

# CS491/DES400 Creative Coding

- Angus Forbes - Computer Science
- Daria Tsoupikova – School of Design
- Anil Camci – Audio Design

# DES 420 Professional Practice Project I

Electronic Visualization Laboratory EVL

842 W Taylor St

2036 CAVE2

2068 Cyber-Commons

School of Design

Architecture Design Studios

845 Harrison St

2400C

# Electronic Visualization Laboratory (EVL) – short history

- 1969 Dan Sandin is invited to UIC's Art Dept. to bring computers to the art curriculum
- 1973 Tom DeFanti comes to UIC with the GRASS system, EVL begins as a short order media house for education and research



# Electronic Visualization Laboratory (EVL) – short history

40 years of Art/Science collaboration at UIC

Joint program: CS and Art & Design departments

First program in the US offering MFA that is a formal collaboration of art and computer science 1973-2014

# EVL – The Collaboration

- Artists organize projects, help visualize data, create media
- Artists are supported and get the toys to do their own work: often inspired by science
- Scientists get to communicate effectively
- EVL makes them look good
- EVL delivers visualization technology and techniques to science

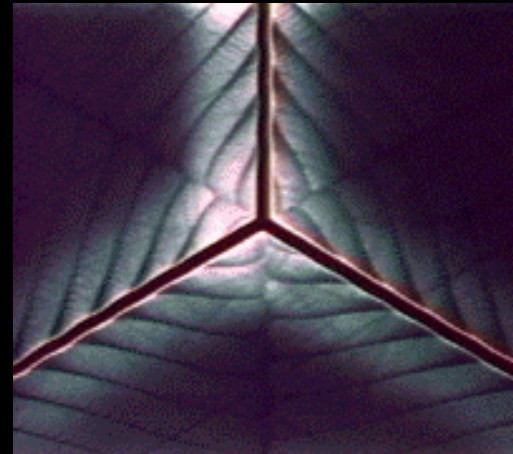
# Electronic Visualization Laboratory (EVL)

- Advanced networking research
- Distributed computing/visualization
- Collaborative software
- Advancement of tools and techniques for collaborative work over high-speed, experimental networks
- Development of viable, scalable, deployable stereo displays
- Development of VR hardware, software, tools and techniques

# Electronic Visualization Laboratory (EVL)

mid-70s - the Electronic Visualization Events  
a series of live performances in which images were computer generated and color processed in real time with musical accompaniment

