

BENV2423 Real Time Interactive Environments

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Environments
REAL REPRESENTATION

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REAL REPRESENTATION

Real vs. Unreal
Hyperrealism
CGI
Demo

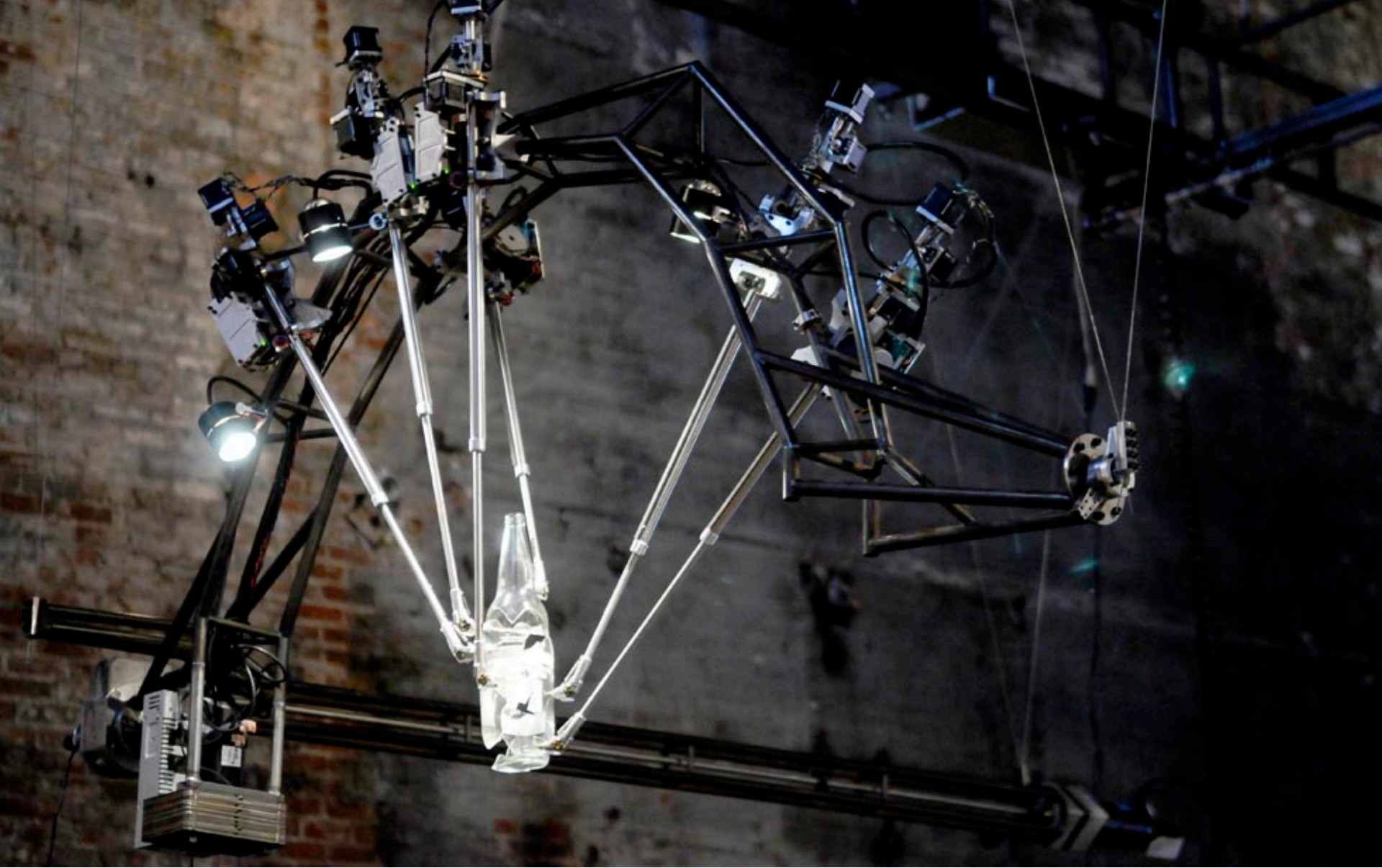
Real vs. Unreal

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Jonathan Schipper



Jonathan Schipper // Measuring
Angst

“Within the world of mathematics it is just as easy to go backwards as it is forwards. It is only within human experience that going backwards poses such a problem. We and our perceived physical surroundings are locked into a series of moments where the future is possible and varied but the past is locked and cannot be revisited. [However] humanity has been slowly eroding the power of time to hide the past.”

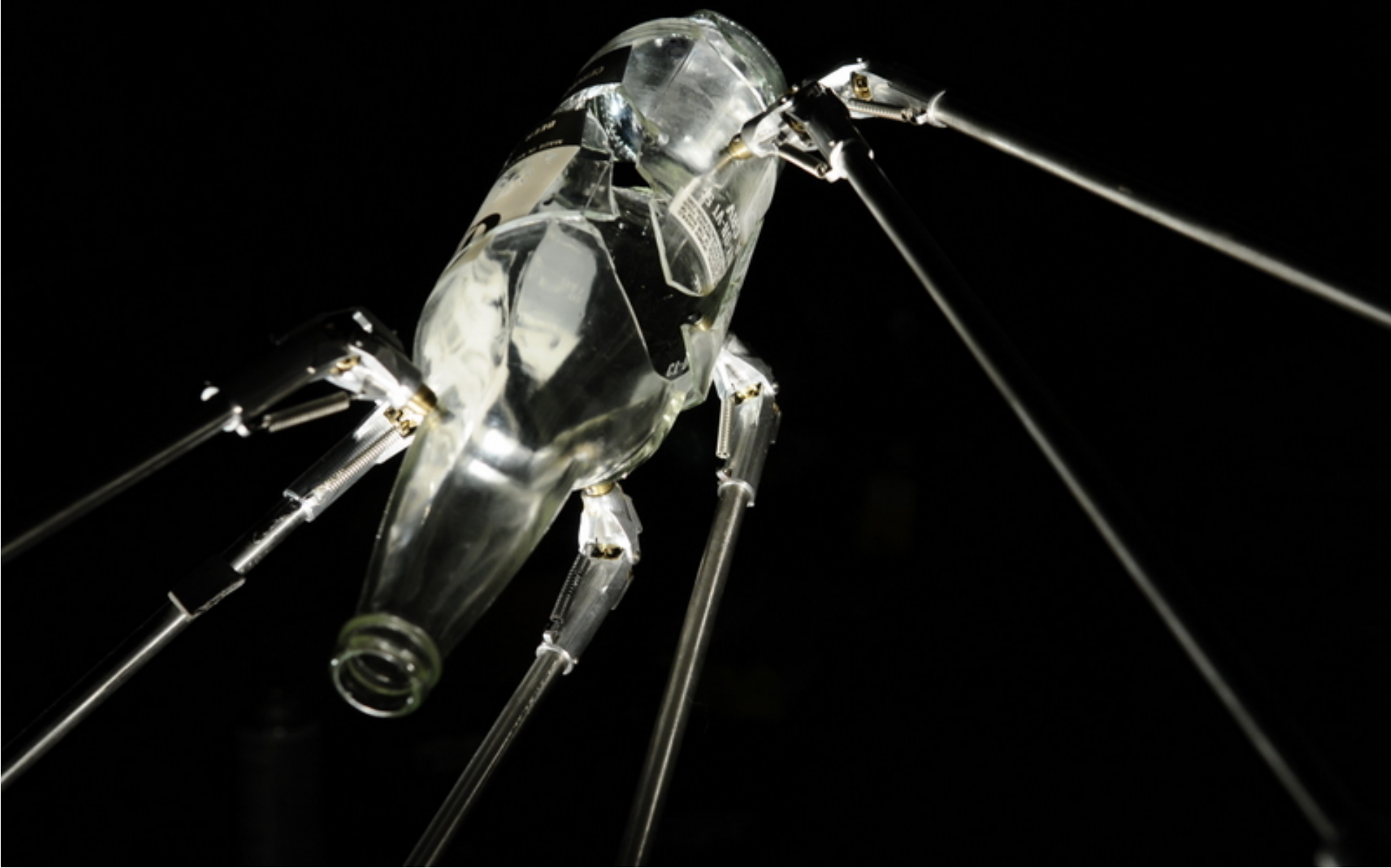
Jonathan Schipper

This sculpture takes these ideas to an extreme where the physical object has been separated from media's power to rewind, and is finally subjected to the raw linear power of mathematics and science.

