IMMERSIVE.ARCHITECTURE.GENERATOR: Framework for Adaptive Audiovisual Environments

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Present via pre-recorded film (with a written paper)

This paper describes the immersive.architecture.generator (IAG), an interactive augmented-reality media installation, which turns physical spaces into playable instruments. Against the backdrop of the current second wave of Virtual and Augmented Reality, the project artistically and theoretically addresses the concept of adaptive architectures. Building upon the observation that the medial turn of architecture causes its disciplinary borders to liquify, this project develops and investigates IT set-ups that lead to an overlapping of production methodologies in the disciplines of architecture, film and game engineering for the design of real-time generated hyper-real experiential spaces. The Project deals with computer-mediated realities and their implications for architecture as an interactive art form. It gages the currently perceivable outward-projection of digital logic into the physical realm, and the amalgamation of digital and physical towards a new hybrid form of reality. The focus of the artistic research are the new role of
architectures as interfaces, the aesthetic qualities of the new hybrid analog-digital surfaces, as well as the role of artificial intelligence in the co-active design of said hyperreal immersive spaces of experience.

• Author(s) Biography (200 words each):
Alexander Peterhaensel is an interdisciplinary audiovisual media artist, composer, performer and researcher. His work focusses on Computer-mediated Realities, Immersive Architectures, Visual Music as well as Systems Engineering as an artistic field. He has performed, exhibited and lectured at various international festivals and conferences and has released several records, amongst others at Ars Electronica, CCCB Barcelona, Centrum Beeldende Kunst Dordrecht, c/o POP, Fundacion Ludwig de Cuba, Institut Français d’Agadir, Museum für Angewandte Kunst Köln, Museo de Arte Moderno de Medellín and at Transmediale Berlin. 
He is part of the Artistic Research Group for Human Machine Interaction and Artificial Intelligence in creative processes (KairosTheory Trio) at the UdK, Berlin as well as a member of the Research Group for Convergence between Art, Science and Technology (GIIP) at the UNESP, São Paulo.  
Currently he is Assistant Professor at the Institute for Time Based Media at the University of the Arts Berlin.