

Assignment 4

In this essay I will reflect upon the ways in which issues regarding gesture are exemplified in the context of 3D virtual reality such as second life. Secondly I will share some insight into philosophy and multimodality which I have acquired as a result of this course.

Second life being a 3D virtual reality doesn't show me a lot of gestures, I don't see if those persons created in 3D are sad, happy or angry, I find it is amazing how those avatars can move as in walk, do jumps, drive cars, wafe, stand in an position that makes them look cool and such. When i say that i dont see those avatars react in an sad, happy or angry way then Iam comparing it with the animation project we saw on our third day at this course. How this motion can be put into animation just with putting few dots on a person then we can see if that person is walking angrily, happy or walking sad, and in what we saw when Bill was playing the piano, if he played it angry, happy or sad, I thought it was amazing how one can express gestures and emotions like that, and to be able to put it up in an animation I found it amazing. As for the 3D, certainly you could create such gestures and emotions in second life, and I think it is nessasary in doing so.

If people are into these things and have their own avatar then I reckon since it is called second life, then it should showcase how one real human being relates to others even tho it is just a virtual reality. But I also think it is quite frightening because I think people could get too much into it, and in the end not realising where one's real life is opposed to virtual reality if the virtual reality is created in the way of having ones emotions and gestures.

As Descarte talks said „i think therefor iam“ with that he says that he is capable of thinking and he can only trust that, and thats why is exist, but he doesnt know about others around them, if they are with him at that present time or not. I could relate that to virtual reality, because some people get more often addicted to some things that make them loose what is important, with that said being a avator and and avator that you want to be and have conversations with people that are not there with you, then I can imagin people that get addicted easily would have a problem with knowing who from who and what from what, not realising perheps what is the real life and what is the virtual reality.

The relationship between a human and a computer is getting closer with everyday as technology improves. As a human has a body and a soul, then a computer has a hardrive and software. Certainly with technology you could improve the computers knowlegde. But a computer isnt able to think for it self unless it is programmed. Human can think for them self and the human creates the computer, a compter is more like a robot nowadays as it followes ordes. A computer doesn't feel like the human does, and i hope a computer or anything concerning a computer wont be able to get feelings like a human. Then i reckon the world become even more crazy.

The course opened up things for me that i never really thought about before, just how you listen to music and how much it can affect you and also how you want it to affect you. I think music is very important for everyone and all kinds of music. A sound is something that gives us a reason to enjoy and for artists who write music and lyrics they can always embark on a journey to new things and have people listen to what they have to say, and i experience the music in i different way now, and i keep on wondering about the relationsship between the music performer and the audience, how rewarding it is for both the performer and the audience.

I enjoyed the course very much so a big thank you,.