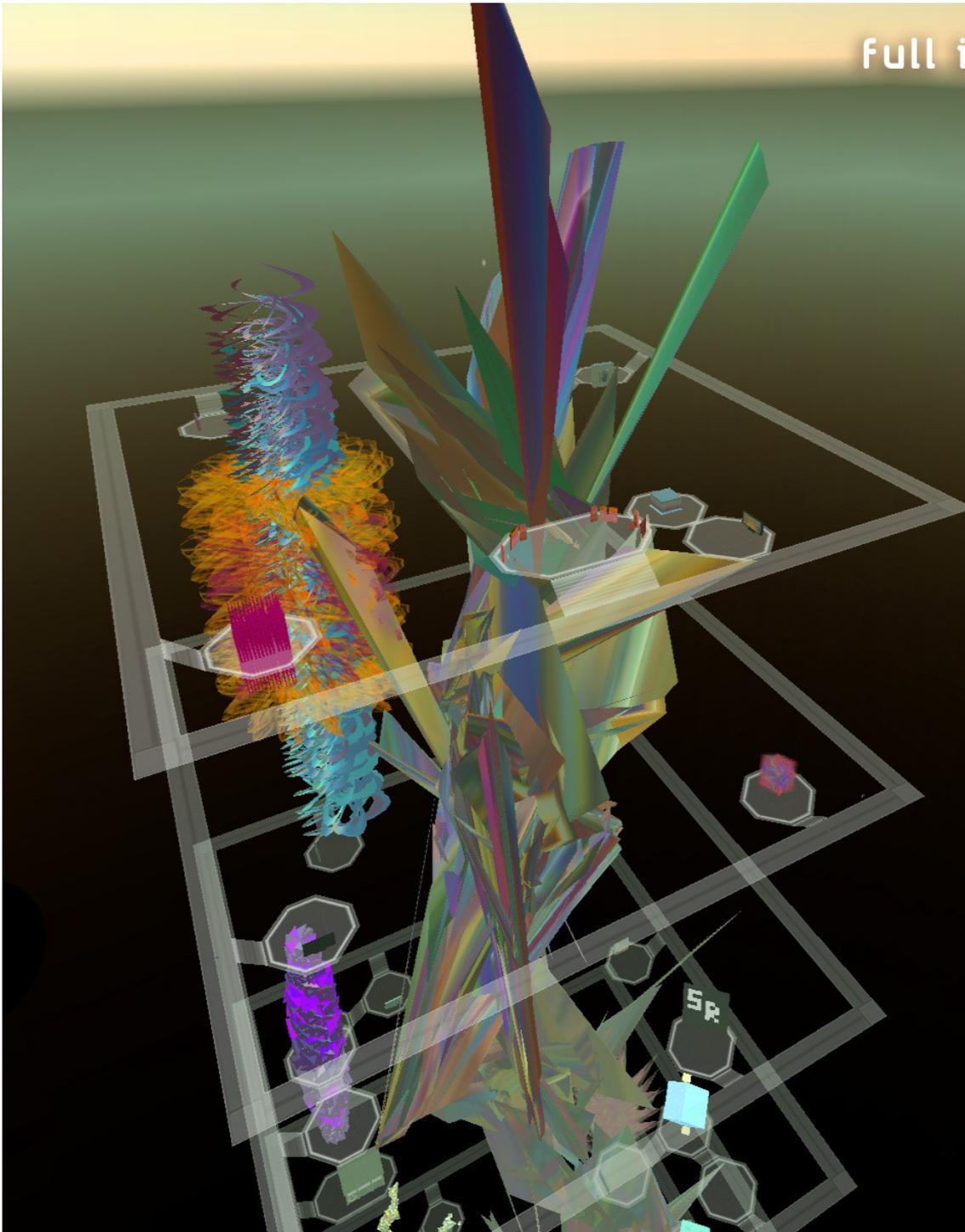
The installation is 800 meters high and every primitive object is scripted in such a way as to allow the artist to change parameters such as transparency, color, texture and relative attitude on any axis. This allows for a low frequency performance where elements of the space actually evolve over the life of the exhibition.

