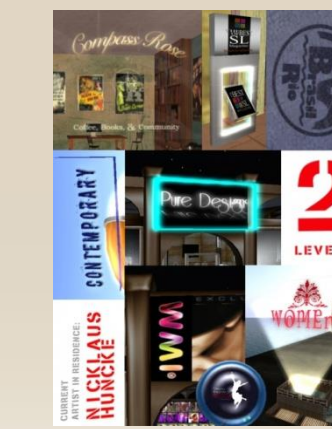


Montague – CTE Scholar

R. Yauger Williams (2008-2009)

Department of Visualization, College of Architecture



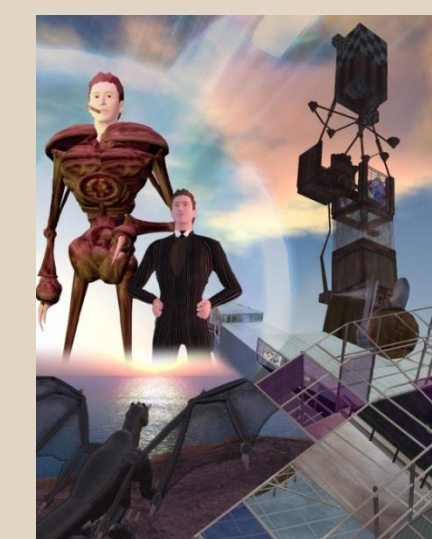
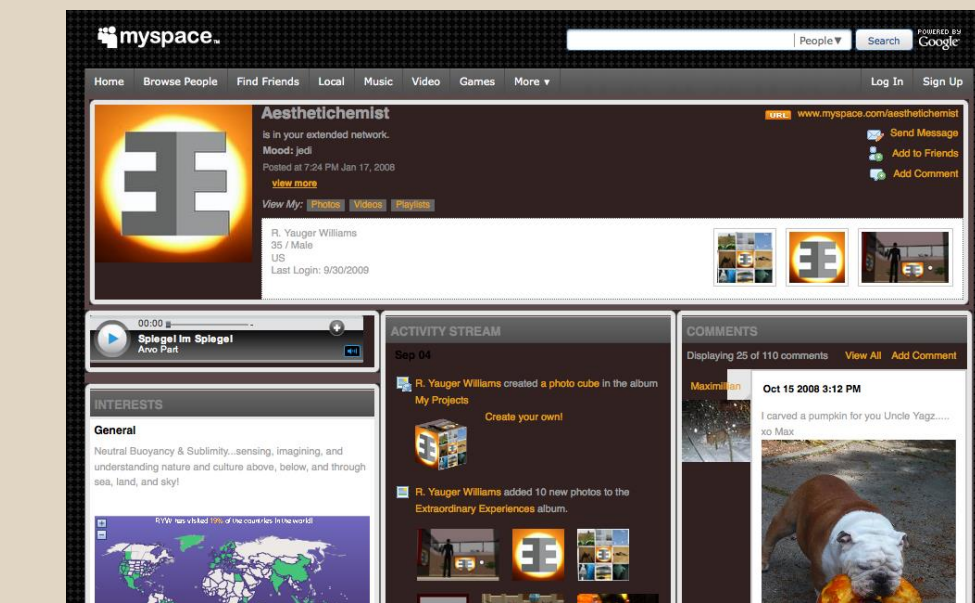
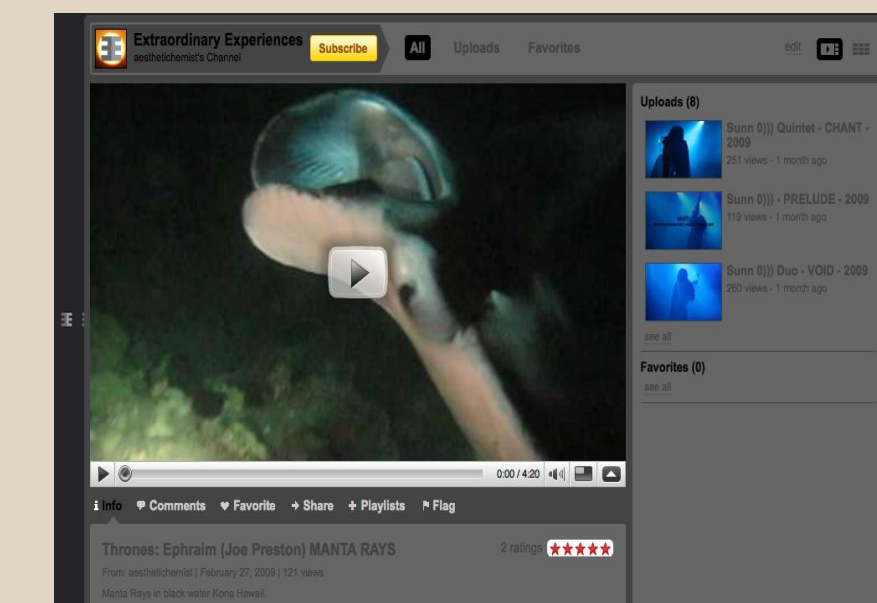
Aesthetic forms of space & time: motion & static qualities of virtual & physical domains