Jonathan Schipper



Jonathan Schipper // Measuring
Angst



Jonathan Schipper // Measuring
Angst



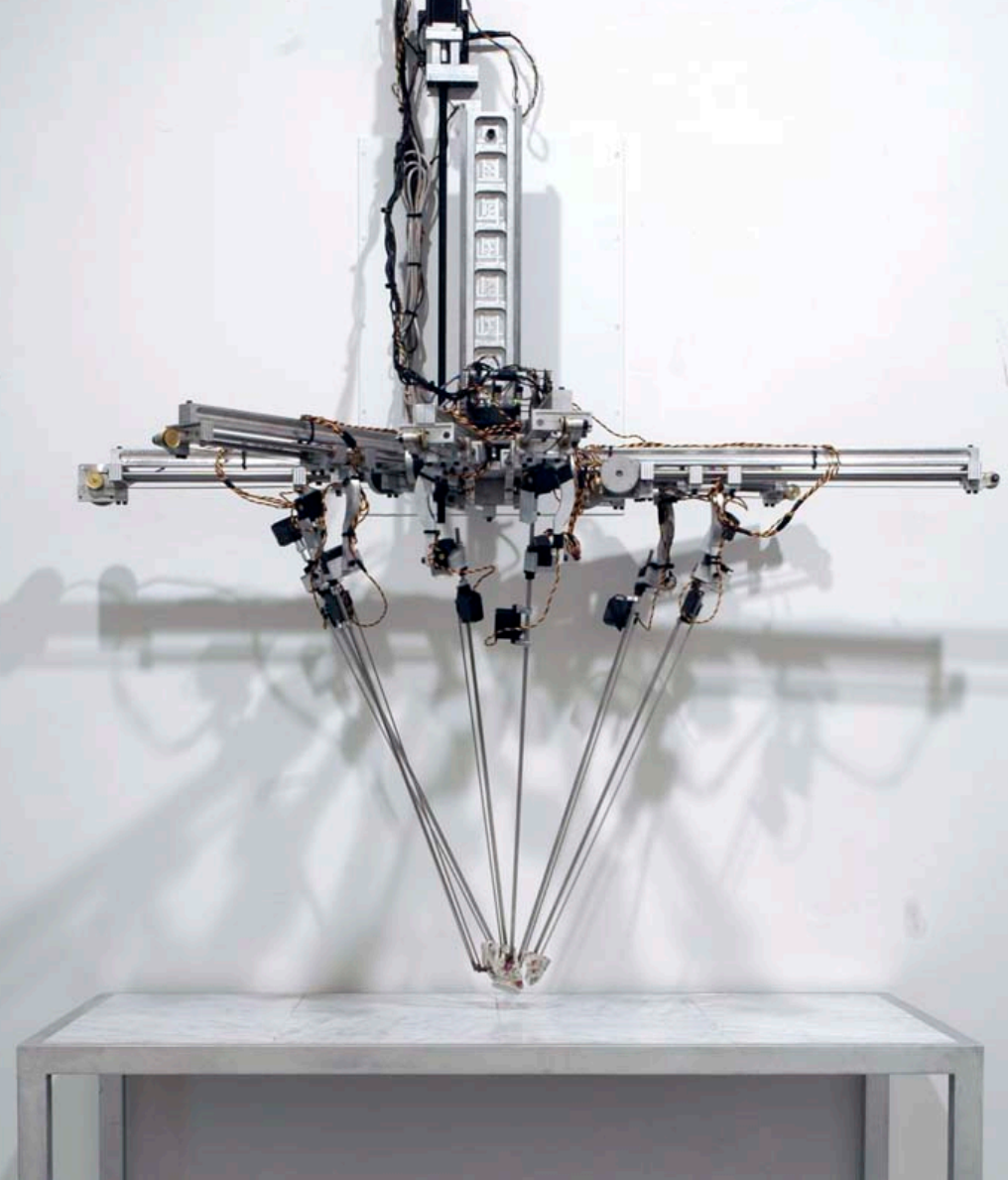
Jonathan Schipper // The Inherent Beauty in a
Failed Attempt to Reconstruct



Jonathan Schipper
Failed Attempt to Reconstruct

//

The Inherent Beauty in a



Jonathan Schipper //
Failed Attempt to Reconstruct

The Inherent Beauty in a



Jonathan Schipper // Muscle Cars



Jonathan Schipper // Muscle Cars



Jonathan Schipper // Muscle Cars



Jonathan Schipper // Muscle Cars



Jonathan Schipper // The Slow Inevitable Death of American Muscle

Eric Testroete



Eric Testroete
Papercraft Self Portrait

//



Eric Testroete
Papercraft Self Portrait

//



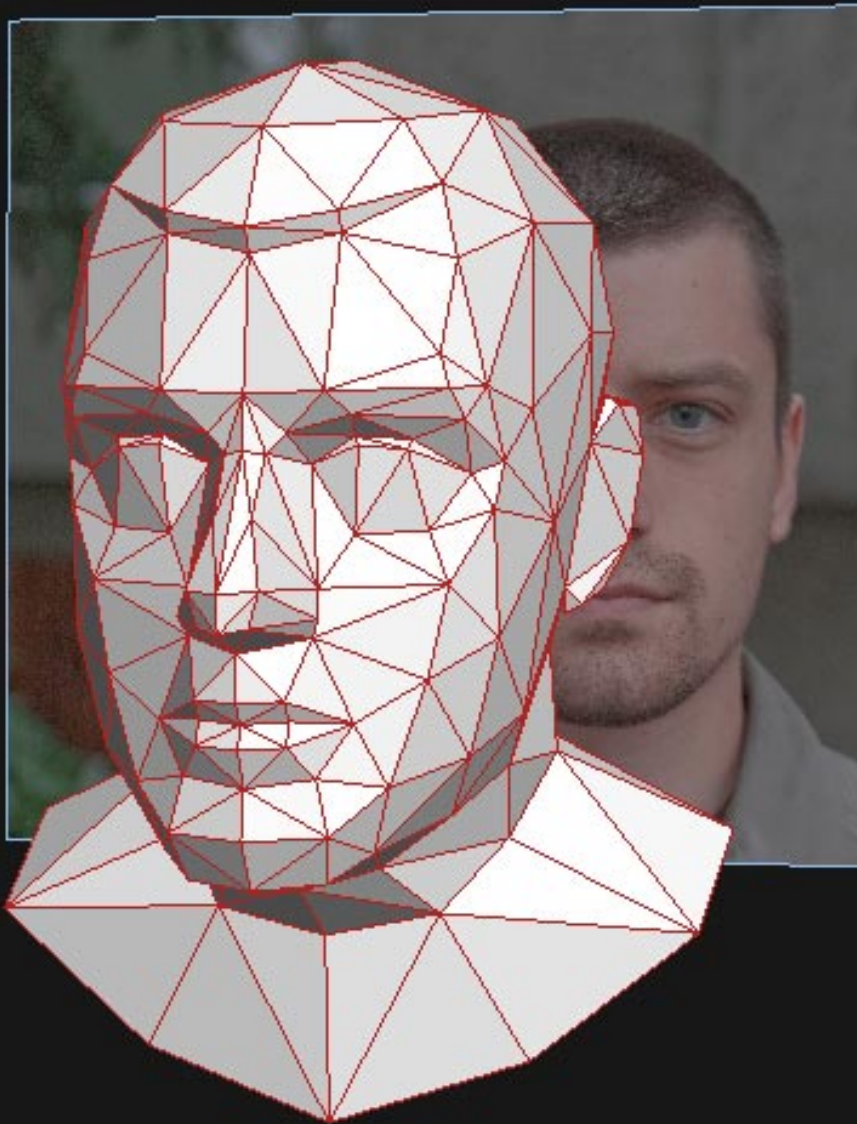
Eric Testroete
Papercraft Self Portrait

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Eric Testroete
Papercraft Self Portrait

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Eric Testroete
Papercraft Self Portrait

