



# Virtual Artistic Laboratory @POSTASIS

## @postasis platform

a multi-participatory space for distance artistic education and real-time experimentation

Stavroula Zoi, PhD Informatics, Athens School of Fine Arts

Instructor of the Greek-French Master: Art, virtual reality & multiuser systems of artistic expression (ASFA, UP8)

Technological Coordinator of @postasis project

1<sup>st</sup> Summit on Gender Equality in Computing, Greek ACM-W Chapter  
7/6/2019, Athens, Greece



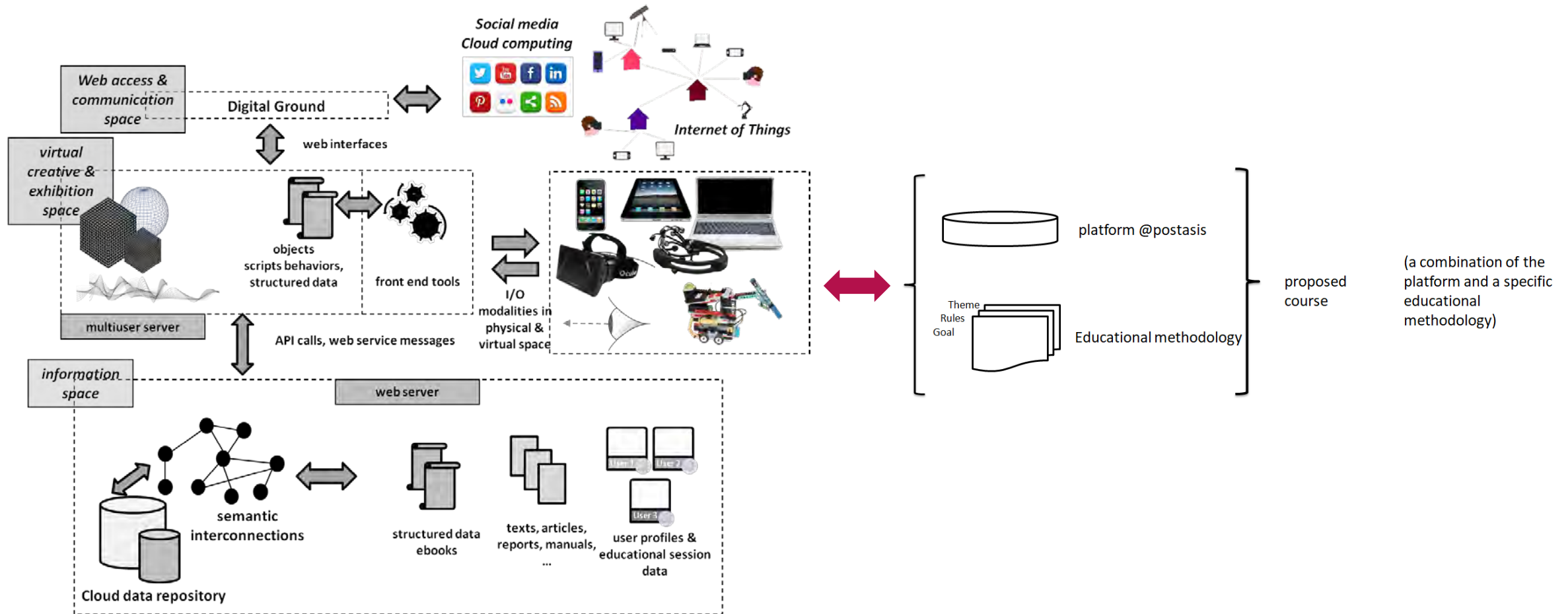
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# @postasis =

