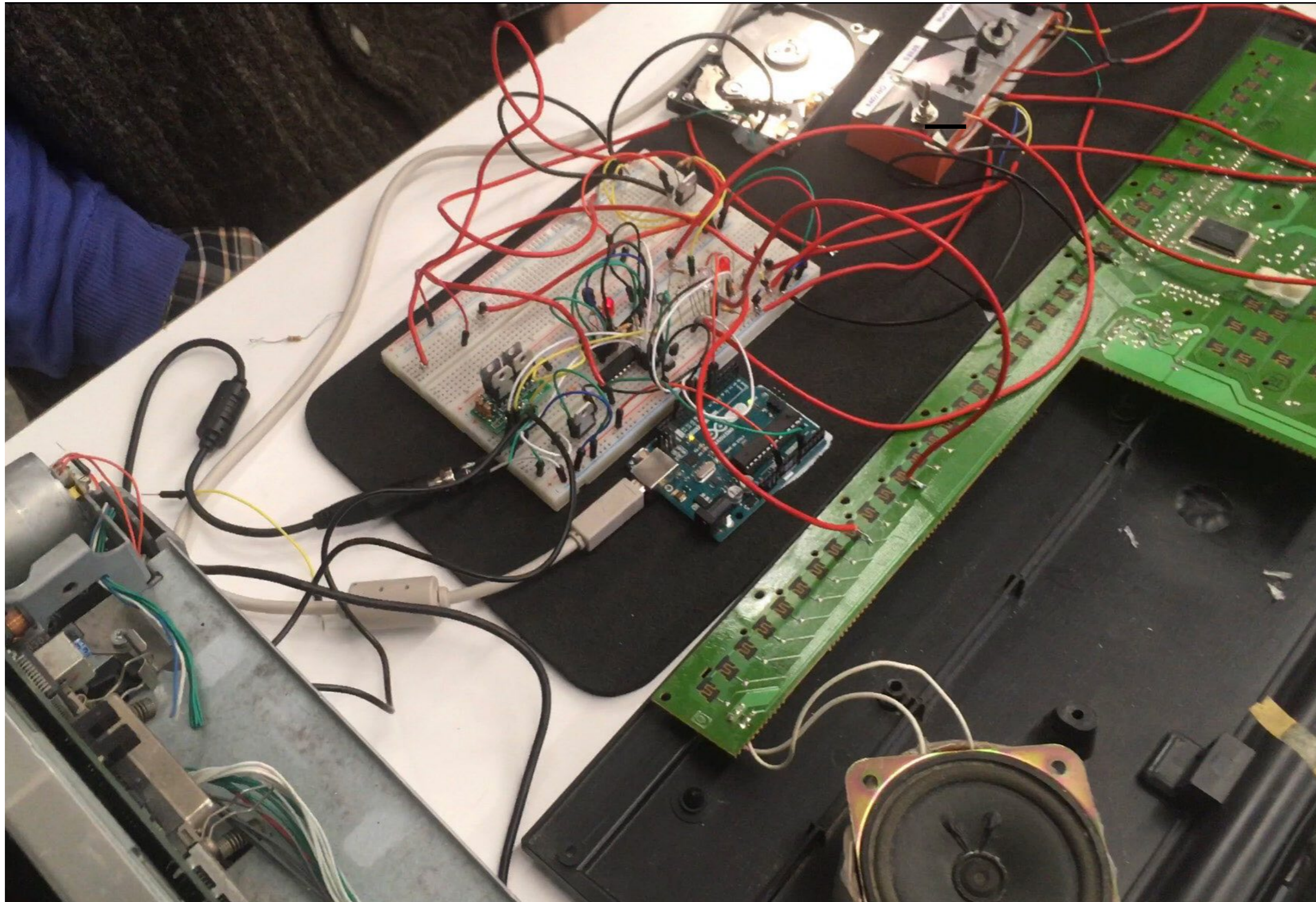


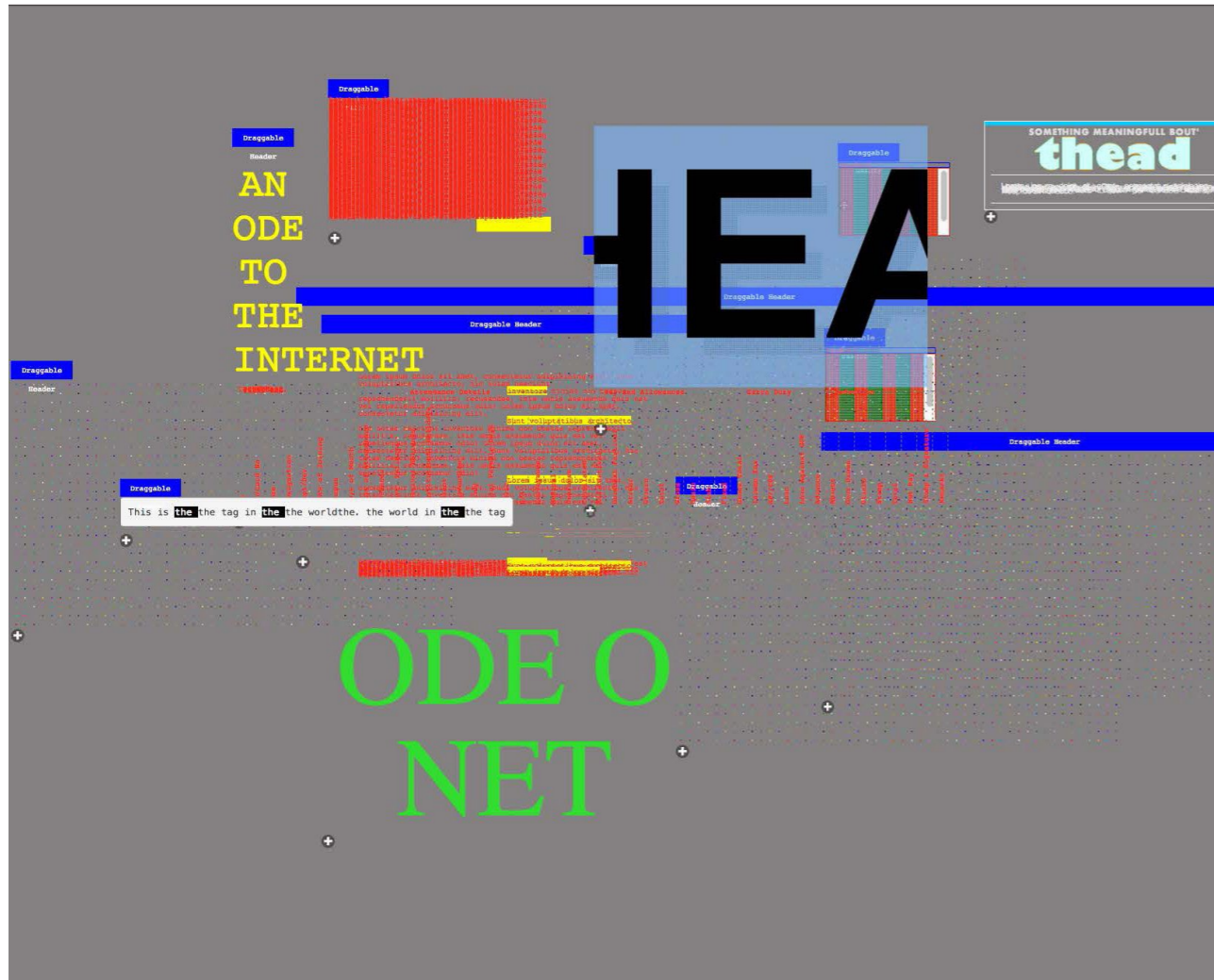

Portfolio

Lennart Oberlies
Merz Akademie Stuttgart



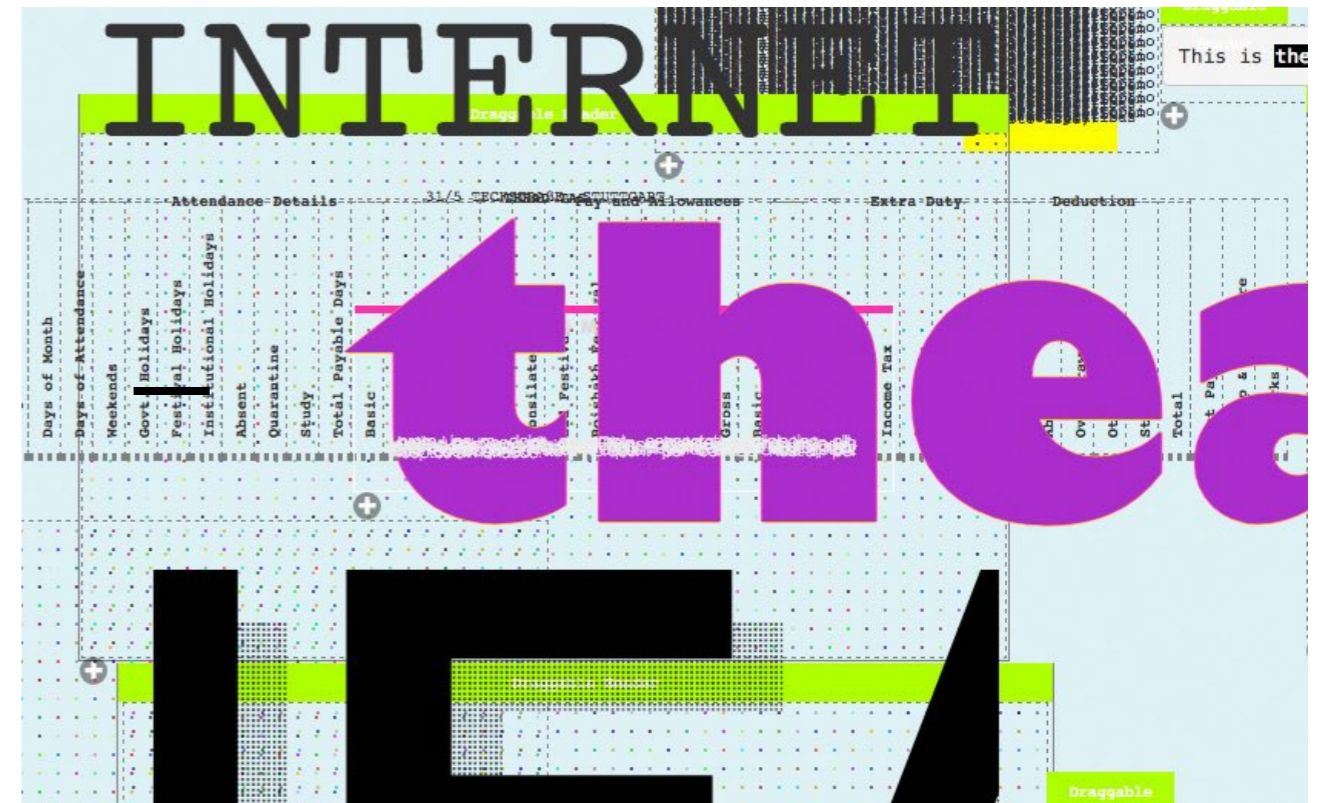
Physical Computing - Electronic circuits that look

Small intro project to arduino and a bit analogue circuit design. The main focus was on movement and playfulness and using old hardware from computers and electronic devices with moving parts. As a result we could present our own disc jockey set to the audience. Fully functioning we took over the stage and had one hell of a time investigating the physical dimension of computing.