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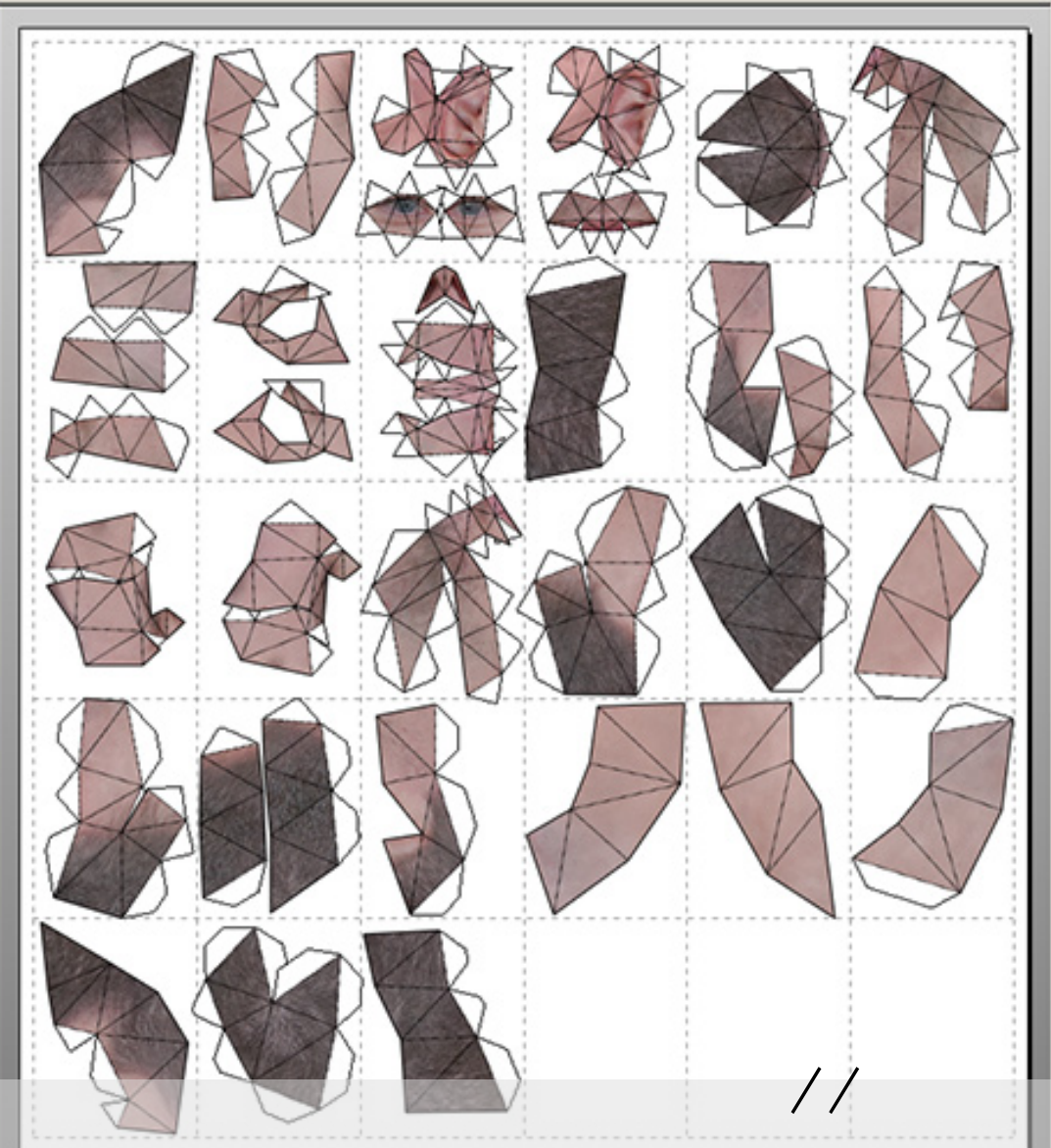
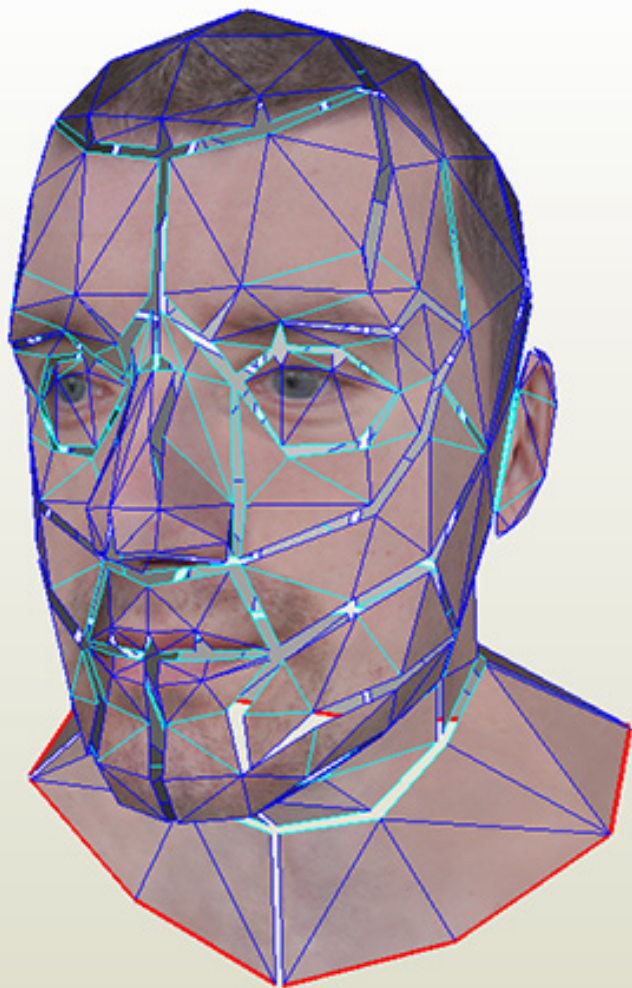
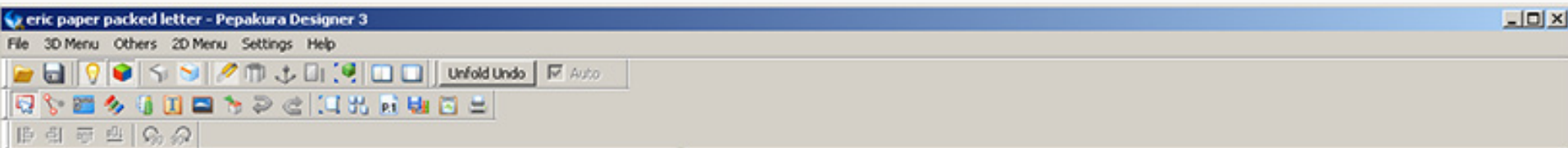
Eric Testroete
Papercraft Self Portrait

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Eric Testroete
Papercraft Self Portrait

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Eric Testroete Papercraft Self Portrait

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Antony Gormley



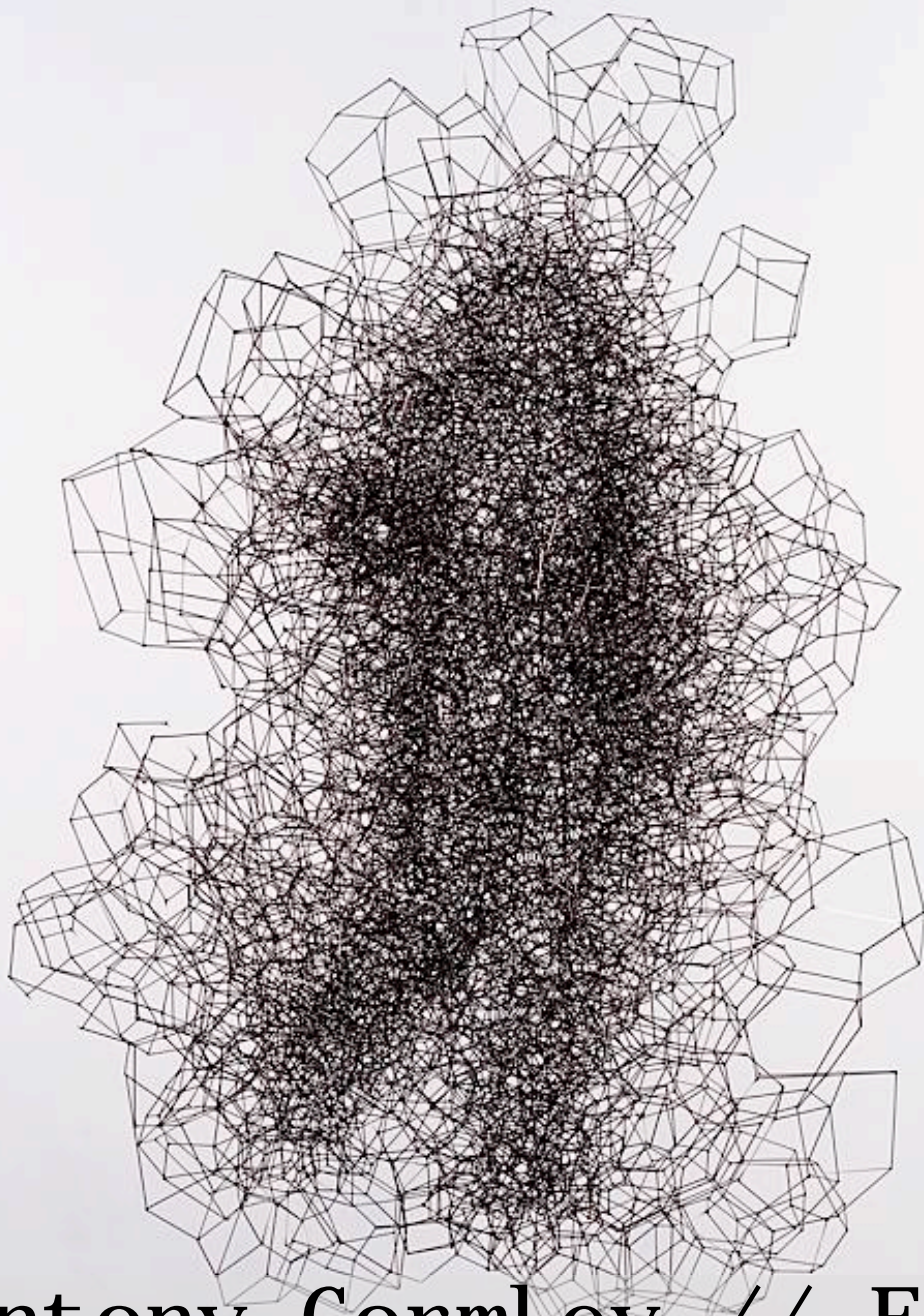
Antony Gormley // Domain Field

Gormley says his work is "an attempt to materialise the place at the other side of appearance where we all live. The molds taken from his own body, are "the closest experience of matter that I will ever have and the only part of the material world that I live inside."

