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Parables for the Virtual *The Virtual* The Virtual Fields Method *Parables for the Virtual* **Designing for the Virtual Classroom The Virtual Training Guidebook** Sounding the Virtual: Gilles Deleuze and the Theory and Philosophy of Music *Theatre and the Virtual* **Basics of Virtual Reality Information Technology for the Virtual Museum An Examination of the Value of Demonstration Tapes for the Virtual Training Program** *Leading the Virtual Workforce* **The Rise Of The Virtual State The Aesthetics of Virtual Reality** *Virtual Machines* **The Virtual Embodied** *The Power of Virtual Distance* **Philosophy and the Adventure of the Virtual** *Getting Started with React VR The Virtual Corporation* **Virtual Reality with VRTK4 Reality+ Architecture and the Virtual Virtual Existentialism Cinematic Virtual Reality Inside the Virtual Product Securing the Virtual Environment** *The Virtual Life of Film* **Immersed in Technology** *Philosophy and the Adventure of the Virtual* **The Virtual Customer: A New Paradigm for Improving Customer Relations in Libraries and Information Services / O cliente virtual: um novo paradigma para melhorar o relacionamento entre clientes e servicos de informacao e bibliotecas / L' usager virtuel: un nouveau paradigme pour améliorer le service à la clientèle dans les bibliothèques et services d'information / El cliente virtual: un nuevo paradigma para mejorar el relacionamento entre clientes y servicios de información y biblioteca Ideology and the Virtual City The Virtual and the Real in Planning and Urban Design Virtual Reality, Training's Future?** The Virtual Manager Collection (3 Books) (HBR 20-Minute Manager Series) **The Virtual Classroom** Policy Implications of Virtual Work Uniting the Virtual Workforce *Virtual Storytelling. Using Virtual Reality Technologies for Storytelling* Becoming Virtual

The Virtual Corporation Mar 14 2021 An analysis of emerging revolutionary business practices identifies the new industrial revolution occurring in business and focuses on new strategies that will determine the economic fate of nations in the next century. 50,000 first printing. $50,000 ad/promo. Tour.

The Virtual Oct 01 2022 This book looks at the origins and the many contemporary meanings of the virtual. Rob Shields shows how the construction of virtual worlds has a long history. He examines the many forms of faith and hysteria that have surrounded computer technologies in recent years. Moving beyond the technologies themselves he shows how the virtual plays a role in our daily lives at every level. The virtual is also an essential concept needed to manage innovation and risk. It is real but not actual, ideal but not abstract. The virtual, he argues, has become one of the key organizing principles of contemporary society in the public realms of politics, business and consumption as well as in our private lives.

Uniting the Virtual Workforce Aug 26 2019 Praise for Uniting the Virtual Workforce "Uniting the Virtual Workforce offers much-needed guidance on how to navigate the largely unmapped territory of virtual work environments in the global economy. The authors do an outstanding job of presenting how organizations should address the challenges of virtual workforces so as to reap the huge potential benefits of increased growth, productivity, and innovation." -C. Warren Axelrod, PhD, Chief Privacy Officer and Business Information Security Officer, U.S. Trust, and author of Outsourcing Information Security "Lojeski and Reilly bring us something that readers of business books so rarely get-no nonsense practical guidance on how to manage distance, especially where it most often serves as an impediment to working effectively.Ê If you interface with widely dispersed team members who rarely see one another and communicate by virtue of impersonal electronics, you may expect to find this book provocative, counterintuitive, and above all, exciting. It gives all of us who have to struggle, while working with talent stretched across distance, hope, that maybe there are ways to do this right!" -Patrick J. McKenna, author of First Among EqualsÊ "A must-read for global corporate executives who manage geographically dispersed job sharing teams. Practical strategies for preventing productivity loss and optimizing innovation. The authors pull no punches in showing the real downsides to the virtual work phenomenon; they have done a great service for us all." -Jeff Saperstein, author of Creating Regional Wealth in the Innovation Economy "Uniting the Virtual Workforce charts the course for competing in the twenty-first century by tapping into the powers of virtual work. Any manager who ignores the virtual workforce is underperforming, and any company or organization that does not appreciate virtual work is already at a competitive disadvantage. Karen and Dick have tapped into a key ingredient in the recipe for global growth." -Jerry MacArthur Hultin, President, Polytechnic University, and former Under Secretary of the Navy "Authors Sobel Lojeski and Reilly have provided a useful primer for the harried executive striving for productivity improvements while seeing the workload expand and the workforce disperse. Using conceptual definitions of Physical, Operational, and Affinity Distance to describe