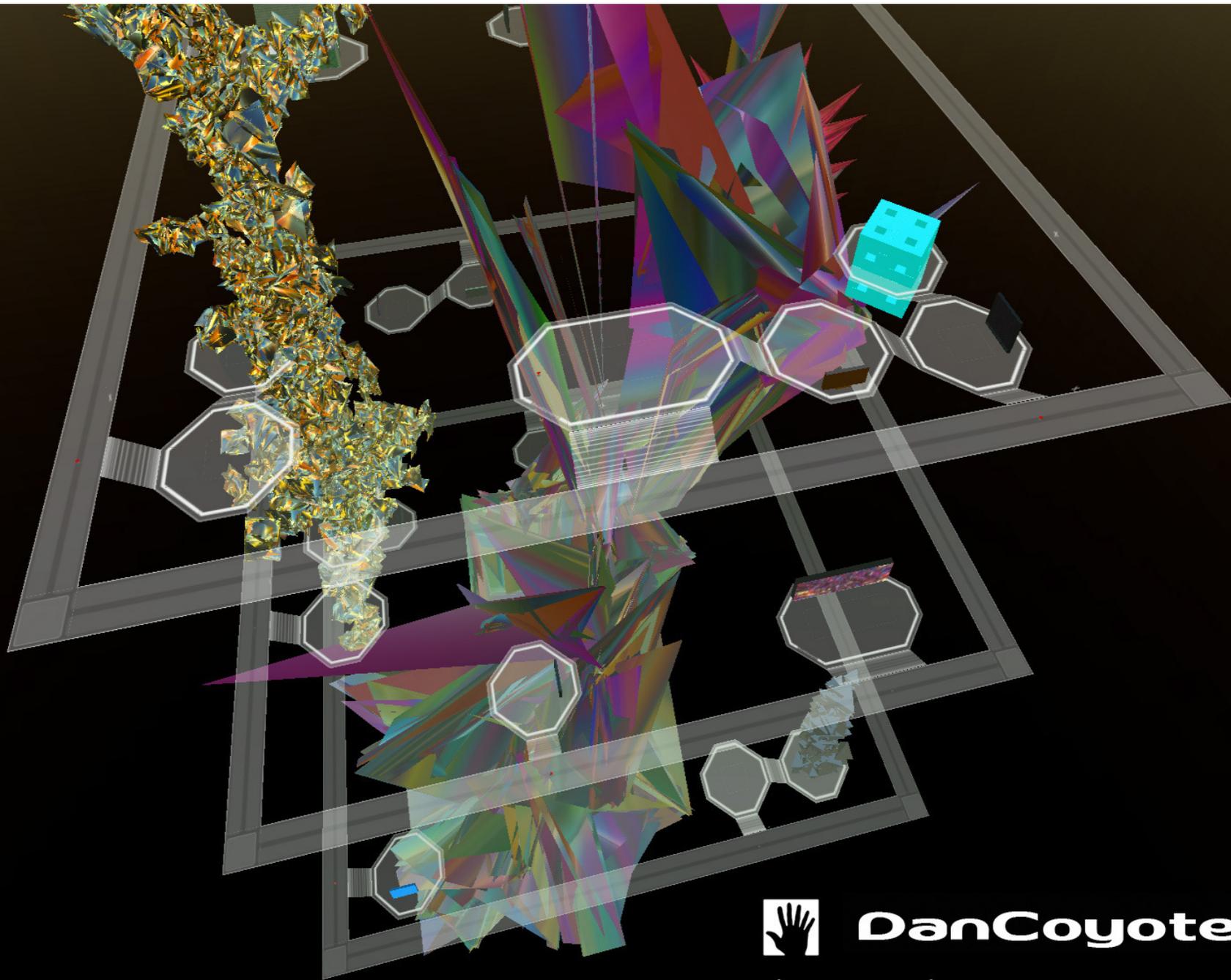


**DanCoyote**

dc@spensley.com