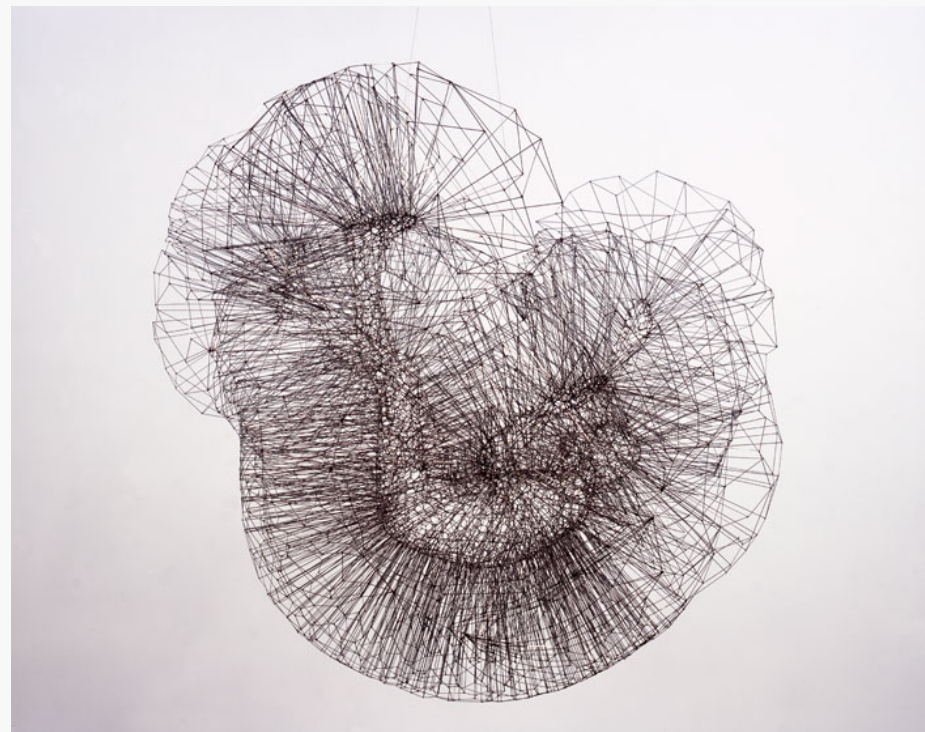
Antony Gormley

The work is not symbolic but indexical – a trace of a real event of a real body in time.