the multifaceted dimensions of building teams of people to work effectively together, the authors construct a very powerful set of metrics for a manager to improve the capability of his or her workgroup, no matter where it resides or how it is composed. The book is rich in anecdotes and specific studies that illustrate the concepts in an engaging, pertinent, and easy-to-understand manner. In an age of outsourcing, offshoring, and decentralizing groups of people who have to get things done together, reading this small book will repay itself many times over." -Charles House, Director, Media X Lab at Stanford University, and former Director of the Societal Impact of Technology, Intel Corporation

The Virtual Customer: A New Paradigm for Improving Customer Relations in Libraries and Information Services / O cliente virtual: um novo paradigma para melhorar o relacionamento entre clientes e servicos de informacao e bibliotecas / L' usager virtuel: un nouveau paradigme pour améliorer le service à la clientèle dans les bibliothèques et services d'information / El cliente virtual: un nuevo paradigma para mejorar el relacionamento entre clientes y servicios de información y biblioteca Apr 02 2020 For several years the concept of "virtual client" or "virtual customer" has been part of the world of libraries and information services. This publication contains the proceedings of a satellite meeting on this topic, organized by the Management and Marketing Section of IFLA and held in Sao Paulo, Brazil in August 2004. It contains papers from more general points of views such as the democratization of access to digital information to more specific questions such as virtual libraries and new services, not forgetting user and librarian education, web site design, more specialized information, etc. The readers of these proceedings will find along these pages a very stimulating content which will guide them towards better services for virtual clients. Papers are presented in the original language of their presentation (Portuguese, French, Spanish and English) with summaries in these four languages.

The Rise Of The Virtual State Oct 21 2021 Presents a look at the economic state of the future, in which power will be related to information rather than the control of land, and where virtual corporations will rise to dominate the economy of the world.

The Virtual Manager Collection (3 Books) (HBR 20-Minute Manager Series) Nov 29 2019 Today we have greater control over where and when we work. As our businesses spread across the world and technology makes it easy to do our jobs from anywhere there's Wi-Fi, more of us have the option to go remote. But that doesn't mean we're good at it. Whether you're calling in from a home office every day or one of your team members occasionally logs in from the quiet car on a train, distance can make collaboration more difficult. Remote work gives teams flexibility and options, but when you're not face-to-face with colleagues, it's difficult to set and manage expectations, deal with inevitable tech glitches, keep your people (and yourself) motivated and engaged, and infuse warmth and personality into the blunt communication tools you're using. The Virtual Manager Collection gives you the solutions you need to be productive, whether you're

managing a team, a project, or just your own work. This specially priced three-volume set includes Virtual Collaboration, Running Virtual Meetings, and Leading Virtual Teams. Tips and strategies cover: • getting your technology up and running—and keeping it there • building and maintaining relationships from afar • communicating well through a variety of media • running productive virtual meetings • setting and managing expectations for your work • leading geographically dispersed teams This set has the practical advice, insights, and tools you need to work well, no matter where you are. Don't have much time? Get up to speed fast on the most essential business skills with HBR's 20-Minute Manager series. Whether you need a crash course or a brief refresher, each book in the series is a concise, practical primer that will help you brush up on a key management topic. Advice you can quickly read and apply, for ambitious professionals and aspiring executives-from the most trusted source in business. Also available as an ebook.

Policy Implications of Virtual Work Sep 27 2019 This collection presents an array of policy debates and implications emerging from virtual work. The authors cover a range of areas, including: conceptual debates, measuring virtual work; discourses and levels of policy intervention; the role of the sharing and collaborative economy; and resultant challenges for organized labour, law and regulation. The authors of the chapters analyse the ways in which processes of digitalization leading to virtual work impact so many aspects of our lives: the way we buy, sell, network, communicate, participate, create, consume, and, of course, the way we work. In turn they focus on the subsequent implications for the future of work as well as the viability of existing social protection systems. The developments examined here are salient for both policy stakeholders and for the academic community in areas such as labour sociology, industrial relations, gender studies, political economy, and economic geography.