plate 1 of 5





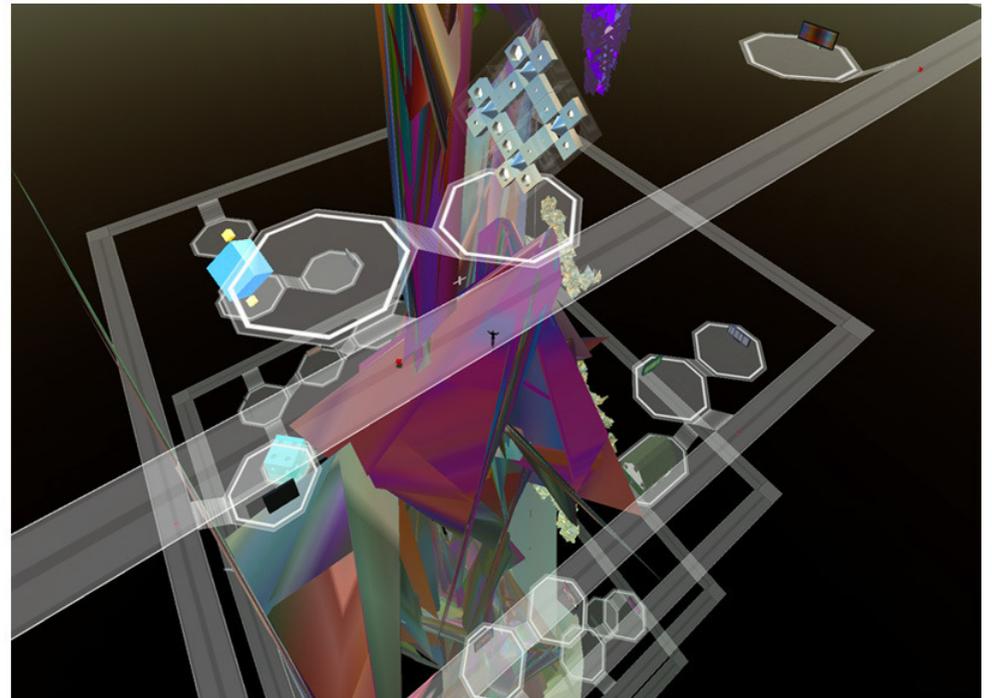
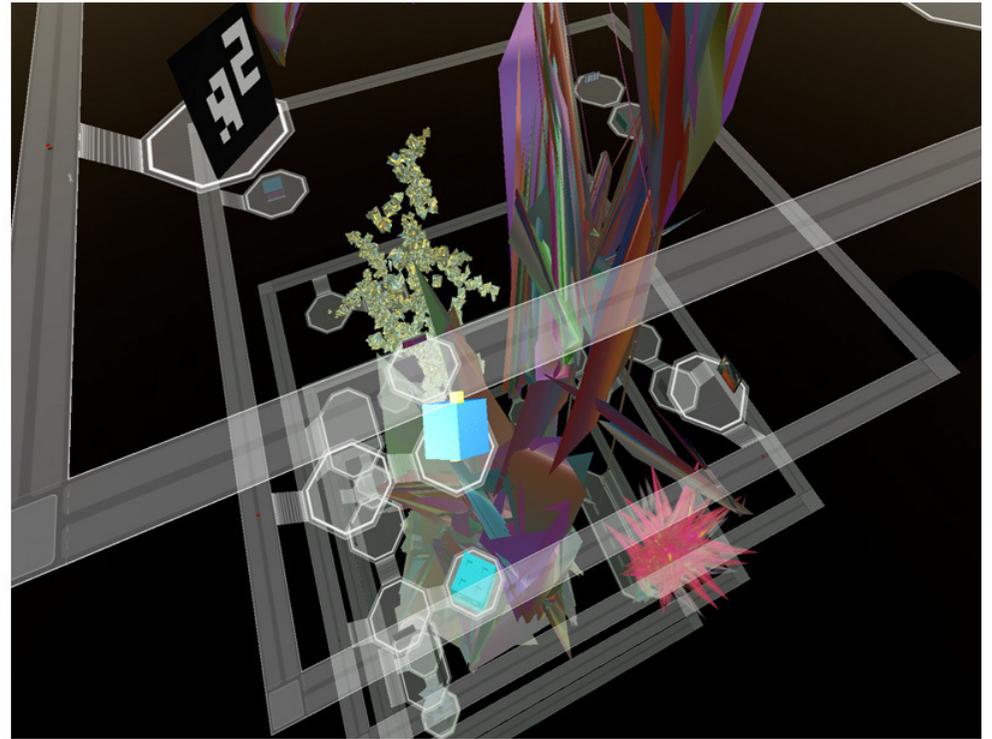
