

Post-Screen:

Screens and Beyond

AR Workshop led by **Ebrahim Poustinchi**

As part of the ARC405 workshop series
Coordinated by **Martin Summers**

September 25-26, 2021
10am-5pm

University of Kentucky College of Design
School of Architecture



Post-Screen: Screens and Beyond

Workshop led by Ebrahim Poustinchi (Founder/director of RAD Lab, Kent State University)

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Post-Screen: Screens and Beyond workshop revisits the notion of cyberphysical/fuzzy architecture through digitalizing the physical and physicalizing the digital. Using native digital/physical interpreters of digital data—augmented reality platforms, Post-Screen investigates a possible medium to establish a workflow between a custom-made AR application and a still-life-like digital image—rendering. Enhanced through the lens of the existing contemporary discourse around representation, students use the suggested workflow to develop a hybrid actual/virtual video that is half digital and half physical. In this two-day workshop, students will be introduced to possible digital and physical mediums, including: Game Engines, Developing an AR application, Learning basics of modeling and animation in Autodesk MAYA, and texture mapping in Substance painter. As an outcome of the workshop, students will develop a video, animating their everyday workstation and screen, as an animated still-life that lives beyond the digital screen or the physical setup.

By completing the workshop, it is expected for students to achieve the following pedagogical objectives:

- Basic understanding of AR application development in Unity 3D
- Basic knowledge of developing AR-ready digital models and animated scenes
- Physics simulation in MAYA and Unity
- Fundamental familiarity with texture mapping, and material making
- Conceptual understanding of AR applications beyond their representation capabilities and as an experience (UX) medium.

Software requirements:

- 1- Unity Hub—and the latest version of unity, installed through unity hub (free for individual use)
- 2- Autodesk Maya 2020 ([free for students](#))
- 3- Substance Painter—NOT the designer or sampler version ([free for students](#))
- 4- *Rhino (optional but highly recommended)
- 5- *Any video editing software (Adobe AfterEffects is suggested)

Hardware requirements:

- 1- Strong PC/Laptop (don't worry as a designer you probably have it already!)
- 2- USB camera or EpocoCam—or any similar cellphone app, to turn your phone to a USB camera.
- 3- Printed Tracker image (provided at the end of this document)
- 4- *Two screens (it's optional but highly recommended. It can be your laptop and a monitor, or a monitor and a TV, etc.)

*Related examples of student work from Studio EP:

Animated Still-life: by [Carl Barrett](#) | by [Madeline Shaub](#)

[RAV Workshop](#)

[ART Workshop](#)