Cinematic Virtual Reality Oct 09 2020 With reference to traditional film theory and frameworks drawn from fields such as screenwriting studies and anthropology, this book explores the challenges and opportunities for both practitioners and viewers offered by the 360-degree storytelling form. It focuses on cinematic virtual reality (CVR), a format that involves immersive, high quality, live action or computer-generated imagery (CGI) that can be viewed through head mounted display (HMD) goggles or via online platforms such as YouTube. This format has surged in popularity in recent years due to the release of affordable high quality omnidirectional (360-degree) cameras and consumer grade HMDs. The book interrogates four key concepts for this emerging medium: immersion, presence, embodiment and proximity through an analysis of innovative case studies and with reference to practitioner interviews. In doing so, it highlights the specificity of the format and provides a critical account of practitioner approaches to the concept development, writing and realisation of short narrative CVR works. The book concludes with an account of the author's practice-led research into the form, providing a valuable example of creative practice in the field of immersive media.

Philosophy and the Adventure of the Virtual May 04 2020 This lucid collection of essays the continental-analytic divide, bringing the virtual to centre stage and arguing its importance for re-thinking such central philosophical questions as time and life.

Architecture and the Virtual Dec 11 2020 Architecture and the Virtual is a study of architecture as it is reflected in the work of seven contemporary artists, working with the tools of our post-digital age. The book maps the convergence of virtual space and contemporary conceptual art and is an anthropological exploration of artists who deal with transformable space and work through analog means of image production. Marta Jecu builds her inquiry around interviews with artists and curators in order to explore how these works create the experience of the virtual in architecture. Performativity and neo-conceptualism play important roles in this process and in the efficiency with which these works act in the social space.

Theatre and the Virtual Mar 26 2022 Theatre and the Virtual lays out a set of conceptual instruments for the articulation and engendering of the forces of theatrical potentiality. Creating a passage towards a reconstitution of the given, a theatre of the virtual opens bodies in motion to a region of an ongoing genesis of forces. The outcome: regimes of constraint are abandoned through a radical practice of ecological attunement. Violence is eschewed through an onto-ecology of touch. Closed systems are repotentialised to become co-constitutive of their environments. A logic of spectrality settles in--not so much entities as atmospheres, not so much a being as a style of being, not so much a body as multitudinous milieus of response. This is the task of a theatre of the virtual--to safeguard the possibility of the extra-epistemological

and uphold one's right to offer accounts of oneself from outside of being, all the while creating a fractured record of the wondrous mutations of a moving, gesturing body. This book will be of great interest to students and scholars in theatre, philosophy, new materialisms, environmental humanities, gesture, and the ontology of response.

Inside the Virtual Product Sep 07 2020 What is the influence of software systems on an organization's ability to create knowledge, learn adapt to change and innovate? While organization, management and innovation theory has primarily focused on the impact of software on measures such as process efficiency and speed, this book argues that integrated sytms and digital technologies offer even more fundamental implications for the innovating firm. theoretical and empirical understanding of the nature and dynamics of software, knowledge, organization and their complex interactions. The author demonstrates how software induces the radical reconfiguration of organizational knowledge and learning dynamics, including an organization's ability to create, store, transfer and integrate knowledge across heterogenous organizational boundaries. The book provides a perspective on what organizations know and how they use that knowledge to build, sustain and renew their capabilities. This includes understanding how information systems can be designed or implemented in such a way as to favour innovation and adaptation, and to prevent unfavourable patterns of behaviour.

Information Technology for the Virtual Museum Jan 24 2022 This present collection deals with the application of modern information technology, especially semantic web technologies, to the problems of representing cultural content in real and virtual museums. The Semantic Web is the attempt to make the World Wide Web's enormous mass of information more accessible to humans by using forms of representation which are semantically transparent and therefore 'understandable' to machines assisting human users when they access the web. The fascinating perspectives for museology which result from the new semantic techniques are dealt with in the present book.