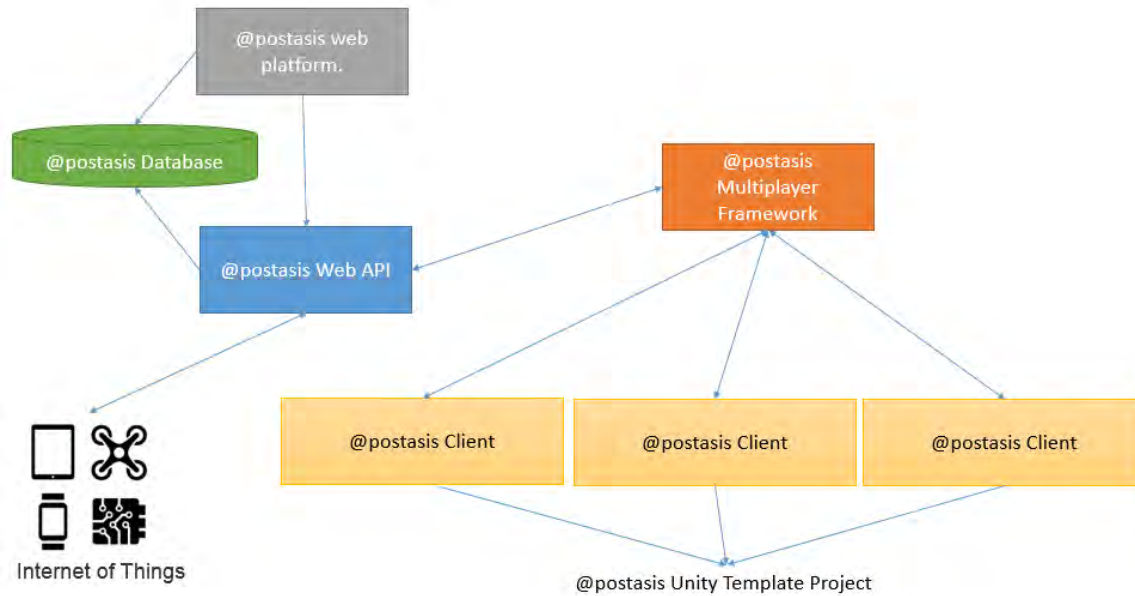
technological platform

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educational methodology



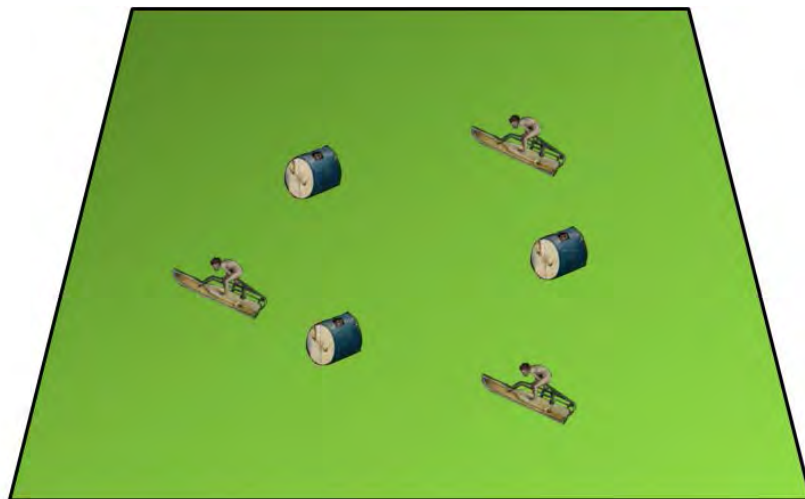
# @postasis educational setups



Internet of Things



NPCs  
avatars



- A project is defined that is structurally composed of distinct parts (hybrid objects)
- Each hybrid object (e.g. virtual entity, narrative object, physical module) is created by individual participants, though the @postasis platform, from distance
- The hybrid objects are interconnected both in the physical (e.g. through Internet-of-Things mechanisms), and in the virtual multiuser space of @postasis
- The physical and virtual world of the project opens for real-time multiuser visit and observation
- Different @postasis worlds may be connected in real-time

# @postasis tools

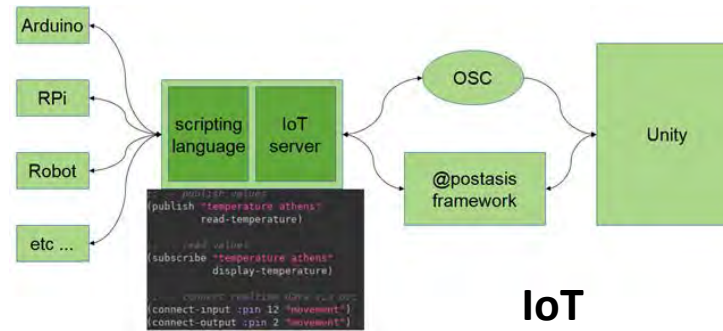
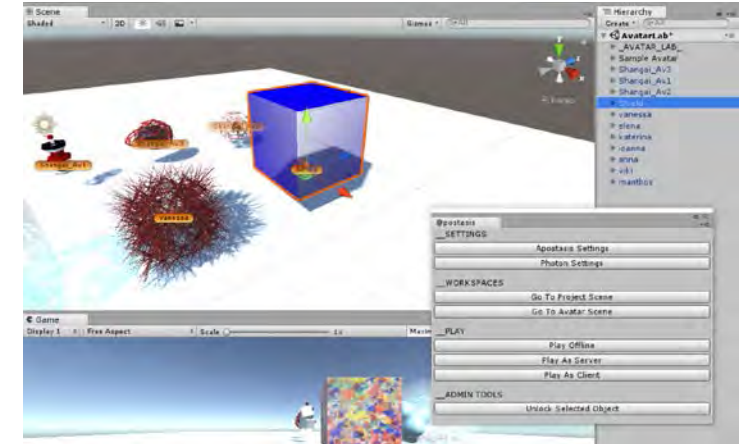
**Apostasis Unity Framework (AUF):** A Unity-based API for easily setting up multiuser sessions