EVL helped to produce the CG special effects for the first Star Wars film



# CAVE® 1992





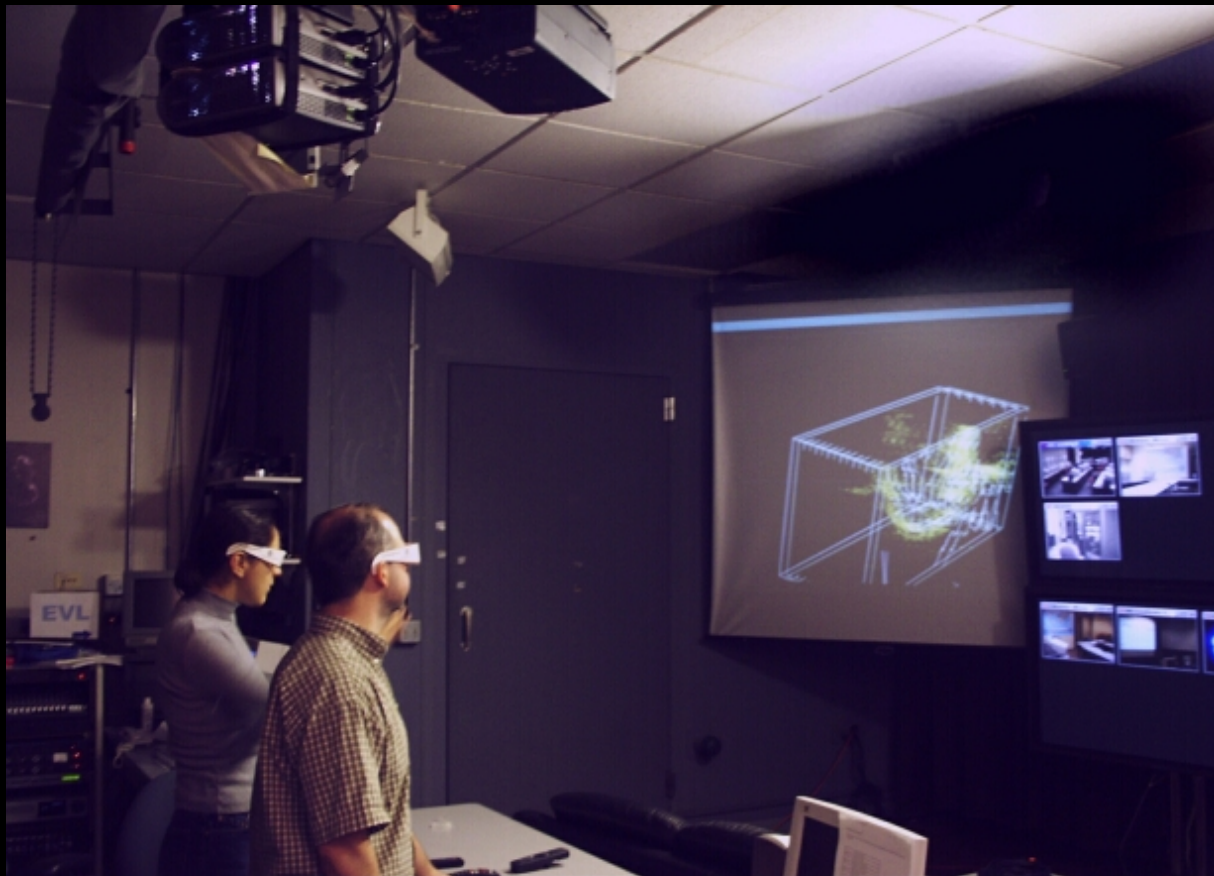
