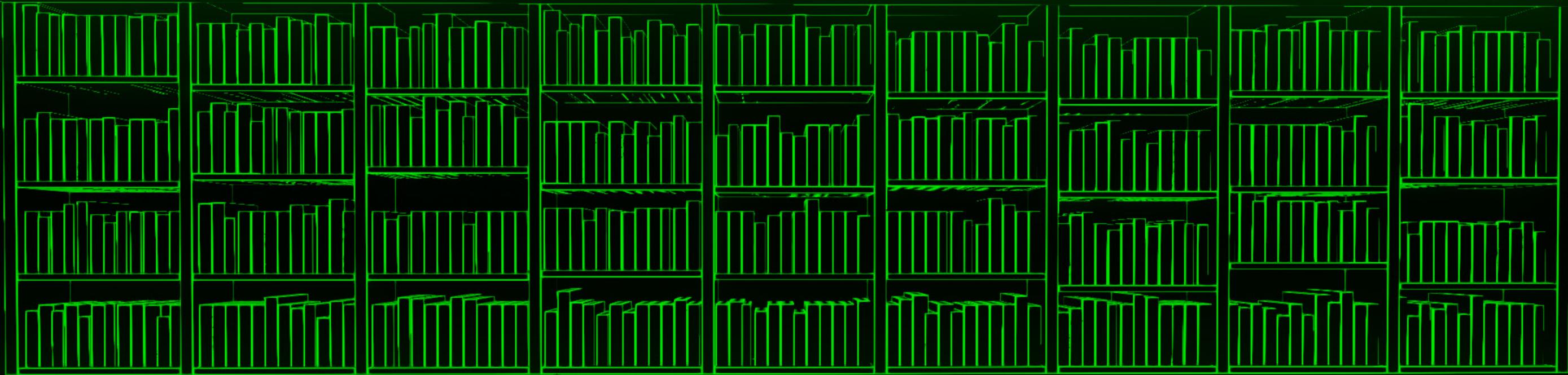


Transformation

The Internet here is visualized as a vast unending library, to enter and explore, through the medium of Virtual Reality which can provide an immersive experience.



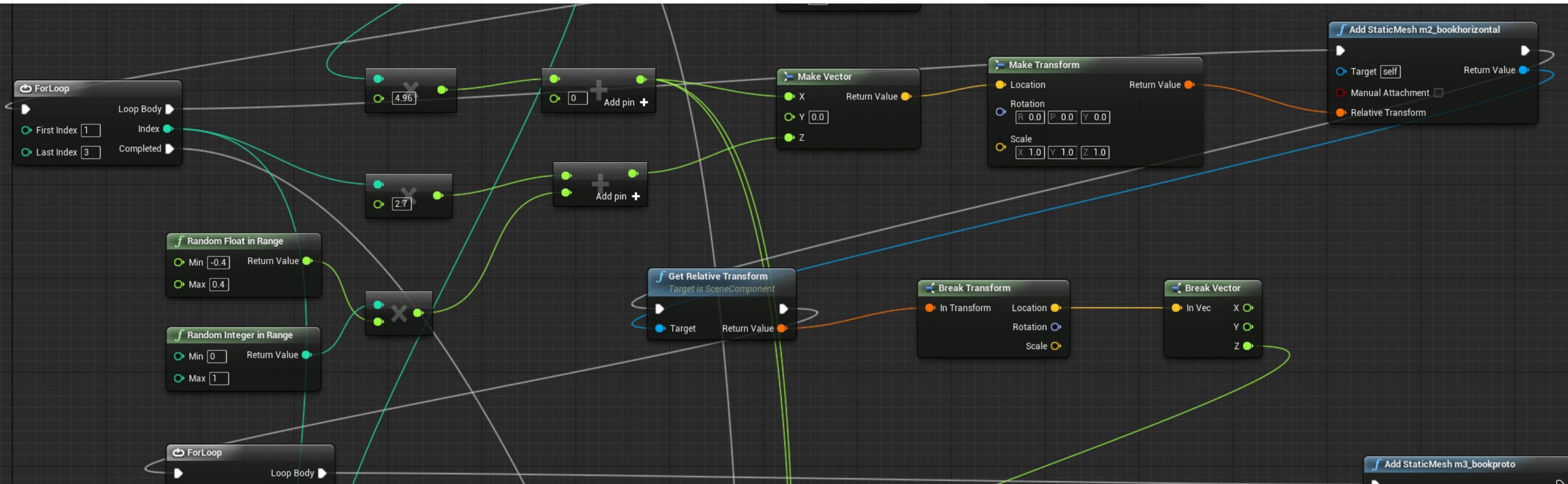
Annalee, in her essay about her laptop, emphasizes one aspect the most, the internet, her connection to the outside world through this digital interface. This inspired me to look closely at that idea of interfacing with her laptop and how it affected her understanding of the world.