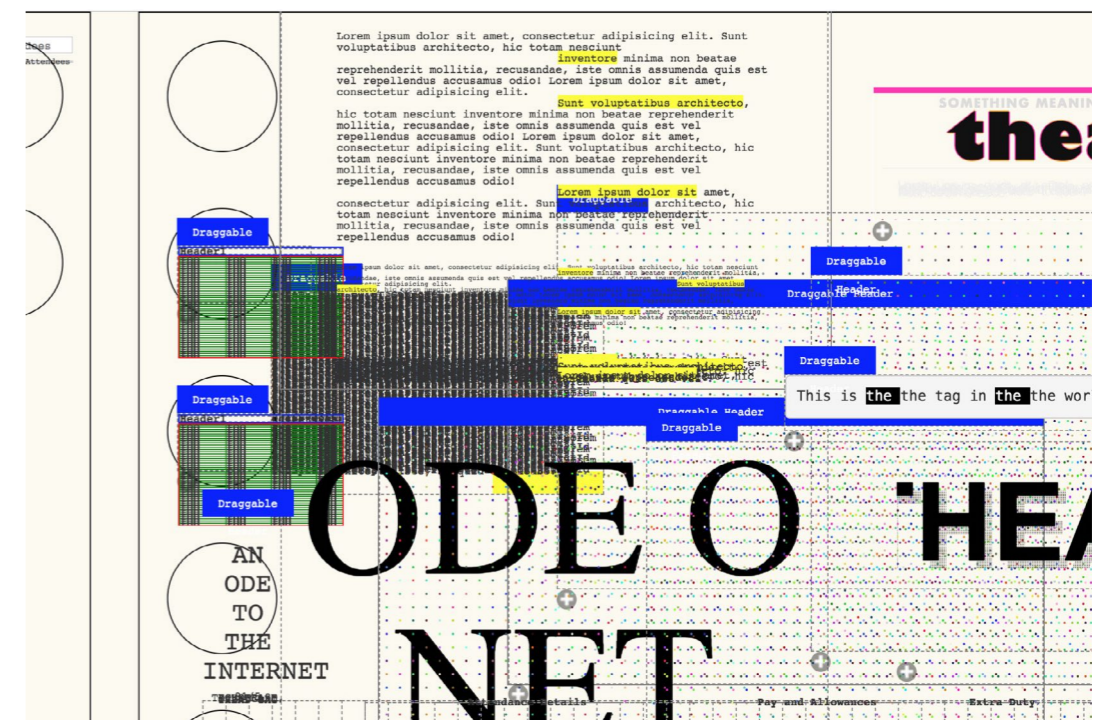
Lennart Oberlies

In contrast to canvas based design tools like DTP, content is laid out like a flow shaped by style rules. To better control which rules are applied the document can inspect the media it's projected on. In this project i'll used these HTML, CSS and these introspective techniques to develop hybrid lay-outs that shape content and respond to the context they are presented in.

