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

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@postasis =

**technological platform** + **educational methodology**
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

Collaborative workflow for sharing and mixing assets created from distance

Multiuser server-client build
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 experimentation took place, also with Arduino constructions, in Athens, Eindhoven, and Paris