# ImmersaDesk® 1995



# Paris 1998



# GeoWall -2000



# Varrier



# CAVE2 -2012



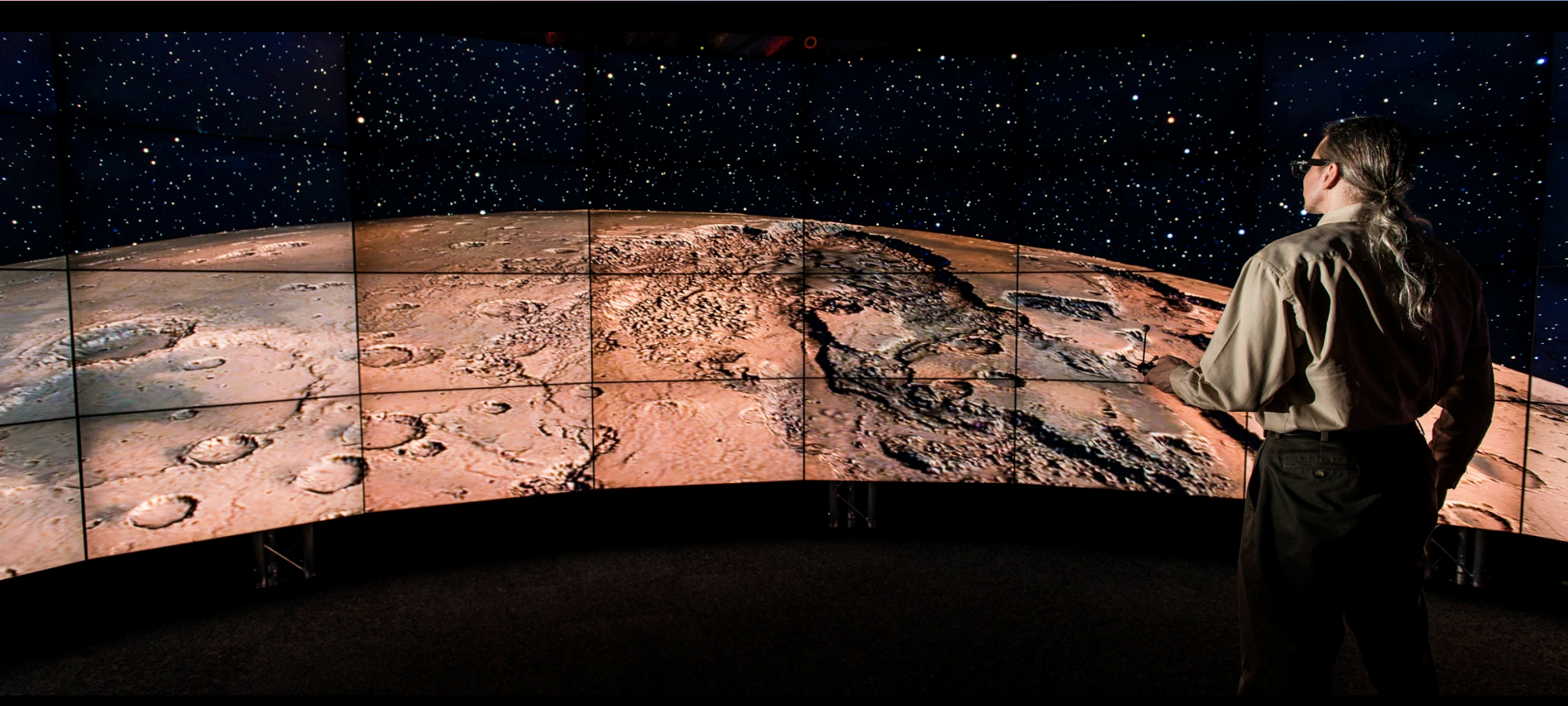
# Particle Dreams in Spherical Harmonics