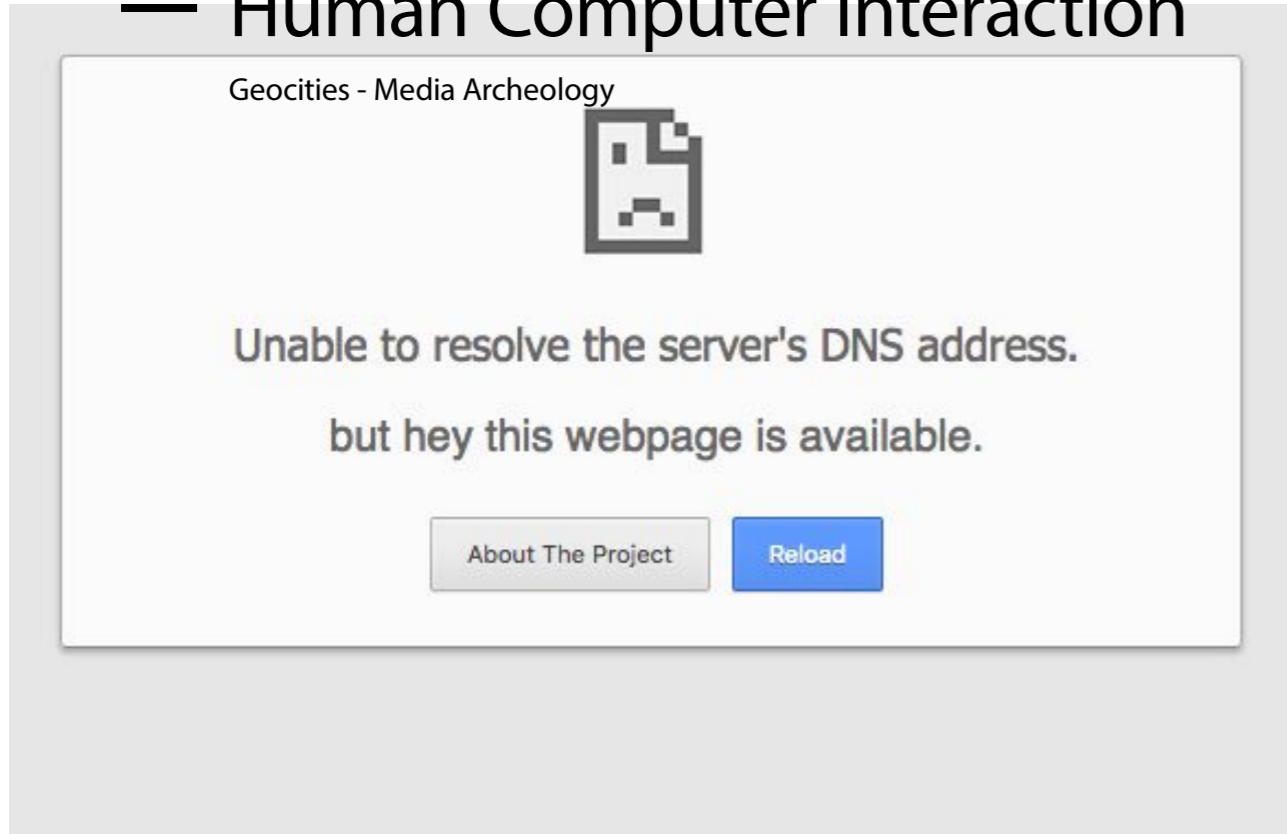


Shaping the flow
Experimental layout
for a printed web

Media Art and Design

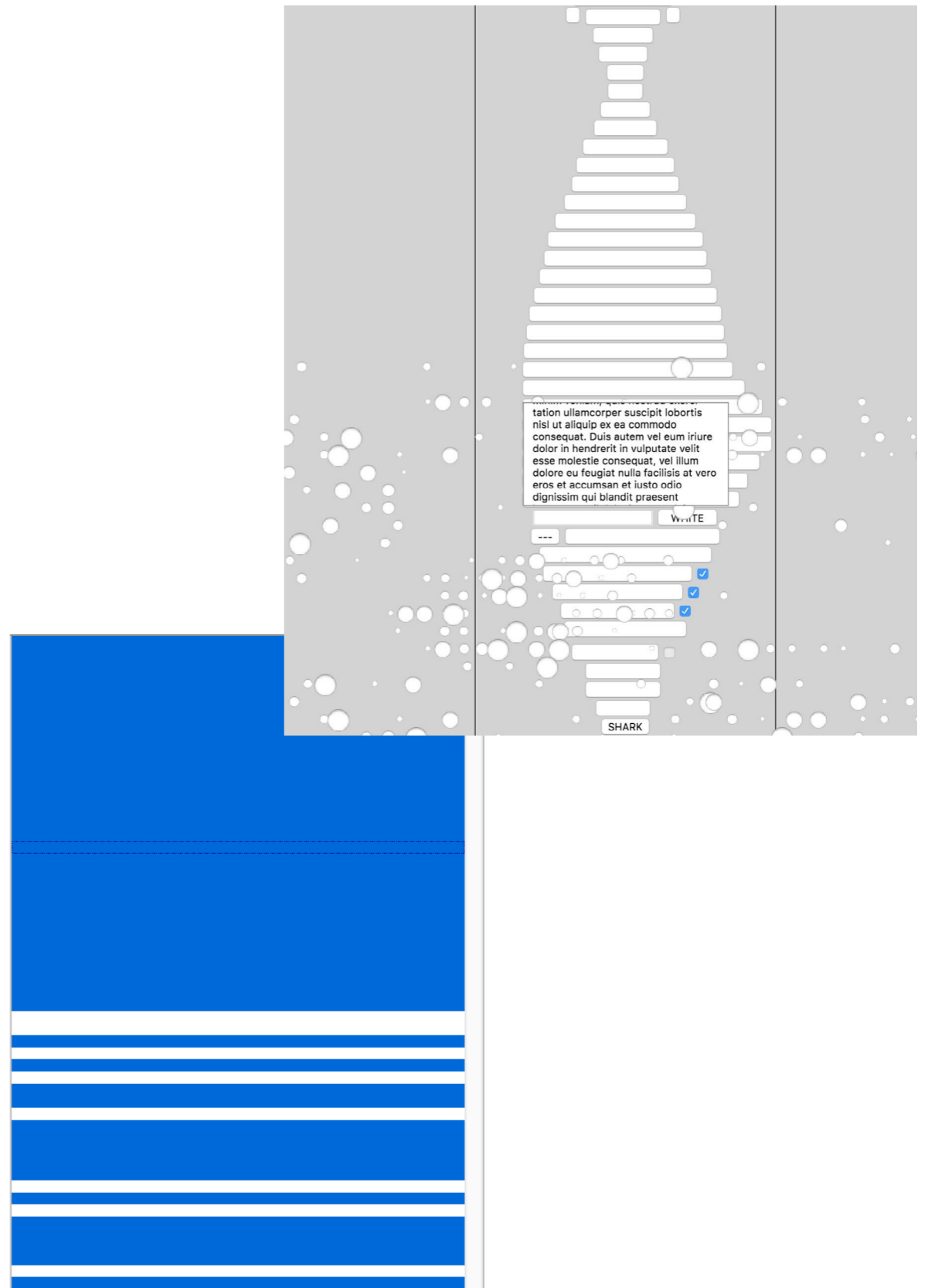


— Tradition and Revolution(s) in Human Computer Interaction



Lennart Benedict Oberlies