Basics of Virtual Reality Feb 22 2022 Today, the reality we know can be recorded and reproduced true to reality using technical processes. Space and time are recreated virtually as a copy in artificial reality. However, the reproduction of virtual reality is not limited to a mere copy of what exists. A visitor to the virtual space does not have to be content with the pixelated image of the old familiar, but can encounter unreal phenomena in the illusory world that never existed in real life or are even physically impossible. This enables an expansion of the recorded reality and allows the perception of surprisingly new perspectives. A perspective denotes the perception of a fact from a certain point of view and corresponds to the way of looking at things. But a perspective is also the observation of a scene from a viewing position. From different perspectives the illusion of reality arises during the reproduction by observation. This vision is not based on imagination or hallucination, but is the basic function of virtual reality. This book describes the concepts, systems, and technologies used to create virtual reality from its ancient beginnings to the present, and provides a glimpse into a possible future. This book is a translation of the original German 1st edition Grundlagen der virtuellen Realität by Armin Grasnick, published by Springer-Verlag GmbH Germany, part of Springer Nature in 2020. The translation was done with the help of artificial intelligence (machine translation by the service DeepL.com). A subsequent human revision was done primarily in terms of content, so that the book will read stylistically differently from a conventional translation. Springer Nature works continuously to further the development of tools for the production of books and on the related technologies to support the authors.

Parables for the Virtual Nov 02 2022 DIVA major theoretical rethinking of intellectual models of embodiment, movement, and sensation./div

Virtual Existentialism Nov 09 2020 This book explores what it means to exist in virtual worlds. Chiefly drawing on the philosophical traditions of existentialism, it articulates the idea that — by means of our technical equipment and coordinated practices — human beings disclose contexts or worlds in which they can perceive, feel, act, and think. More specifically, this book discusses how virtual worlds allow human beings to take new perspectives on their values and beliefs, and explore previously unexperienced ways of being. Virtual Existentialism will be useful for scholars working in the fields of philosophy, anthropology, media studies, and digital game studies.

The Virtual Classroom Oct 28 2019

Virtual Machines Aug 19 2021 I love virtual machines (VMs) and I have done for a long time.If that makes me "sad" or an "anorak", so be it. I love them because they are so much fun, as well as being so useful. They have an element of original sin (writing assembly programs and being in control of an entire machine), while still being able to claim that one is being a respectable member of the community (being structured, modular, high-level, object-oriented, and so on). They also allow one to design machines of one's own, unencumbered by the restrictions of a starts optimising it for some physical particular processor (at least, until one processor or other). I have been building virtual machines, on and off, since 1980 or there abouts. It has always been something of a hobby for me; it has also turned out to be a technique of great power and applicability. I hope to continue working on them, perhaps on some of the ideas outlined in the last chapter (I certainly want to do some more work with register-based VMs and concur rency). I originally wanted to write the book from a purely semantic viewpoint.

The Virtual and the Real in Planning and Urban Design Jan 30 2020 The Virtual and the Real in Planning and Urban Design: Perspectives, Practices and Applications explores the merging relationship between physical and virtual spaces in planning and urban design. Technological advances such as smart sensors, interactive screens, locative media and evolving computation software have impacted the ways in which people experience, explore, interact with and create these complex spaces. This book draws together a broad range of interdisciplinary researchers in areas such as architecture, urban design, spatial planning, geoinformation science, computer science and psychology to introduce the theories, models, opportunities and uncertainties involved in the interplay between virtual and physical spaces. Using a wide range of international contributors, from the UK, USA, Germany, France, Switzerland, Netherlands and Japan, it provides a framework for assessing how new technology alters our perception of physical space.

An Examination of the Value of Demonstration Tapes for the Virtual Training Program Dec 23 2021

Immersed in Technology Jun 04 2020 Produced as part of the Art and Virtual Environment Project conducted at the Banff Centre for the Arts in Banff, Canada from 1991 to 1994.

Securing the Virtual Environment Aug 07 2020 A step-by-step guide to identifying and defending against attacks on the virtual environment As more and more data is moved into virtual environments the need to secure them becomes increasingly important. Useful for service providers as well as enterprise and small business IT professionals the book offers a broad look across virtualization used in various industries as well as a narrow view of vulnerabilities unique to virtual environments. A companion DVD is included with recipes and testing scripts. Examines the difference in a virtual model versus traditional computing models and the appropriate technology and procedures to defend it from attack Dissects and exposes attacks targeted at the virtual environment and the steps necessary for defense Covers information security in virtual environments: building a virtual attack lab, finding leaks, getting a side-channel, denying or compromising services, abusing the hypervisor, forcing an interception, and spreading infestations Accompanying DVD includes hands-on examples and code This how-to guide arms IT managers, vendors, and architects of virtual environments with the tools they need to protect against common threats.