# 3D Brain MRI Data



# Mars Surface





## Virtual Reality Environments - Beyond Games

Maurice Benayoun

World Skin: A Photo Safari in the Land of War, 1997



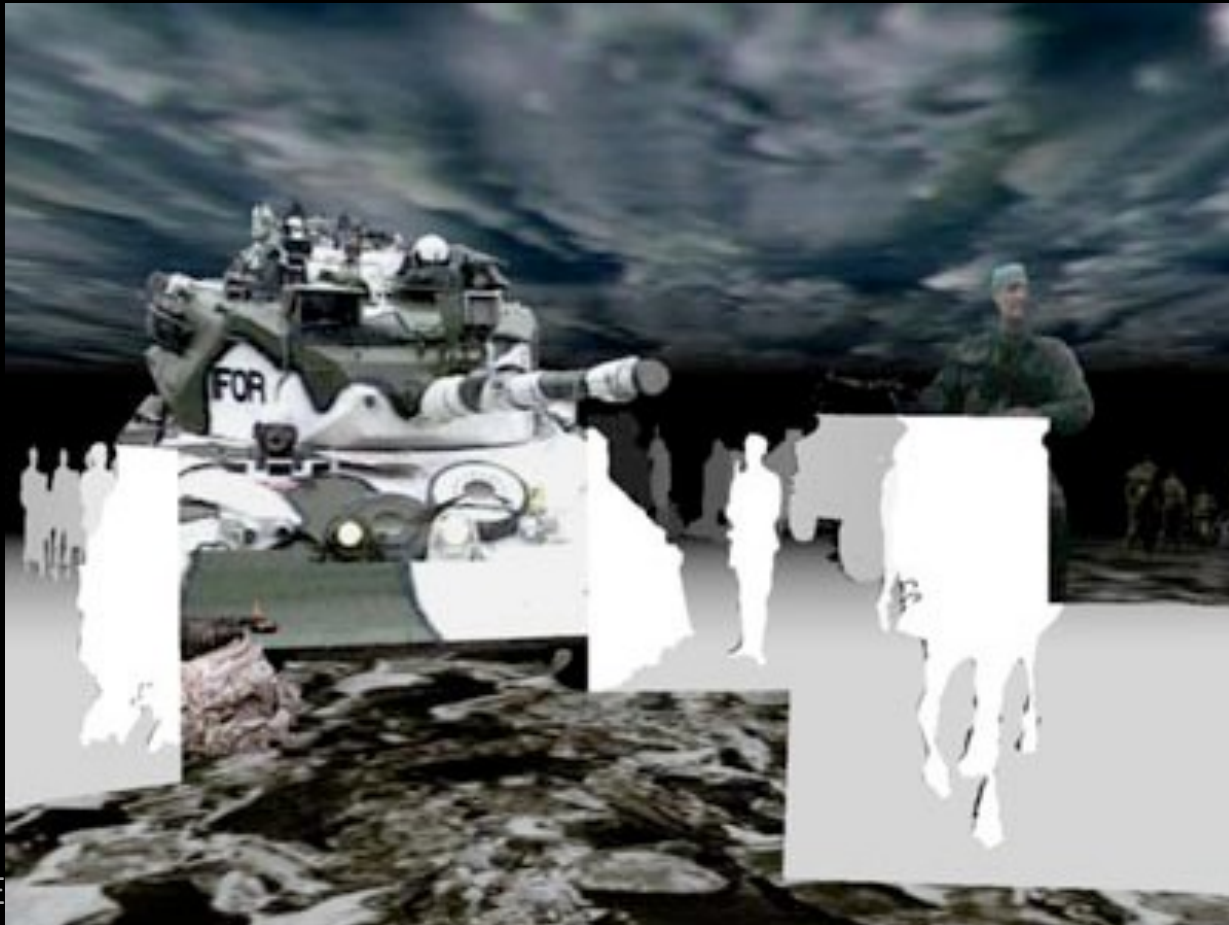
Maurice Benayoun

World Skin: A Photo Safari in the Land of War, 1997



Maurice Benayoun

World Skin: A Photo Safari in the Land of War, 1997



# Jeffrey Shaw, The Legible City, 1988-91



# Jeffrey Shaw, The Legible City, 1988-91

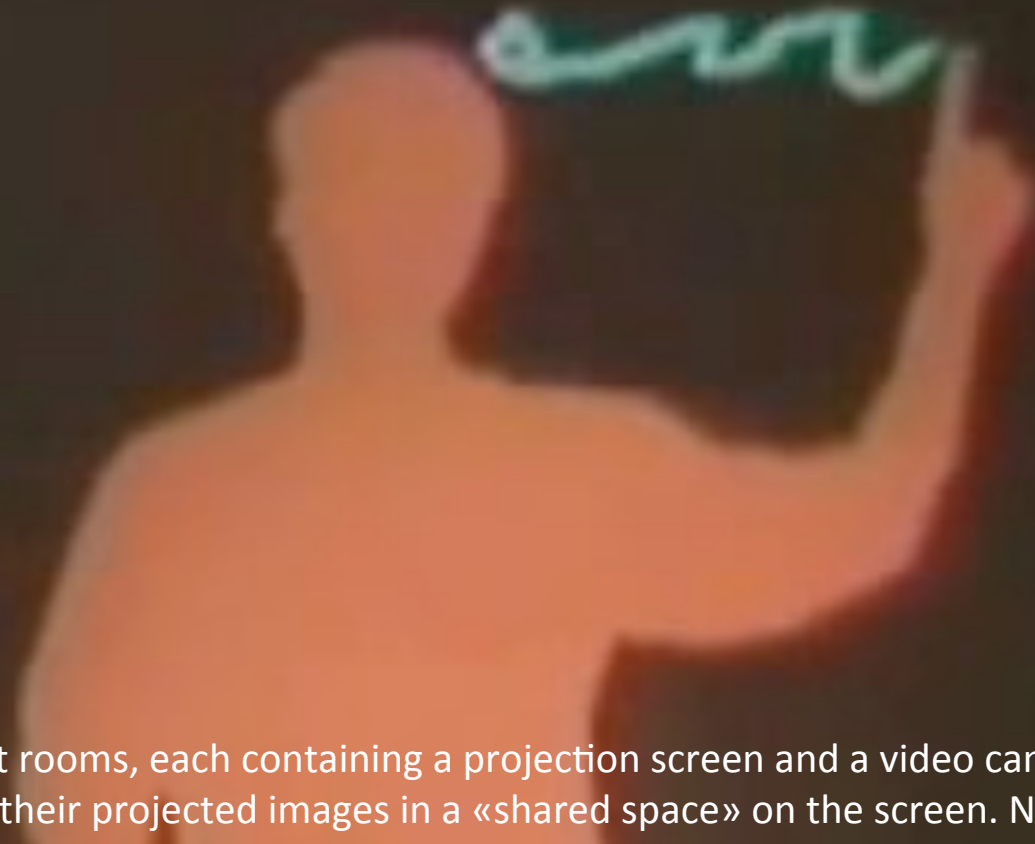


In the Amsterdam (1990) and Karlsruhe (1991) versions all the letters are scaled so that they have the same proportion and location as the actual buildings which they replace, resulting in a transformed but exact representation of the actual architectural appearance of these cities. The texts for these two cities are largely derived from archive documents that describe mundane historical events there.