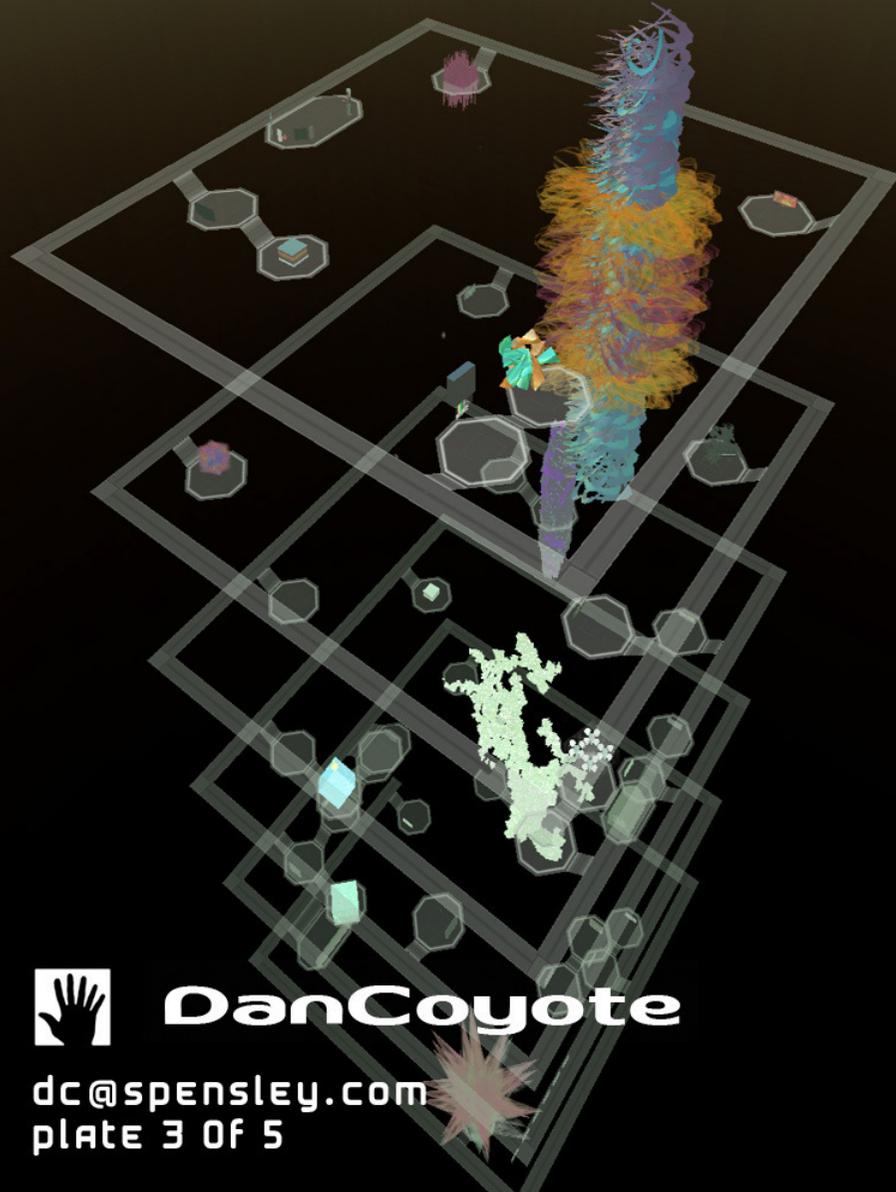
full immersion hyperformalsim