The Virtual Fields Method Aug 31 2022 The Virtual Fields Method: Extracting Constitutive Mechanical Parameters from Full-field Deformation Measurements is the first and only one on the Virtual Fields Method, a recent technique to identify materials mechanical properties from full-field measurements. It contains an extensive theoretical description of the method as well as numerous examples of application to a wide range of materials (composites, metals, welds, biomaterials etc.) and situations(static, vibration, high strain rate etc.). Finally, it contains a detailed training section with examples of progressive difficulty to lead the reader to program the VFM. This is accompanied with a set of commented Matlab programs as well as with a GUI Matlab based software for more general situations.

Getting Started with React VR Apr 14 2021 Create amazing 360 and virtual reality content that runs directly in your browsers with JavaScript and React VR 2.0 About This Book A practical guide to developing virtual reality experiences targeting web and mobile browsers Create customized 3D graphics for your virtual reality experiences with Three.js Explore the ReactVR library to create objects that seem real and see how they move in the Virtual world Import free models into VR and include those in your code Who This Book Is For This book is for web developers who want to use their existing skill set of HTML, CSS, and

JavaScript to create virtual reality experiences. What You Will Learn Use Blender 2.79 to make virtual reality objects for Web VR. Import free models into VR and how to include those in your code Build a Virtual Museum with interactive art pieces Create your first VR App and customizing it Build animations by procedurally changing an object's position, using timers and Animated APIs Incorporate React Native code and JavaScript code in your VR world In Detail This book takes you on a journey to create intuitive and interactive Virtual Reality experiences by creating your first VR application using React VR 2.0.0. It starts by getting you up to speed with Virtual Reality (VR) and React VR components. It teaches you what Virtual Reality (VR) really is, why it works, how to describe 3D objects, the installation of Node.js (version 9.2.0) and WebVR browser. You will learn 3D polygon modeling, texturing, animating virtual objects and adding sound to your VR world. You will also discover ways to extend React VR with new features and native Three.js. You will learn how to include existing high-performance web code into your VR app. This book will also take you through upgrading and publishing your app. By the end of this book, you'll have a deep knowledge of Virtual Reality and a full-fledged working VR app to add to your profile! Style and approach A step-by-step practical guide to help readers build their first VR application.

Becoming Virtual Jun 24 2019 Examines the cultural and social impact of new digital technologies and how bodies, texts, and the economy are made virtual, and argues that the virtual has always been an enduring component of the human

The Virtual Training Guidebook May 28 2022 Packed with checklists, advice, and how-to features, The Virtual Training Guidebook teaches you how to design, deliver, and implement live online learning. This book will help learning professionals transition to the online classroom by taking a holistic look at successful implementation, including gaining organizational support, selecting a platform, designing classes, selecting facilitators, preparing participants, global considerations, and the logistics required for success. Learn how to prepare for a virtual training rollout. Create live online classes using a three-step design process. Select the technology that is right for the organization. Select and prepare facilitators who can effectively engage participants.

Leading the Virtual Workforce Nov 21 2021 Leading the Virtual Workforce How Great Leaders Transform Organizations in the 21st Century Praise for Leading the Virtual Workforce "Strong leadership in the best of times is difficult to achieve, but in today's rapidly changing business environment, leaders are tested in many new ways. Once again, Lojeski has a fresh take on what it takes to lead today's widely dispersed workforce." —Ellen Pearlman, former editor-in-chief, CIO Insight magazine "Karen Lojeski has distilled the essence of the leader's role in 'managing' virtual teams. Her very relevant case stories illustrate that to be successful, the authentic leader must be able to create context and a collaborative lexicon for virtual knowledge sharing and must work diligently to build the social capital that is so vital to the success of virtual work groups. Karen's key contribution in this and her previous book, Uniting the Virtual Workforce, is the 'discovery' and clear articulation of her theory of the Virtual Distance Index, which leaders can use to measure and manage the process of virtual teamwork." —Dave Davison, Chairman, Virtual Visuals Inc. "I agree entirely with Karen when she says that today, more than ever, effective leaders are desperately needed. She skillfully defines the dislocation and demarcation of leaders from followers through the 'Virtual Distance,' and yet paradoxically calls leaders to 'stoke the flames of innovation and cooperation in a complex, interwoven world.' This gives rise to her exploration of the Virtual Distance Leader. As Karen points out, the twenty-first-century leader must, amidst the conditions of pressure, change, and transformation, bring human endeavor and action to value and meaning for others." —Adrian Machon, Director, Executive & Leadership Development, GlaxoSmithKline