# Myron Krueger, Videoplace, 1972-85



## Myron Krueger, Videoplace, 1972-85



Two people in different rooms, each containing a projection screen and a video camera, were able to communicate through their projected images in a «shared space» on the screen. No computer was



# SnowWorld by Hunter Hoffman

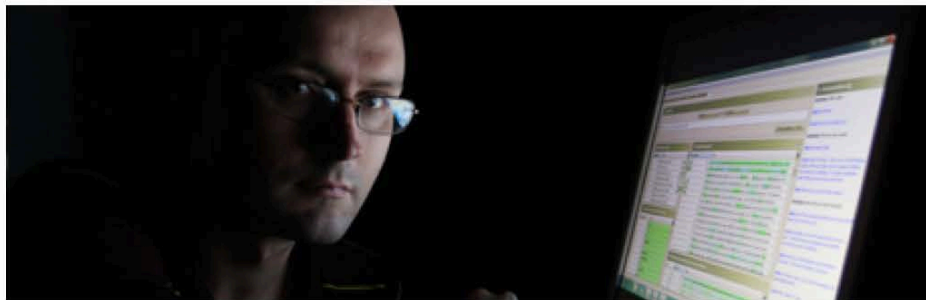


**Virtual Reality Pain Reduction**

### Research

[Research Overview](#)[Labs + Groups](#)[Faculty + Research](#)[Interests](#)[Publications](#)[Editorships + Editorial  
Boards](#)[Board + Committee  
Memberships](#)[Project One-Sheets](#)

### Research Overview



ICT is a multidisciplinary research institute at the University of Southern California focused on exploring and expanding how people engage with computers, through virtual characters, video games, simulated scenarios and other forms of human-computer interaction.