Antony Gormley



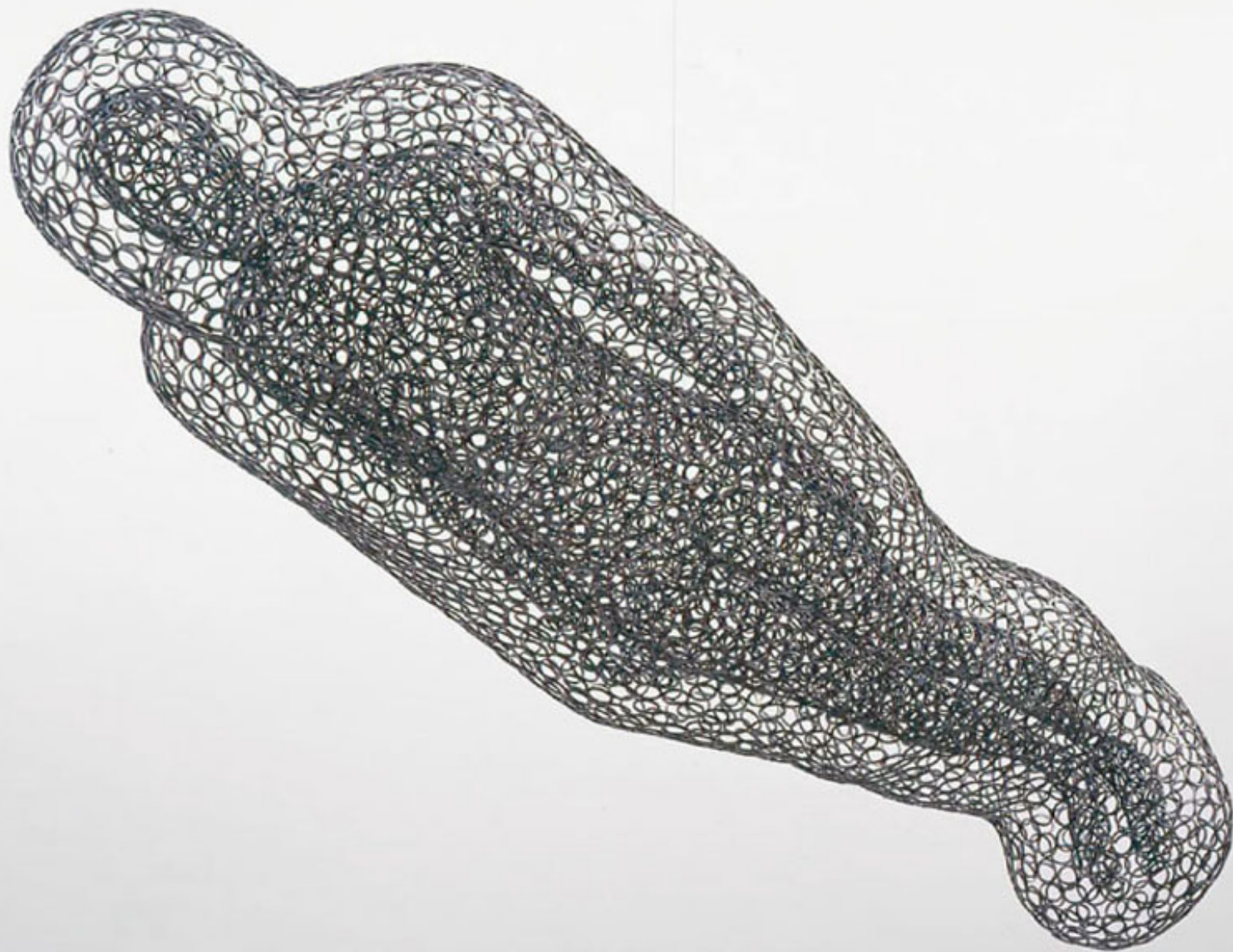
Antony Gormley // Ferment



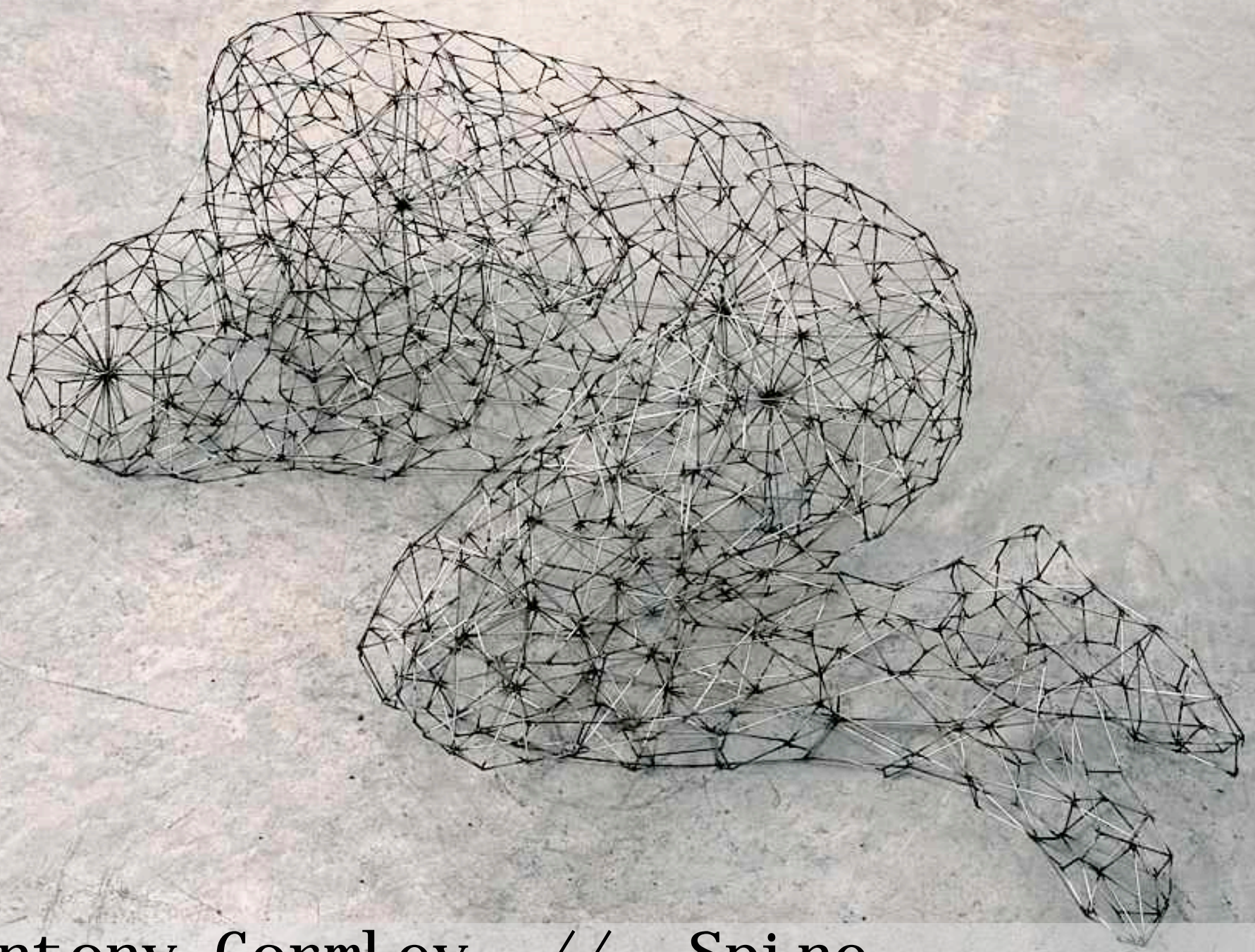
Antony Gormley // Flare



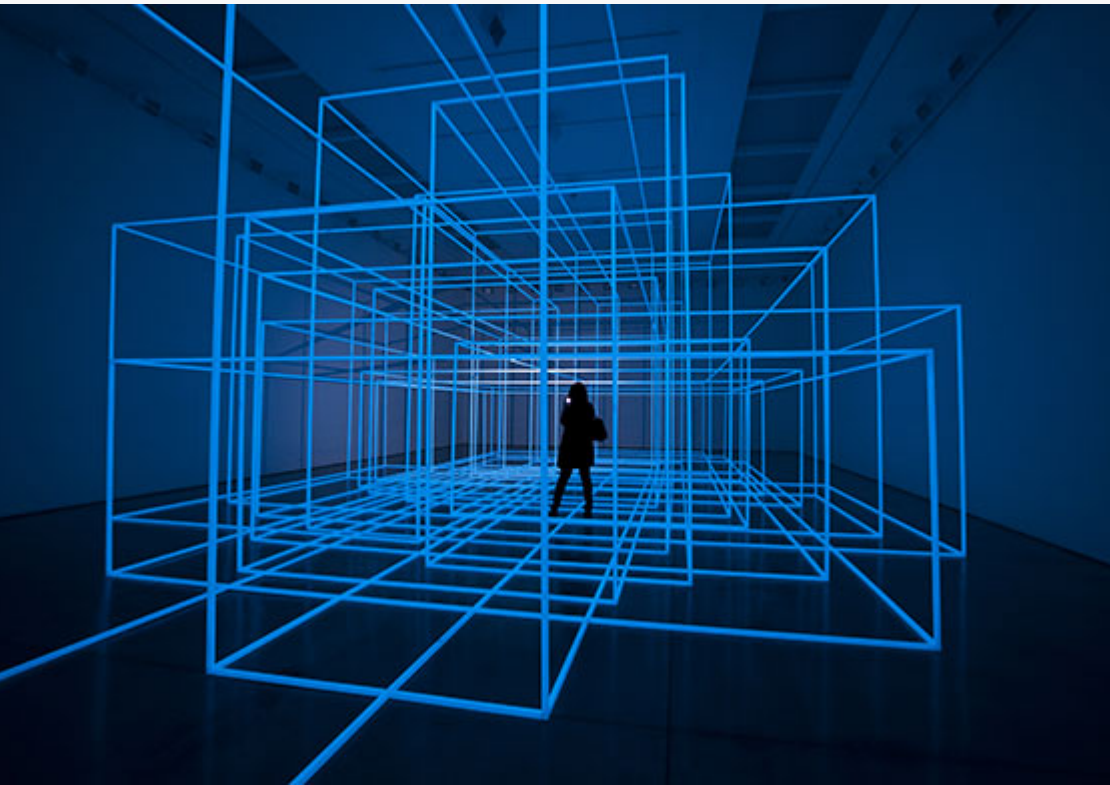
Antony Gormley // Capacitor



Antony Gormley // Transfuser I



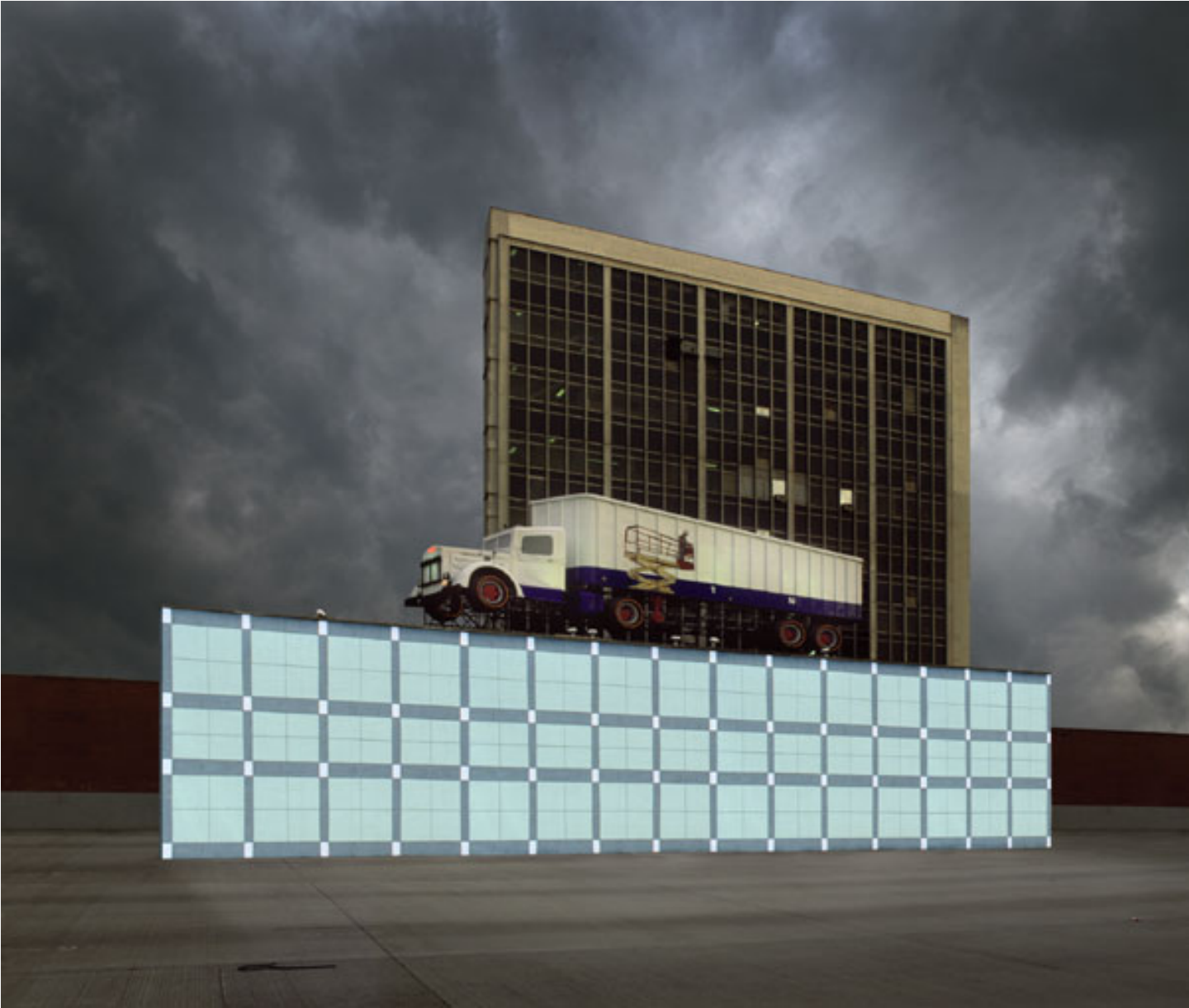
Antony Gormley // Spine



