

## *Studio Now*



In this month, Cognition 24 and Forgetting – City Life 58 are in progress in my studio.

## *The explanation of my works*



<Cognition 25, 2023>

This work is an expression of space by light, and it is an image of the inner image of the homogeneity and inhomogeneity of light and space.

## *Kim's Essay*

### **Expansion of reality, replication of reality? (2)**

#### **Augmented Reality (AR)**

AR is a technology that overlays digital content onto the real world. AR can be experienced through smartphones, tablets, or AR glasses, creating an environment where digital information is added to the real world, allowing users to interact with virtual objects.

#### **Virtual Reality (VR)**

VR is a technology that immerses users in a completely virtual environment. Typically, VR headsets and controllers are used to create a virtual environment that mimics the real world, enabling users to experience situations that are impossible in reality through digital objects.

#### **Mixed Reality (MR)**

MR is a technology that combines the elements of AR and VR to create an environment. MR overlays digital content onto the real world and provides real-time feedback by tracking the user's movements for a deeper sense of immersion.

#### **Extended Reality (XR)**

XR is a concept that encompasses all the immersive technologies of AR, VR, and MR. XR is used to describe technologies that extend the user's reality to physically non-existent things. Currently, XR is primarily used in entertainment, education, healthcare, and other industries.

#### **The common pros and cons that I think of are as follows:**

Pros - Can create virtual spaces that do not exist in reality, which users can experience.

Generally, if the equipment has no error, there are no constraints from the situation and time of reality.

Cons - Depending on the ability of the equipment used, there may be a difference in immersion.

- Since MR and XR must be able to be transmitted in real time, more complex knowledge and skills are required, and information processing technology equipment capable of synchronizing with reality in real time is required.

- AR, VR, and MR are limited by the performance of the equipment to be implemented and the space where special facilities for XR are installed.

When discussing metaverse, these technologies are often presented as the key technologies of the metaverse, and there is also the opinion that VR technology is a replication of reality, while AR, MR, and XR technologies interact with reality, meaning an expansion of reality. I wonder if this opinion is true.

Is VR a replication of reality?

Can AR, MR, and XR technologies interact with reality mean the expansion of reality?

To be honest, these are huge concepts for me, as someone with limited knowledge. Therefore, I thought about what the differences between the arts in the metaverse that were presented at the last presentation and traditional arts I know.