The Power of Virtual Distance Jun 16 2021 This revised second edition presents 15 years of data on Virtual Distance metrics and their predictive impact on organizational success factors shedding new light on how to correct for communication challenges that often show up as a foggy set of digital disconnects where the vitality of the virtual workforce often gets lost in transmission. This still-evolving Digital Age conundrum continues to present new complications. The rise of remote work which rests on an increasing reliance on electronic communication and the overall growth of virtual interactions has led to the escalation of a phenomenon called Virtual Distance. Virtual Distance, which influences our behavior through three components Physical Distance, Operational Distance, and Affinity Distance affects not only how we relate to

others thousands of miles away but even to co-workers sitting right next to each other! Perhaps even more problematic, Virtual Distance causes measureable malfunctions in teamwork, innovation, leader effectiveness and overall performance. But it doesn't have to be this way. The Power of Virtual Distance offers specific, proven and predictable solutions that can reverse these trends and turn Virtual Distance into a unification strategy to capture untapped competitive advantage. Surprised? The Power of Virtual Distance, 2nd Edition is a must-read for leadership who want to understand the true and quantifiable costs of the virtual workplace. For the first time ever, readers can take the guesswork out of managing the virtual workforce by applying a mathematical approach derived from the extensive Virtual Distance data set: The Virtual Distance Ratio. The Virtual Distance Ratio can precisely pinpoint the particular impacts of Virtual Distance on the organization's critical success factors. Beyond business metrics, Virtual Distance solutions also detail ways to restore meaningfulness and well-being into people's experience of work, enhancing life lived in the Digital Age. The Power of Virtual Distance reveals an updated set of data, including the first award-winning analysis, collected from an extended range of executives to individual contributors, that represent situations and solutions in more than 36 industries in 55 countries across the globe. Readers will get a "first look" at the data and its revelations on how to be less isolated and more integrated. Helping managers globally, this book: Offers new, real-world case studies and a chance for readers to participate in thought experiments to help with personal performance, group synergy and by extension, relationship dynamics of all kinds Demonstrates (with statistically significant trend analyses) that Virtual Distance is growing at exponential rates in every corner of communities worldwide Offers expert advice on how to manage the "unintended human consequences" of today's digital technologies Companies that successfully harness the power of Virtual Distance demonstrate better performance. The second edition of The Power of Virtual Distance is a valuable, one-of-a-kind resource for everyone – from the C-suite to human resource professionals; from divisional leaders to project managers. Everyone in the organization can benefit by discovering how to improve financials, innovation, trust, employee engagement, satisfaction, organizational citizenship and other key performance indicators. And perhaps best of all, by following the prescriptions on how to reduce Virtual Distance, the entire workforce will have the tools they need to bring about a revival of meaning, purpose and an enlivened sense of "humanhood" back into everyday work and everyday life.
The Virtual Embodied Jul 18 2021 Intended to inform, provoke and delight, this book explores the ideas of embodiment, knowledge, space, virtue and virtuality to address fundamental questions about technology and human presence.