Antony Gormley // Breathing Room



Real + Unreal // Christoph
Schreiber



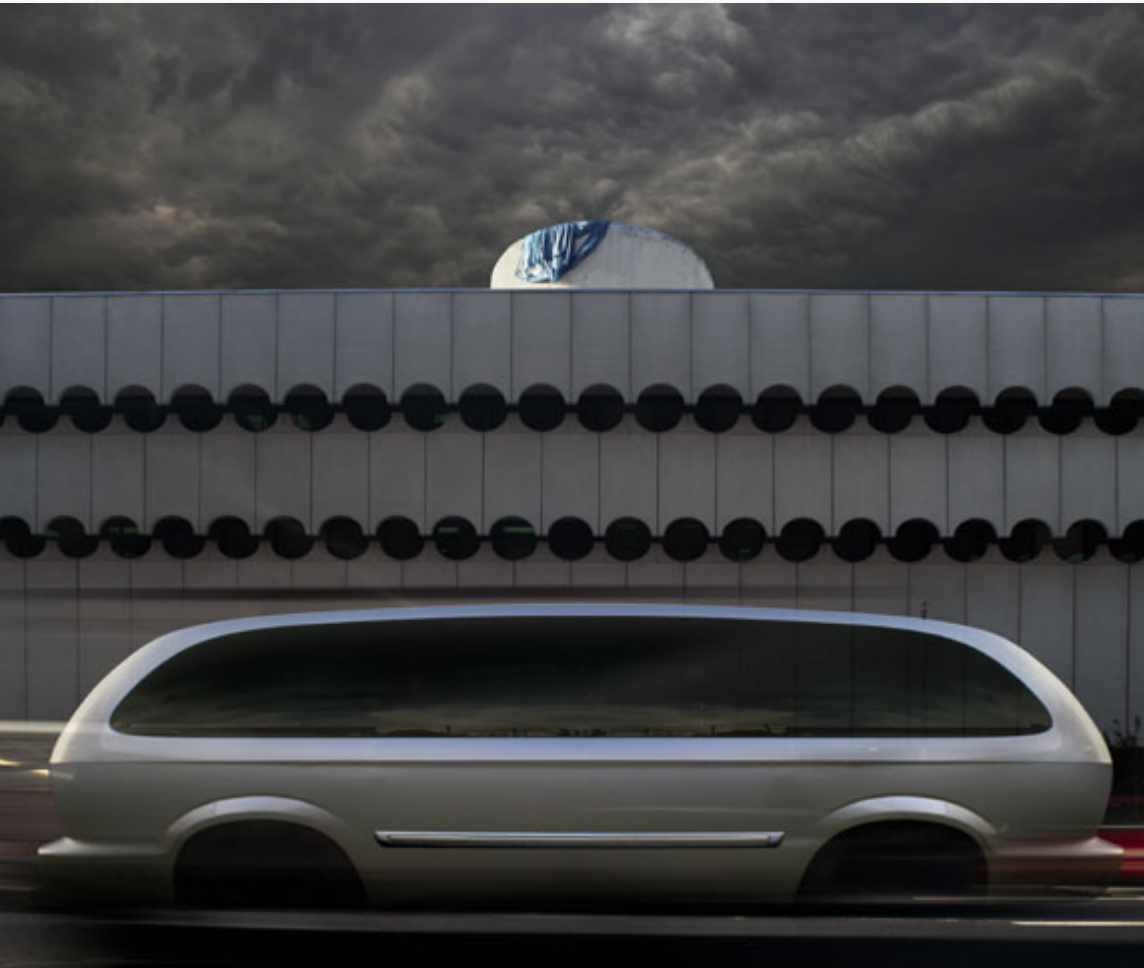
Real + Unreal // Christoph
Schreiber



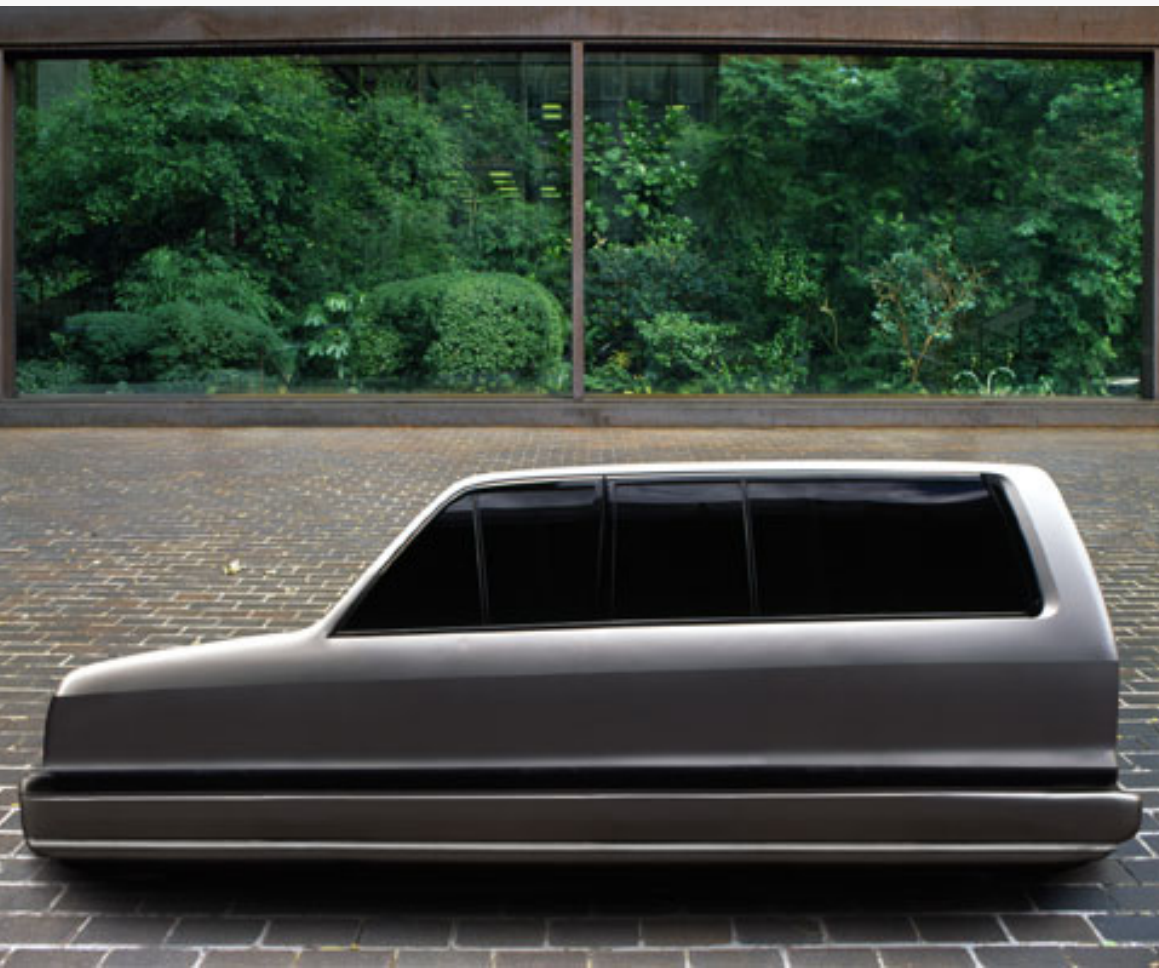
Real + Unreal // Christoph
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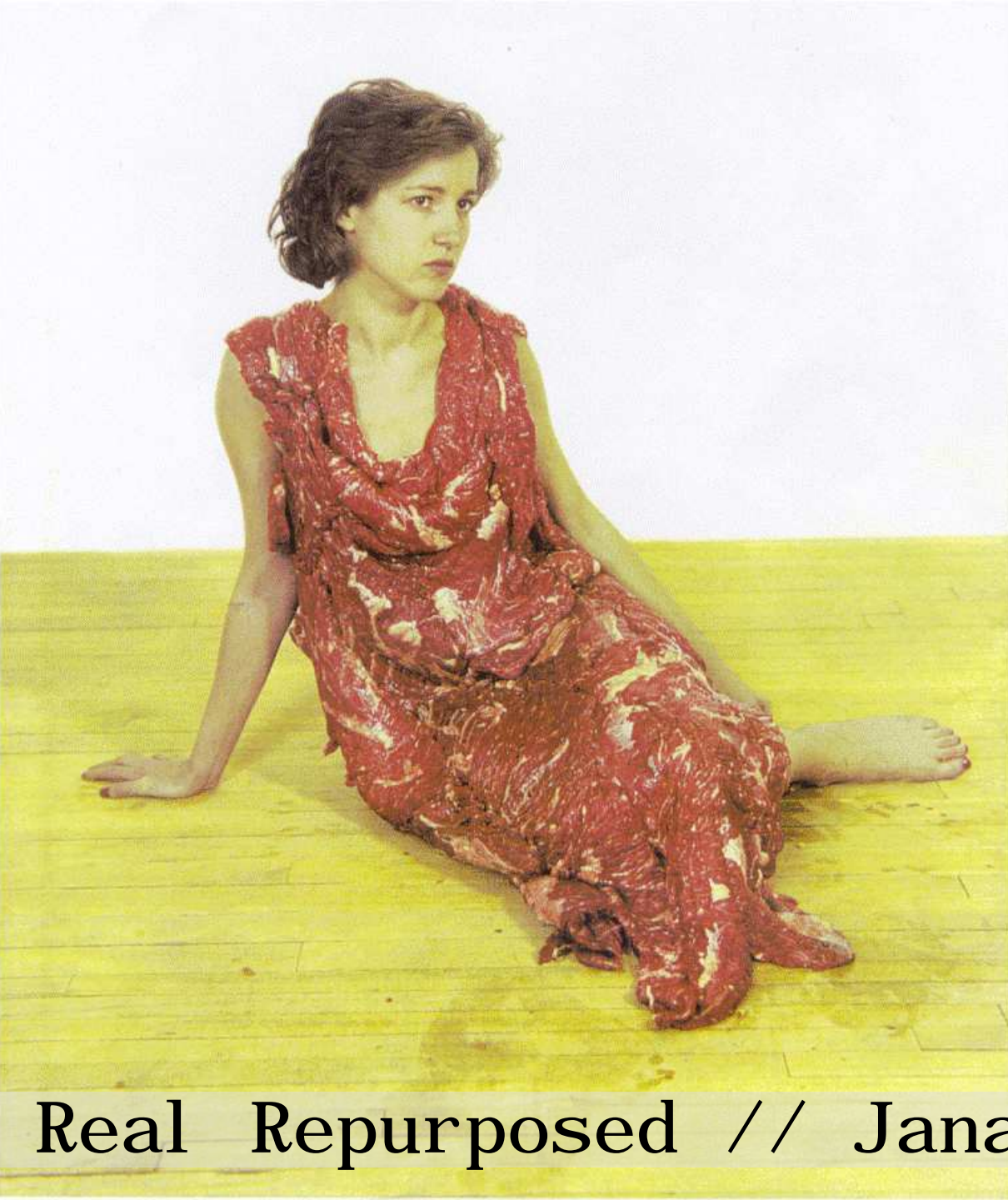
Real + Unreal // Christoph
Schreiber