**Object Space setup:** Apostasis Behaviour Class and virtual methods enabling instructors / students to create server-client logic

**OSC communication** with physical space from any virtual object, through Apostasis Behaviour Class

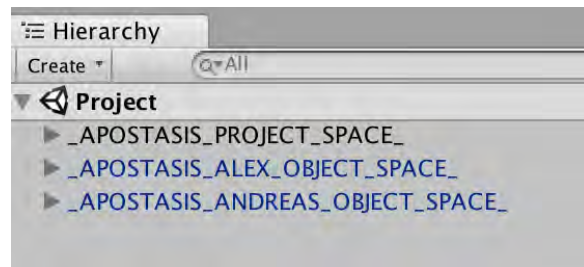
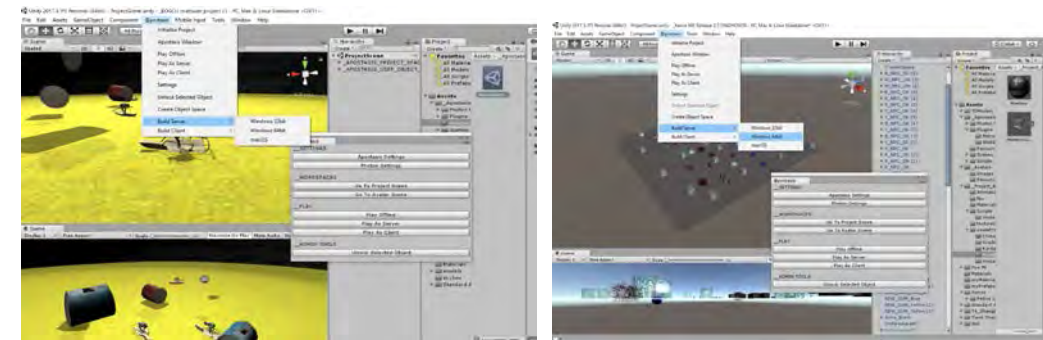


**Avatar Lab:** setup of any object as avatar



IoT configuration

**Multiuser server-client build**



**Collaborative workflow** for sharing and mixing assets created from distance

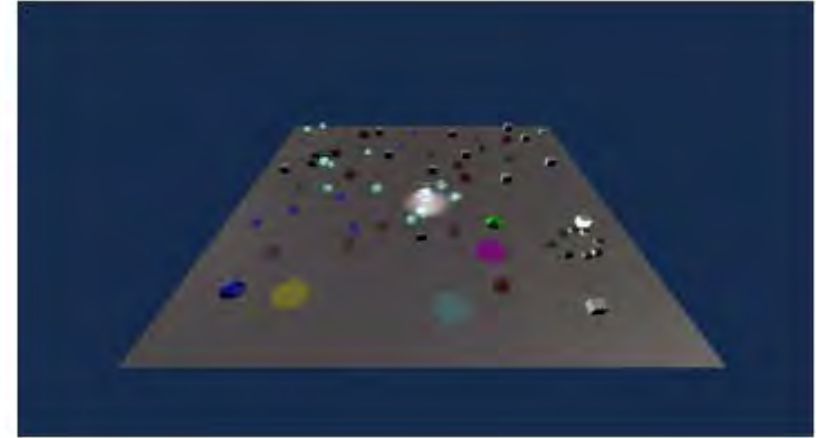
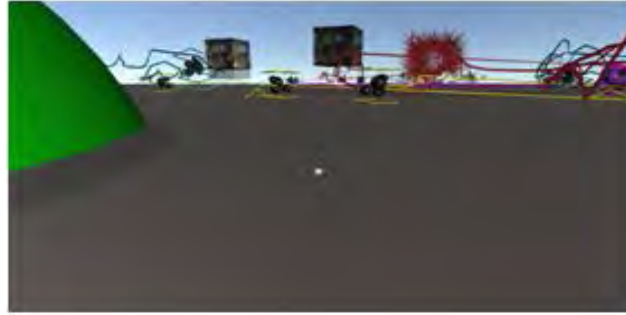


## Workshop experiments

*The Alien (Ξένοσ) collaborative project  
Proposed by Prof. Manthos Santorineos*

An empty space is inhabited by virtual entities (avatars, NPCs) and IoT constructions with behaviors.

Who is the Alien?



In the first experiment, virtual entities were created by students of 3 Higher Education Institutions:

- Greek-French Master, Athens School of Fine Arts, Paris-8
- Shanghai Institute of Visual Arts, supervision: Giannis Bardakos
- School of Visual Arts, New York , supervision: Petros Lales

Real-time experimentations took place, also with Arduino constructions, in Athens, Eindhoven, and Paris