**DanCoyote**

dc@spensley.com  
plate 2 of 5

# full immersion hyperformalsim



# full immersion hyperformalism

The foundational navigation artifice is called "stealth architecture" and refers to the use of semi-transparent "glass" walkways and pads to define areas of interest throughout the installation. This approach is flexible and modular and economical in that it employs few prim resources and reuses a small set of optimized textures.

Most importantly stealth architecture is invisible from below. Only the necessary faces of the pads are textured and visible. This reduces visual clutter and places emphasis on the content instead of the artifice.

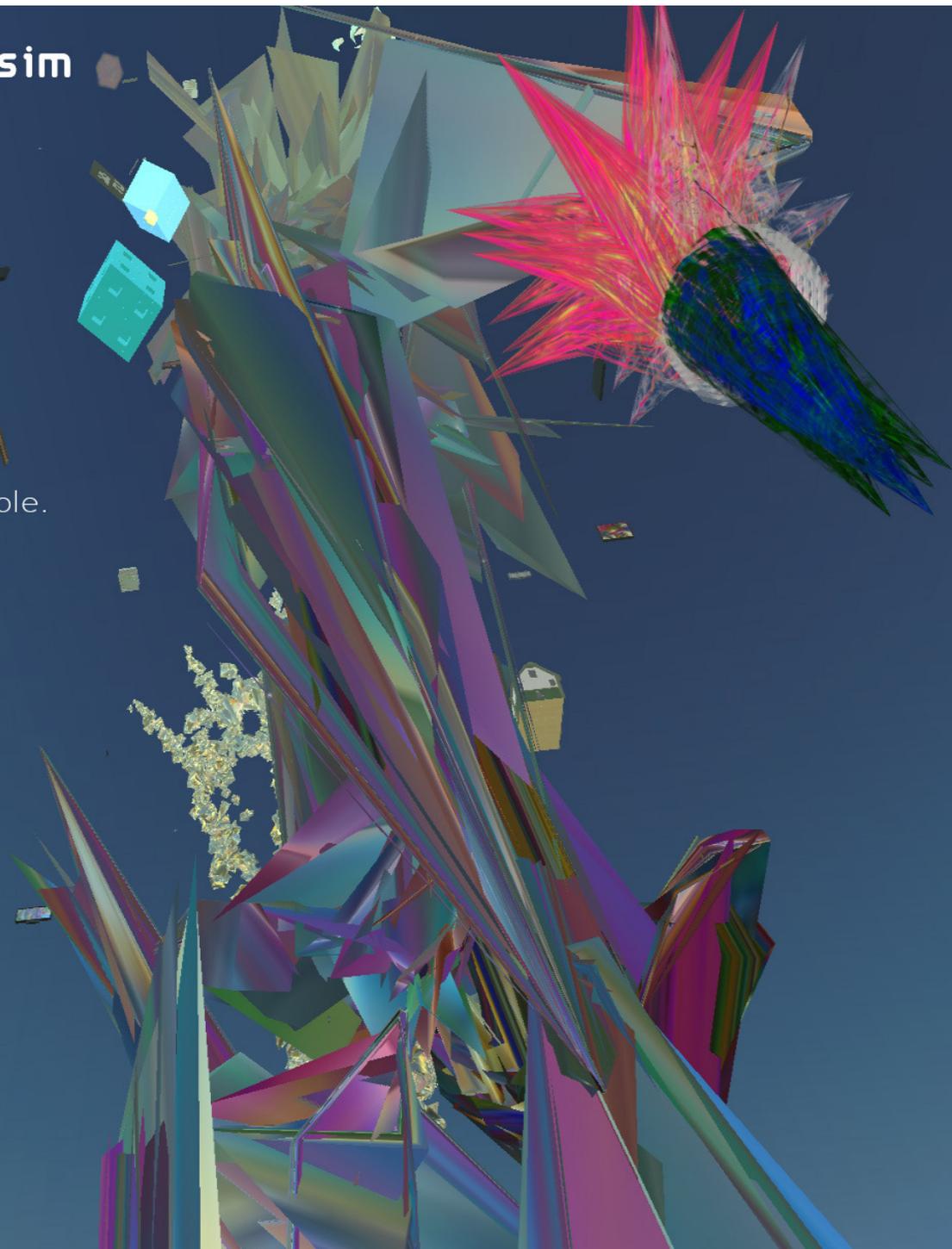


"Stealth Architecture"  
(glass walkways, pads)



**DanCoyote**

dc@spensley.com  
plate 4 of 5



# Full immersion hyperformalsim

Clicking red cubes throughout the exhibition literally carries the viewer through the volume of the space. There are 10 pre-programmed nodes, but many more accessible by flying. Free flight enhancement is available in the default teleport location.

Didactic signs (at right) display names and theoretical rationale for sculptural objects.