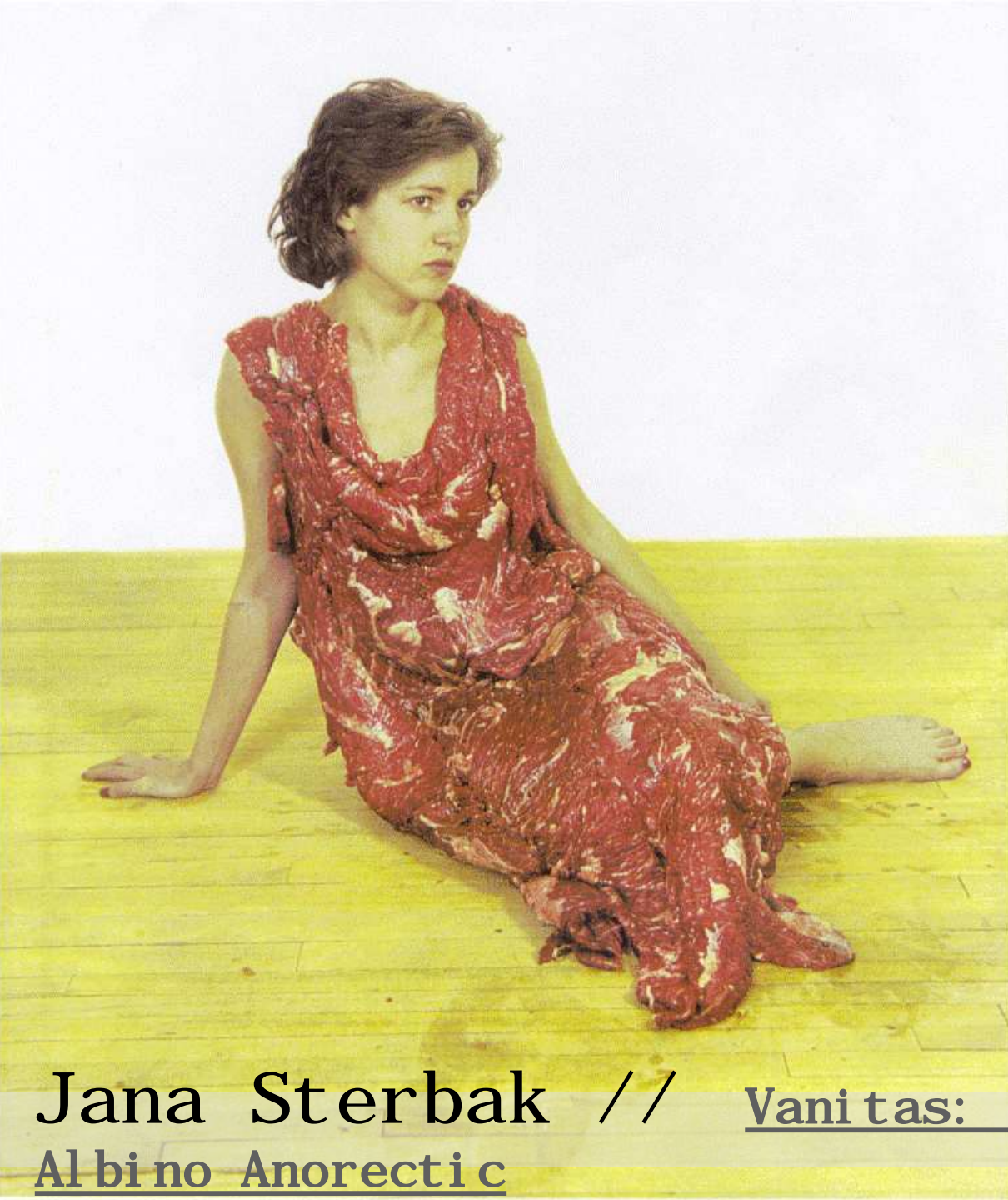
Real + Unreal // Christoph
Schreiber



Real + Unreal // Christoph
Schreiber



Real Repurposed // Jana Sterbak



Jana Sterbak // Vani tas: Flesh Dress for an
Al bi no Anorecti c



Jana Sterbak // Bread Bed



Jana Sterbak // Cake Stool



Jana Sterbak // Chair Apollinaire



Jana Sterbak // Chair Apollinaire



GETTY IMAGES

Real repurposed // Dr Gunther von Hagens

Real vs. Unreal
Hyperrealism
CGI
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Real vs. Unreal

Hyperrealism

CGI

Demo



Adam Beane



Adam Beane



Adam Beane

ADAM BEANE



Although his sculptures easily qualify, Adam Beane doesn't call them art. But even he admits that the eighteen-inch replica of President Obama, which we commissioned to accompany the profile on page 53, comes pretty close. Unlike the sports and movie figurines Beane usually creates for mass production (which you can see at adambeane.com), this time he felt a deep connection with his subject. And he wasn't limited to one particular pose or image. Using a small etching tool called a minarette, a knife, and what's basically a soldering iron for wax, Beane based this piece on aspects of ten photos—and his imagination. The result is an intricate and photo-realistic miniature that, as far as we're concerned, is a work of art.

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Adam Beane



Adam Beane



Adam Beane



Adam Beane



Adam Beane



Ron Mueck // Mask

“many [models] were made just to be photographed from a particular angle—‘one strip of a face,’ for example, with a lot of loose material lurking an inch outside the camera’s frame.”