Leading researchers and faculty from computer science, psychology, interactive media

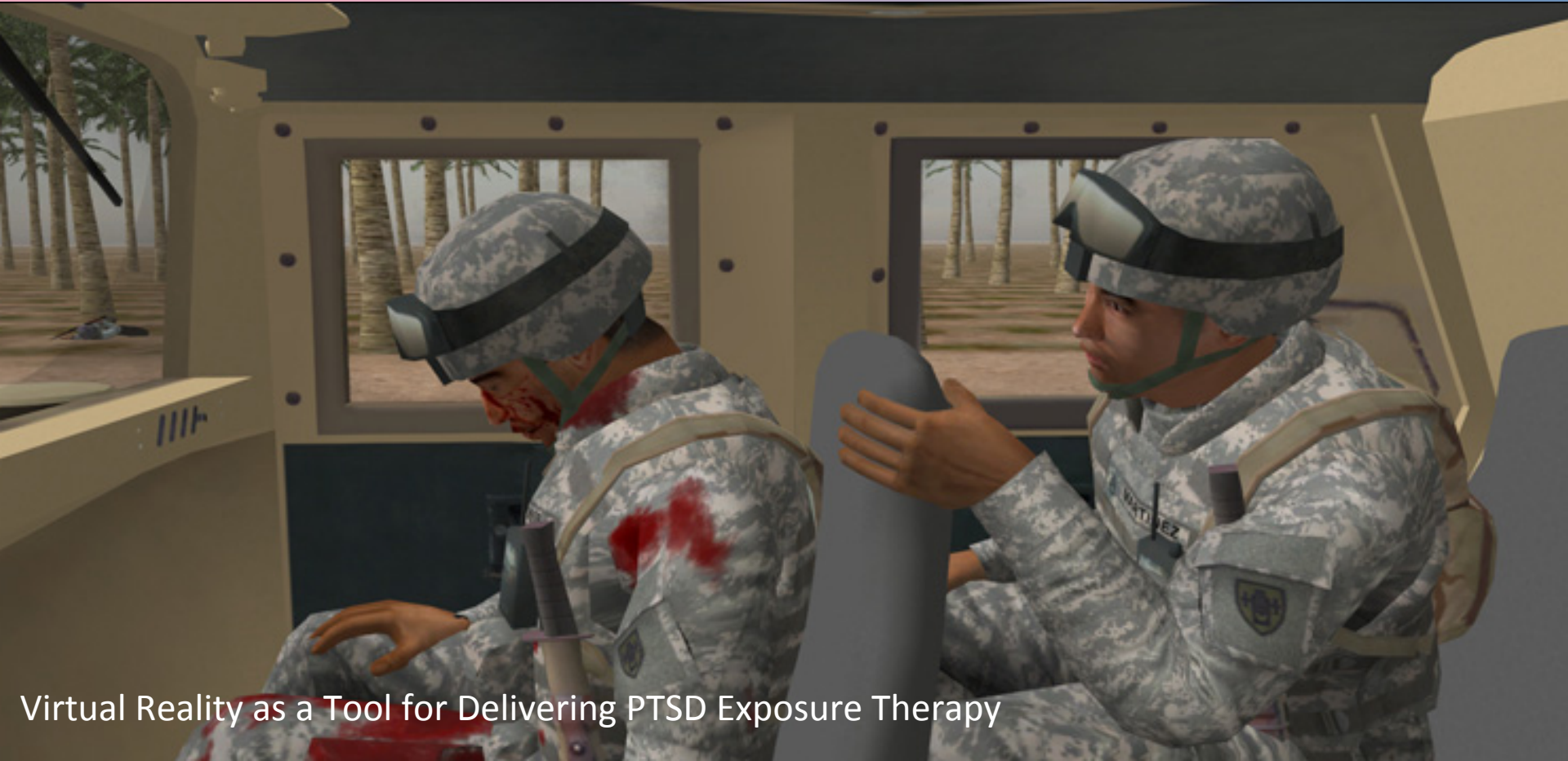
### Featured Research



### Graphics

The ICT Graphics Laboratory develops new techniques for creating and displaying photo-real computer graphics of people, objects and environments.

# Institute for Creative Technologies /Skip Rizzo- Medical VR



Virtual Reality as a Tool for Delivering PTSD Exposure Therapy