One of the great features of mimesis is that it allows us to empathize with other people, places, and things from a distance. The disciplines of Art & Computer Science explore imitation, role-playing, interaction, and other immersive ideas in unique ways. In our course we are using physical moments, controlled virtual moments, and interactive moments as a way of further understanding time and space. Our projects are focusing on a range of media, and approaches to engaging these subjects so that we may further represent, re-present, and present our own manifestations of time and space both in the virtual world and in our everyday life. A goal is not just to become better designers, but all-around people with a greater presence in the realities we inhabit.

The Montague Scholar award has assisted undergraduate education in providing financial support in the following areas of multi-media art & technology:

Lens, Different Lenses, Resolution, Sound, Lighting & Color, Small and Large Subjects, Perspective, Form/Space, Composition, Narrative, Content, Video-physical & virtual, Photos- physical & virtual Textures, Webnetworks, Second Life, Digital Humanities Glasscock Island, and the Virtual Campus.

Thank you to the Montague family for the generous support and assistance help educate the future today!



aestheticism: virtual and natural
...catalyzing universals

ARCHIVE • 2009/10/02 • [Leave a Comment](#) (Edit)

INCLUDE IN YOUR CURRENT SINGLE CLASS BLOG POST:

IF ALL OF THE ISLANDS IN SECOND LIFE DISAPPEARED AND ONLY ONE SLURL REMAINED AND YOU COULD PICK IT, WHICH ONE WOULD YOU SELECT AND WHY? (1 PARAGRAPH 5-7 SENTENCES, INCLUDE SLURL)

AND...

IF YOU HAD THE OPPORTUNITY TO CREATE AN ISLAND, WHAT WOULD YOU CREATE, AND WHY? DESCRIBE THE ISLAND, ITS FEATURES, AND AUDIENCE. (1 PARAGRAPH 5-7 SENTENCES)

Posted in Uncategorized

Tales of Chester Frychester • 2009/09/30 • [Leave a Comment](#) (Edit)

I did not really know much about Second Life before I started this project. I had heard rags to riches stories of people who became wealthy through virtual first enterprise. I had also heard of online schools offering class through Second Life and major retailers opening actual stores in it. Other than that though, this virtual world was a huge mystery to me that I have always wondered

***NOTES: FINAL TEXT FOR WEDNESDAY

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info@aestheticchemist.com



aestheticchemist: extraordinary experiences
Visualizing the Invisible: Equilibriums...at the Limits of Sensation

Extraordinary Experience 1.4: Reflecting Sunn o))) Coda
• 2009/08/21 • [Leave a Comment](#) (Edit)

1.4/1.4

Have you ever heard music without listening to it? Extraordinary Experiences work in strange and mysterious ways and the tsunami reminiscent sound of Sunn 0))) is no exception. It is amazing to experience an epic wonder so compelling it affects ones perception of reality on a broad scale. After the Sunn 0))) event questions resonated indefinitely around what, how, and why get involved with this unique situation. Such challenging circumstances are often an opportunity for growth by sensations of sounds: noise, volume, structure, speed in conjunction with my perceptions of: memory, presence, expansion, and other extreme dynamics.

Witnessing Sunn 0))) live is like listening to music without hearing it. Hearing ears are straining to process rapidly accelerating vibrations but played at a pulse slowing speed of contrastingly high or low pitch. Sounds are moving mentally/emotionally, and in this case not just changing perspective, but literally moving the

EXTRAORDINARY EXPERIENCES: EXPOSED

'Extraordinary Experiences' is a reference for situations moving toward our threshold of understanding. It is inspired by people, places, and things which push notions of sensation and imagination by exploring our capacities for new aesthetic experiences. This BLOG will feature aesthetic situations at the limit of their materials, processes, and ideas for engaging time and space in exciting ways. Future 'Extraordinary Experiences' BLOGs will attempt to bridge gaps among different genres such as: athletics, literature, and sound to stimulate and further develop our sensitivity and navigation of quantum and universal senses. Please feel free to comment, share ideas for publishing your 'Extraordinary Experiences', with aestheticchemist, and subscribe to this BLOG. Also, check out below our live on-site twitter updates, youtube, and Myspace links.

Enjoy!!! :)