Ron Mueck

”Eventually Mueck concluded that photography pretty much destroys the physical ‘presence’ of the original object. ”

Ron Mueck



Ron Mueck // Mask



Ron Mueck // Big Baby



Ron Mueck



Ron Mueck // In Bed



Sam Jinks // Untitled



Jami e Salmon // Fragment



Jami e Salmon // Fragment #1

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Real vs. Unreal

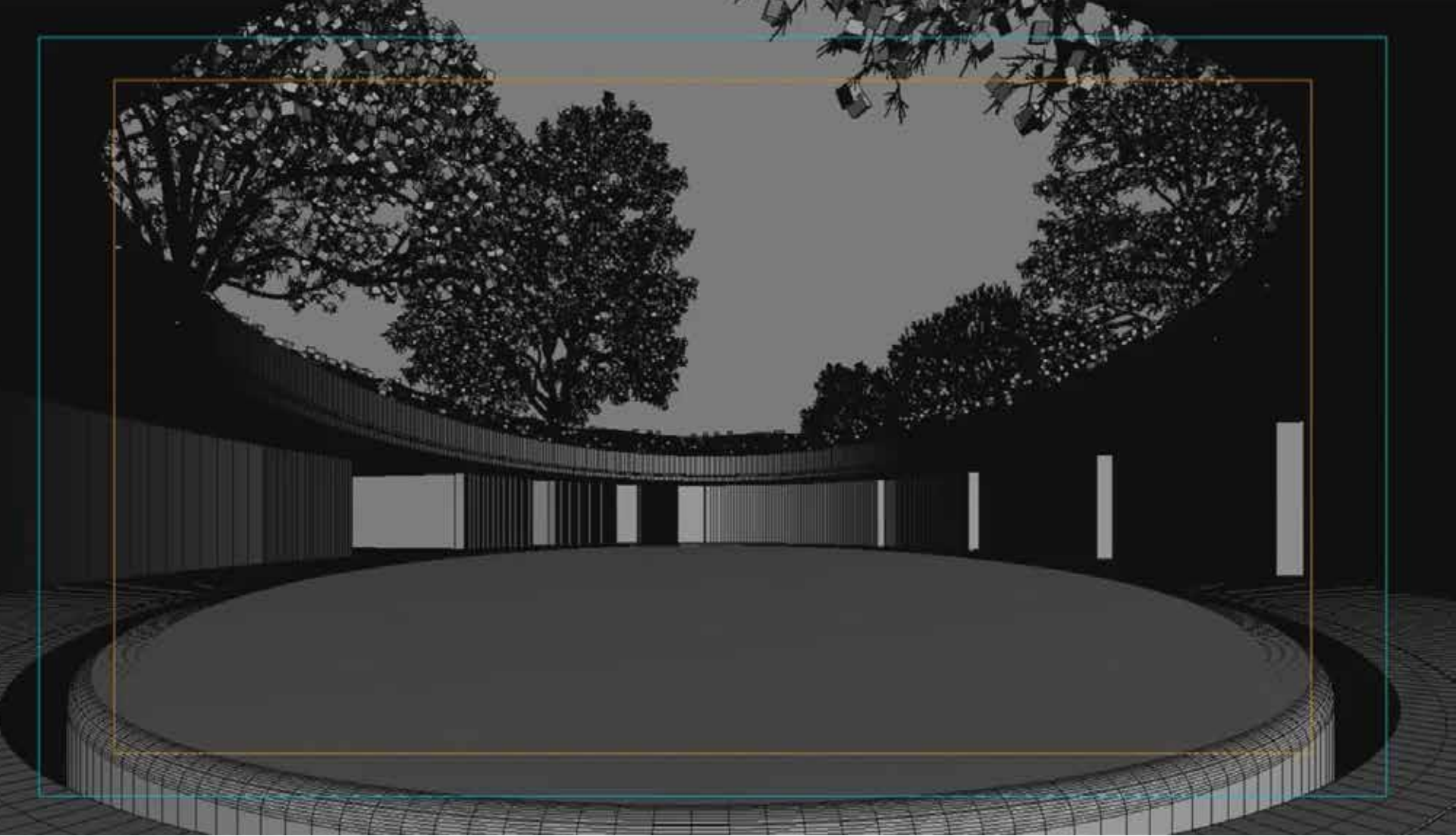
Hyperrealism

CGI

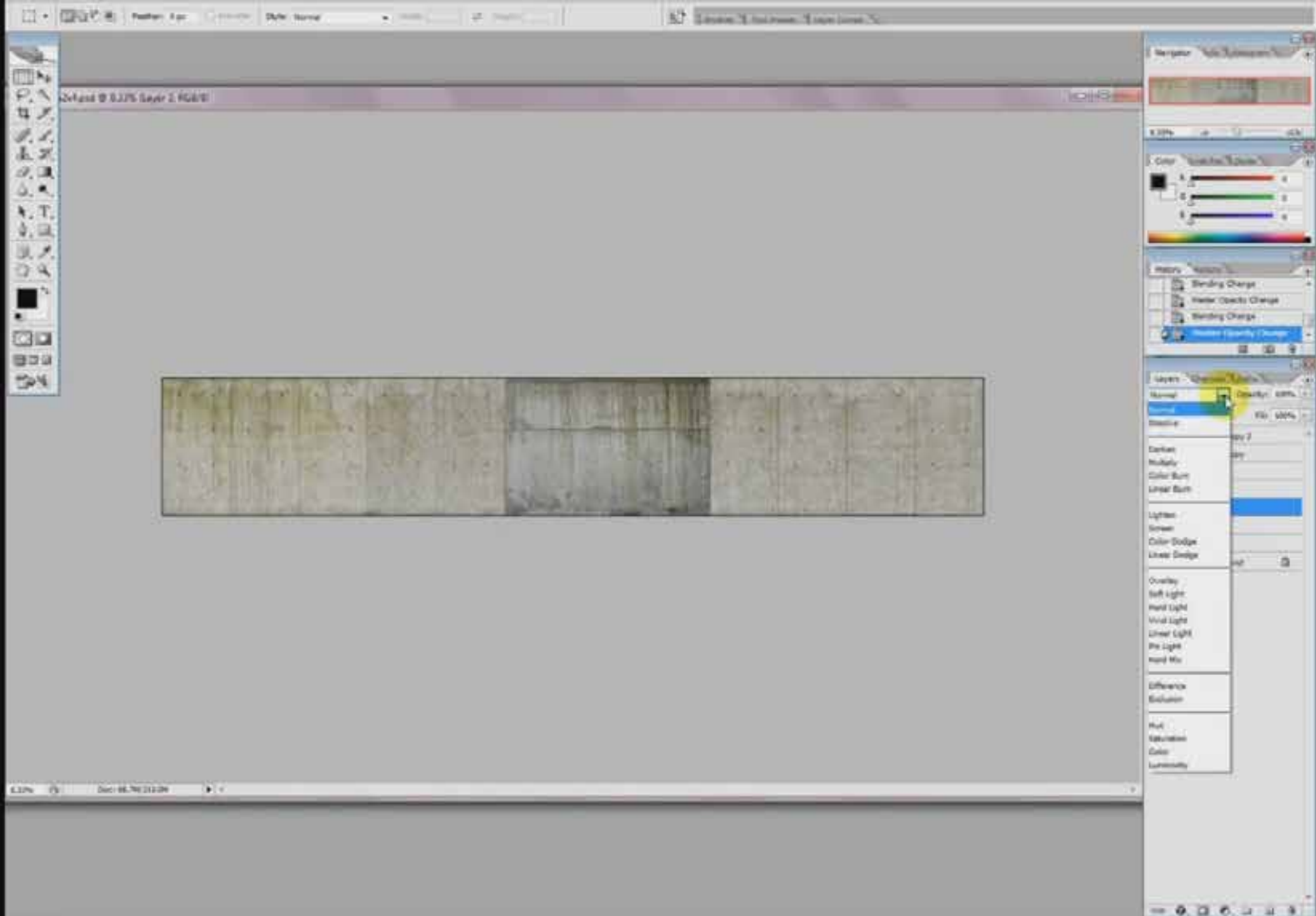
Demo



Alex Roman // The Third & Seventh



Alex Roman // The Third & Seventh -
Breakdown



Alex Roman // Exeter Library



SSVFX // Game of Thrones Breakdown



SSVFX // NYC Destruction

AI
Archetype Entities
Geom Entities
Brushes
Decals
Entities
Boi ds
Particl es
Textures
Material s
Low poly modell ing
...

Terrain

Crysis

Real vs. Unreal
Hyperrealism
CGI
Demo

Real vs. Unreal

Hyperrealism

CGI

Demo: geocontrol 2 to CryENGINE3