Designing for the Virtual Classroom Jun 28 2022 The use of synchronous online training is growing rapidly. Don't get left behind! This issue teaches the basics of designing for the virtual classroom. You will learn how to use the ADDIE model to design synchronous online learning, select activities that maximize participant engagement, and determine the best structure and flow to virtual training events.
Reality+ Jan 12 2021 'Everyone should read this important book' Josh Glancy, Sunday Times 'One of the most important living philosophers' Bryan Appleyard, Spectator In the coming decades, the technology that enables virtual and augmented reality will improve beyond recognition. Within a century, world-renowned philosopher David J. Chalmers predicts, we will have virtual worlds that are impossible to distinguish from non-virtual worlds. But is virtual reality just escapism? In a highly original work of 'technophilosophy', Chalmers argues categorically, no: virtual reality is genuine reality. Virtual worlds are not second-class worlds. We can live a meaningful life in virtual reality - and increasingly, we will. What is reality, anyway? How can we lead a good life? Is there a god? How do we know there's an external world - and how do we know we're not living in a computer simulation? In Reality+, Chalmers conducts a grand tour of philosophy, using cutting-edge technology to provide invigorating new answers to age-old questions. Drawing on examples from pop culture, literature and film that help bring philosophical issues to life, Reality+ is a mind-bending journey through virtual worlds, illuminating the nature of reality and our place within it.
The Virtual Life of Film Jul 06 2020 As almost every aspect of making and viewing movies is replaced by digital technologies, even the notion of "watching a film" is fast becoming an anachronism. With the likely disappearance of celluloid film stock as a medium, and the emergence of new media, what will happen to cinema--and to cinema studies? In the first of two books exploring this question, Rodowick considers the fate of film and its role in the aesthetics and culture of the twenty-first century.

Parables for the Virtual Jul 30 2022 Since its publication twenty years ago, Brian Massumi's pioneering Parables for the Virtual has become an essential text for interdisciplinary scholars across the humanities. Massumi views the body and media such as television, film, and the internet as cultural formations that operate on multiple registers of sensation. Renewing and assessing William James's radical empiricism and Henri Bergson's philosophy of perception through the filter of the postwar French philosophy of Deleuze, Guattari, and Foucault, Massumi links a cultural logic of variation to questions of movement, affect, and sensation. Replacing the traditional opposition of literal and figural with distinctions between stasis and motion and between actual and virtual, Massumi tackles related theoretical issues by applying them to cultural mediums as diverse as architecture, body art, the digital art of Stelarc, and Ronald Reagan's acting career. The result is an intriguing combination of cultural theory, science, and philosophy that asserts itself in a crystalline and multifaceted argument. This twentieth anniversary edition includes a new preface in which Massumi situates the book in relation to developments since its publication and outlines the evolution of its main concepts. It also includes two short texts, "Keywords for Affect" and "Missed Conceptions about Affect," in which Massumi explicates his approach to affect in ways that emphasize the book's political and philosophical stakes.
Virtual Reality with VRTK4 Feb 10 2021 Virtual reality is quickly becoming the next medium to communicate your ideas. Once siloed in make-believe world of science fiction, virtual reality can now touch any aspect of your life. This book shows you how to create original virtual reality content using the Unity game engine and the Virtual Reality Tool Kit. By the end of the book you'll be creating your own virtual reality experience using the fundamental building blocks within. You'll start by reviewing spatial computing, an emerging field that encompasses self-driving cars to space exploration. You'll also create your own virtual reality environments for use on headsets such as those from Oculus and HTC. Using the Unity3D game engine and the Virtual Reality Toolkit on a computer or laptop, you will walk through the fundamentals of virtual reality with as little code as possible. That is the beauty of Unity and the Virtual Reality Toolkit. You will discover how to use buttons in a virtual space, gaze-tracking for user input, and physics for enabling interaction between a human and a virtual space. From game design to education to healthcare to human resources, virtual reality offers new and creative ways to engage users, students, patients, customers, and more. Not a coding book, Virtual Reality with VRTK4 shows that you don't need to be a computer or graphics whiz to begin creating your own virtual reality experiences. What You'll Learn Grasp Virtual Reality Toolkit and its interaction with Unity3D Explore the fundamental science of virtual reality Review the inner workings of Unity3D and its integration with VRTK Understand the big picture of C# coding in Unity3D Incorporate head and hand movement into virtual experiences Who This Book Is For Creative professionals or students who are familiar with computer design programs and want to begin prototyping their own original virtual reality work as quickly as possible.
Virtual Reality, Training's Future? Dec 31 2019 In 1988, the NATO panel governing human sciences (Panel 8 on Defence Applica of Human and Bio-Medical Sciences) established a Research Study Group to synthe tions size information relevant to Advanced Technologies Applied to Training Design. During its first phase, the RSG established an active exchange of information on advanced tech nologies applied to training design and stimulated much military application of these tech nologies. With the increased emphasis on training throughout the alliance, Panel 8, during its April 1991 meeting decided to continue with Phase II of this RSG focusing in the area of advanced training technologies that were emerging within the alliance. In order to ac complish its mission, the RSG held a series of workshops. Leaders in technology and training were brought together and exchanged information on the latest developments in technologies applicable to training and education. This volume represents the last in a se ries based on the NATO workshops. In Part One, it details findings from the last work shop, Virtual Reality for Training; and in Part Two, we provide a summary perspective on Virtual Reality and the other emerging technologies previously studied. These include computer-based training, expert systems, authoring systems, cost-effectiveness, and dis tance learning. It is a natural extension to proceed from learning without boundaries to virtual envi ronments. From the extended classroom to the individual or team immersion in a distrib uted, virtual, and collaborative environment is an easy conceptual step.
Sounding the Virtual: Gilles Deleuze and the Theory and Philosophy of Music Apr 26 2022 It is the