Another key aspect of the internet that is very appealing to me was highlighted by Annalee in the very first paragraph of her essay. I took this interpretation further to imagine the Internet as a vast space, an open space, that you can visit whenever you like, and learn anything.

"Sometimes I find myself unable to complete a thought without cracking it open and accessing a file of old notes, or hopping online and Googling a fact or two."

Research

I chose various aspects of the essay and found inspiration in the works of architects, designers and film directors which I connected together to achieve this result.



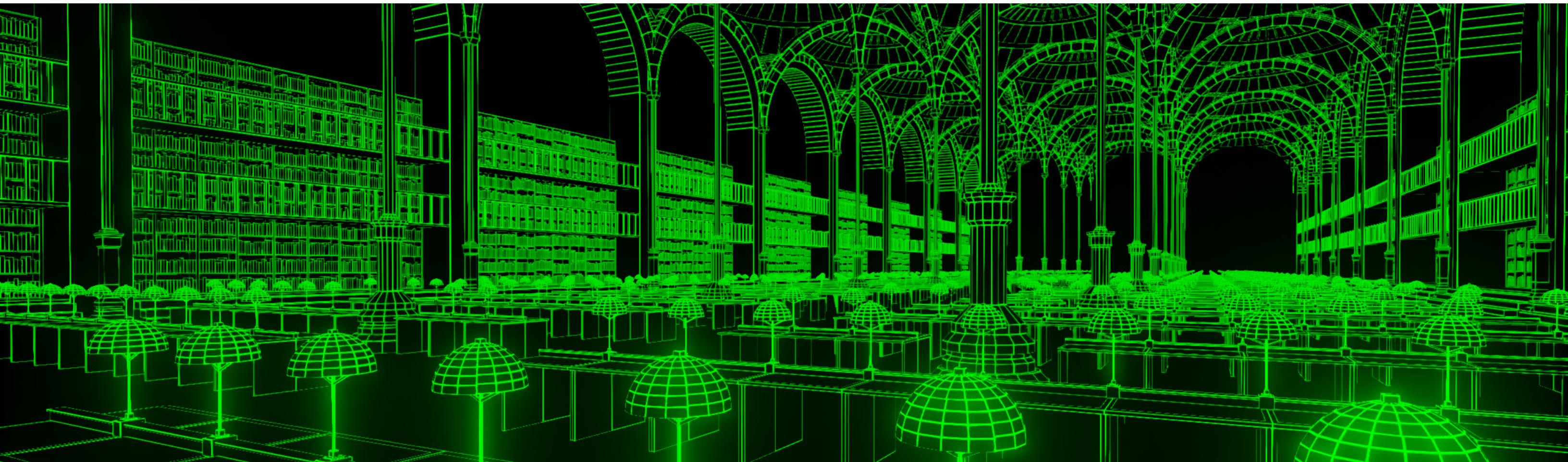
The architecture of my 3D virtual environment is based heavily on one of Labrouste's beautiful libraries in France, Bibliothèque nationale. I then added elements coming from digital interfaces that Annalee found so evocative. I mixed further ideas of dreamscapes and visual aspects that are not the most familiar.

I also found a suiting process of creation of this digital environment, which was through a network of nodes creating the library procedurally allowing it to be altered dynamically. The geometry created node by node, as a process and not as a product, a process that can build many customizable libraries.

"I've taken it completely apart, upgraded it's RAM, and replaced its original operating system with Linux. It doesn't just belong to me, I belong to it."

Context

Virtual Reality is a brilliant new medium that is opening up new avenues for innovative and inventive paradigms of human interaction with technology and with the world.



Through the use of a Virtual Reality headset, the Oculus Rift in this case, the user will be able to enter this space - this vast intangible library. The environment attempts to convey the magnitude of the internet, while also reminding the viewer of the isolation that one can experience in this space as one may behind the

screen of a laptop. The library contains nothing but knowledge, and an immeasurable amount of it. It embodies the key part of Annalee's text that spoke to me the most. The pursuit of intellectual workers, in this open unbounding space, expressing themselves through their writings.

"I love your mind."