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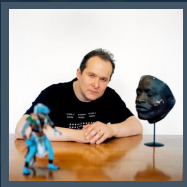
played in italy



wednesday, december 12, 2007

considerations of an italian
videogamer travelling in virtual
worlds

about me

**Name:**

Mario Gerosa

Location:

Milano, Italy

I am a journalist, senior editor (redattore capo) of Architectural Digest Italy. I have an architectural degree and I am the author of "Second Life" (Meltemi, 2007). I also wrote "Mondi virtuali" (Castelvecchi, 2006, with Aurélien Pfeffer), a book about virtual worlds. My new book, "Rinascimento virtuale", will be published in january 2008. I am a member of the OMNSH (Observatoire des mondes numeriques en sciences humaines) and I teach Landscape Communication at the Faculty of Architecture of the Politecnico of Milan.
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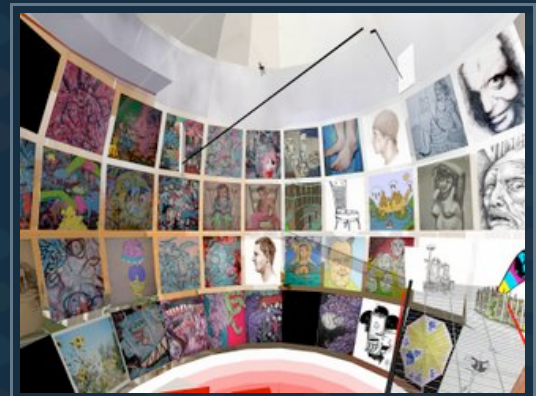
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Alternative Creative Space in SL

These days I had the opportunity to visit an interesting architecture in Second Life. I was invited by professor Terry Beaubois, aka 'Tab Scott', Director of the Creative Research Lab at the Montana University. The structure is called



"Alternative Creative Space" and it looked to me as a Sistine Chapel of Second Life.

In the words of Mike Kippenhan aka 'Gibby Rau', who had the idea of this project, "the building represents a collaborative project that addresses the lack of gallery space/creative space at Montana State University. By creating a space in Second Life, the students could immediately create and use a space rather than hope that the University would build an actual building. None of the students are studying architecture so we

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began the creative process by examining actual spaces at the University to determine what we liked and did not like. We then looked at existing architecture in Second Life to determine what we liked and did not like. The class also read works by Robert Venturi and Marshall McLuhan to help them think about architectural form and media.

The final building reflects the student's interpretation to everything discussed above. The inside is an ideal viewing area where the visitor/viewer is surrounded by art while the outside reflects a dystopian view of Second Life where many people try to create a fantasy world. This also reflects the dualistic ideas of Venturi where the outside does not reflect the inside. The group also design walkways that are translucent to aid in viewing art. Large directional signs that are an exaggeration of what one would encounter in the real world".

The build team was:

Tai Kersten aka 'Punt Burger': Exterior Construction
 Cole Reichenberg aka 'Coll Price': Interior construction

Zach Doe aka 'MxCx Hammerer: Construction and scripting


Dan Quinn aka 'Mavis Bebb': Construction and scripting

Gigabyte aka 'Gigabyte Offcourse': Scripting

Will Beardslee aka 'Cornelius Freck': Art Curator

Harry Langhor aka 'Old Blister': Documentation

posted by mario gerosa @ 6:58 AM

 [1 comments](#)

sunday, december 09, 2007

Articolo sull'arte in Second Life su AD