contention of the editors and contributors of this volume that the work carried out by Gilles Deleuze, where rigorously applied, has the potential to cut through much of the intellectual sedimentation that has settled in the fields of music studies. Deleuze is a vigorous critic of the Western intellectual tradition, calling for a 'philosophy of difference', and, despite its ambitions, he is convinced that Western philosophy fails to truly grasp (or think) difference as such. It is argued that longstanding methods of conceptualizing music are vulnerable to Deleuze's critique. But, as Deleuze himself stresses, more important than merely critiquing established paradigms is developing ways to overcome them, and by using Deleuze's own concepts this collection aims to explore that possibility.

Virtual Storytelling. Using Virtual Reality Technologies for Storytelling Jul 26 2019 This book constitutes the refereed proceedings of the 4th International Conference on Virtual Storytelling, ICVS 2007, held in Saint-Malo, France, in December 2007. The 12 revised full papers, three invited papers and seven poster and demo papers were carefully reviewed and selected. The papers are organized in topical sections on authoring tools and story models, behavior modeling, user interactivity, an invited session: related EU projects, as well as the poster and demo session.

Philosophy and the Adventure of the Virtual May 16 2021 With the development of new technologies and the Internet, the notion of the virtual has grown increasingly important. In this lucid collection of essays, Pearson bridges the continental-analytic divide in philosophy, bringing the virtual to centre stage and arguing its importance for re-thinking such central philosophical questions as time and life. Drawing on philosophers from Bergson, Kant and Nietzsche to Proust, Russell, Dennett and Badiou, Pearson examines the limits of continuity, explores relativity, and offers a concept of creative evolution.

Ideology and the Virtual City Mar 02 2020 Ideology and the Virtual City is an exploration of modern society and the critical value of popular culture. It combines a prescient social theory that describes how 'neoliberal' ideology in today's societies dominates our economic, political and cultural ideals, with an entertaining exploration of narratives, characters and play structures in some of today's most interesting videogames. The book takes readers into a range of simulated urban environments that symbolise the hidden antagonisms of social life and create outlandish resolutions through their power fantasies. Interactive entertainment can help us understand the ways in which people relate to a modern 'common sense' neoliberal background, in terms of absorbing assumptions, and questioning them.

The Aesthetics of Virtual Reality Sep 19 2021 This is the first book to present an aesthetics of virtual reality media. It situates virtual reality media in terms of the philosophy of the arts, comparing them to more familiar media such as painting, film and photography. When philosophers have approached virtual reality, they have almost always done so through the lens of metaphysics, asking questions about the reality of virtual items and worlds, about the value of such things, and indeed, about how they may reshape our understanding of the "real" world. Grant Tavinor finds that approach to be fundamentally mistaken, and that to really account for virtual reality, we must focus on the medium and its uses, and not the hypothetical and speculative instances that are typically the focus of earlier works. He also argues that much of the cultural and metaphysical hype around virtual reality is undeserved. But this does not mean that virtual reality is illusory or uninteresting; on the contrary, it is significant for the altogether different reason that it overturns much of our understanding of how representational media can function and what we can use them to achieve. The Aesthetics of Virtual Reality will be of interest to scholars and advanced students working in aesthetics, philosophy of art, philosophy of technology, metaphysics, and game studies.