

312.2.0.MALT - Assignment 4

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Herein is reflected upon the ways in which issues regarding gesture are exemplified in the context of a 3D virtual reality such as Second Life and the future in these matters. Also shared, some insights into philosophy and multimodality, which I feel I have acquired as a result of this course.

312.2.0.MALT - "If I could say it, I wouldn't have to dance it"

A Philosophical Investigation of Multi-Modality
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(1) Please reflect upon the ways in which issues regarding gesture are exemplified in the context of a 3D virtual reality such as *Second Life*.

When taking in to account all the thought regarding gesture through this course I would have expected more advanced approach towards that matter when we went through the *Second life* project in the last session. If the purpose of project like this is to simulate the real life, one of the most important goal, should be to simulate gesture in as much details as possible. So I was a little bit disappointed, as it seem to be somewhat disregarded. But then again, maybe the illustration was little hectic related to the bad Internet connection.

In my opinion the way gesture can be developed in 3D virtual reality is one of the most important aspect of projects like Second life. So improvement of technology that translates your natural gestures should be the priority matter when developing 3D virtual reality of that kind. But then again one starts to think, we are talking about virtual reality and I would like to ask the question, how far should we, or can we reach in our effort to make the perfect virtual world.

Let's say we could technically reproduce in almost every detail, the world we live in. We have already in Second life and games like Eve Online, where almost fully constructed society has developed with it's own currency and economic system. It is fair to assume that in the future that will be achievable; we would the have another world – a total virtual reality parallel to the one we live in. Let's say this second life reality would, as it must do obviously in some sense, reflect the real life, we would not necessarily be facing new big problems. But the interesting component of the virtual reality is, when you can skew one tiny part of a world that otherwise is totally in line with the reality

The interesting thing is then, what happens when we can twist the whole world, up side down? How would we behave in a world like that? - We would have to be prepared to see things in totally new context, all the philosophical theories we have build or society up on would be obsolete in some extent. That said I'm not stating we

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should stop developing advanced technology such as gesture in Second life but we should be prepared to reevaluate certain aspects of our "lives", some partition possibly would get harmed but some would benefit from this evolution.

(2) Please share any insights into philosophy and multimodality, which you feel you have acquired as a result of this course.

I would like to express that generally was this course very interesting and enlightening. Interestingly enough, some of the things on the program, has actually been on my mind for a long time and when coming to Bifröst I didn't expect that I would have the chance to receive such remarkable vision regarding these topics we have discussed.

To describe my experience of the course I would like to put it in perspective with my job for the last 14 years, even if resigning from my former position meant changing track completely. My background is in music and my profession, before coming to Bifröst, was mainly working as a Mastering engineer. Mastering is the final preparation process when releasing a CD or DVD. This job is somewhat unfathomable for most people, even for experienced musicians with several record releases under their belt, and that is what makes it interesting.

Mastering takes on issues like depth perception, compression and expansion of the music, sequencing, spacing and leveling the CD or DVD. Most of these words sound like Chinese for the common Joe but some words may sound familiar. But generally it's all about making the listening experience as pleasurable as possible, with a whole lot of subtle adjustments that most people would not recognize at all if looking at each one at a time. But when all has been gathered, the accumulative effect is remarkable.

So my job has been to achieve excellence in something that is built around perception of music and how to maximize the quality of the experience in every possible way. Further more I'm very interested in the process of recording, the art of recording and watching the digital revolution in recording technology for the last 20 years I have come to the conclusion that no matter how you are equipped technically with all the

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assistance money can buy, nothing can or will replace a genuine talent or solid performance of a truly gifted musician.

So how does this all fit with this course? In my opinion it has broadened my view regarding how we perceive music and what lay beneath the making of music in general. These thoughts of mine are probably not entirely to the point, what is to be discussed here but anyway, I think it reflects my view in some sense. ☺