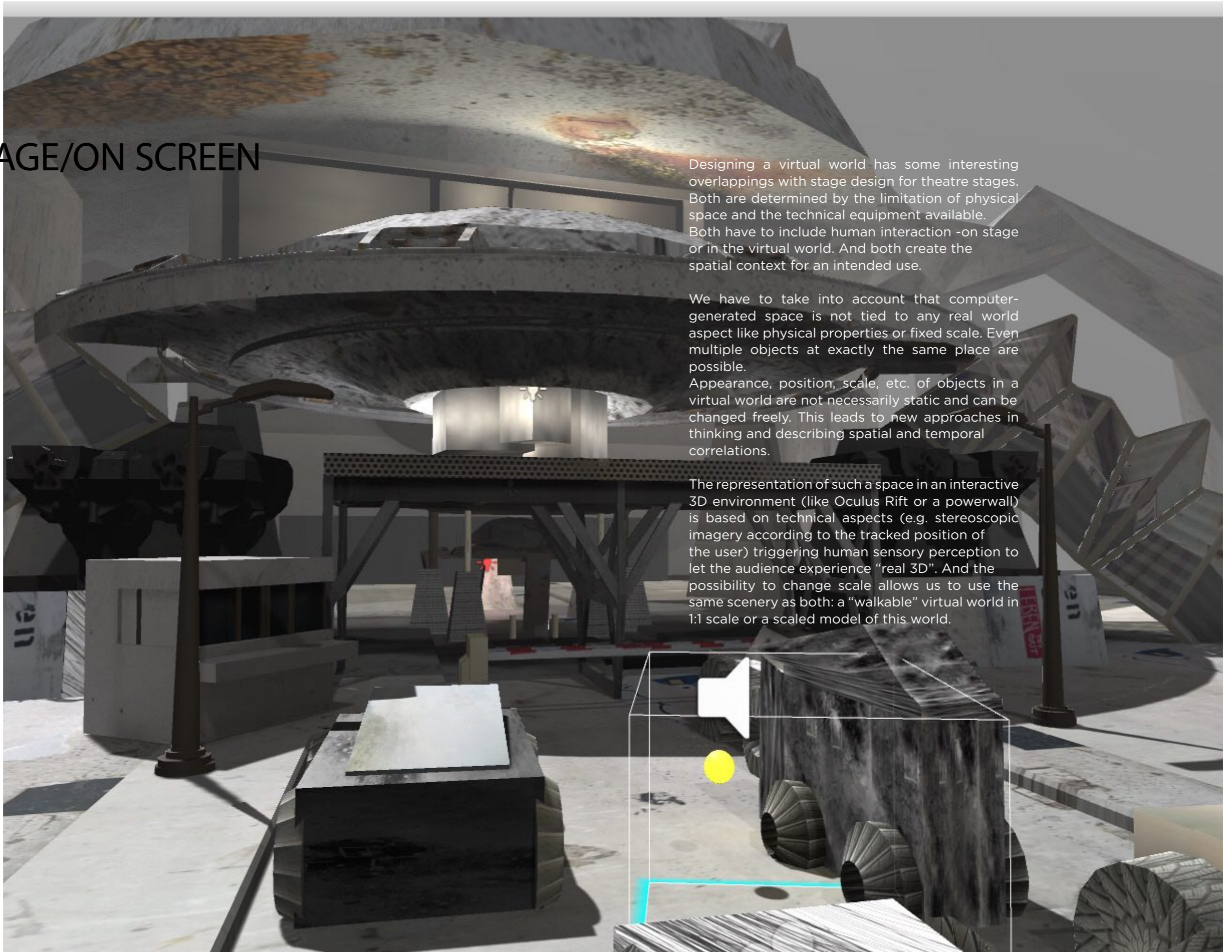
#web #interface #design #history #future #now #css #html #javascript Web-design has gone since it's beginning through some serious changes. Taken on this rollercoaster ride of the tremendous highs and lows, the frustrations and acceptances, the anger and laughter some very native HTML5 form elements seamlessly resits its outside technological and aesthetic (web)olution and are all along highly influential on Human-Computer-Interaction domains.



Media Art and Design

— ON STAGE/ON SCREEN

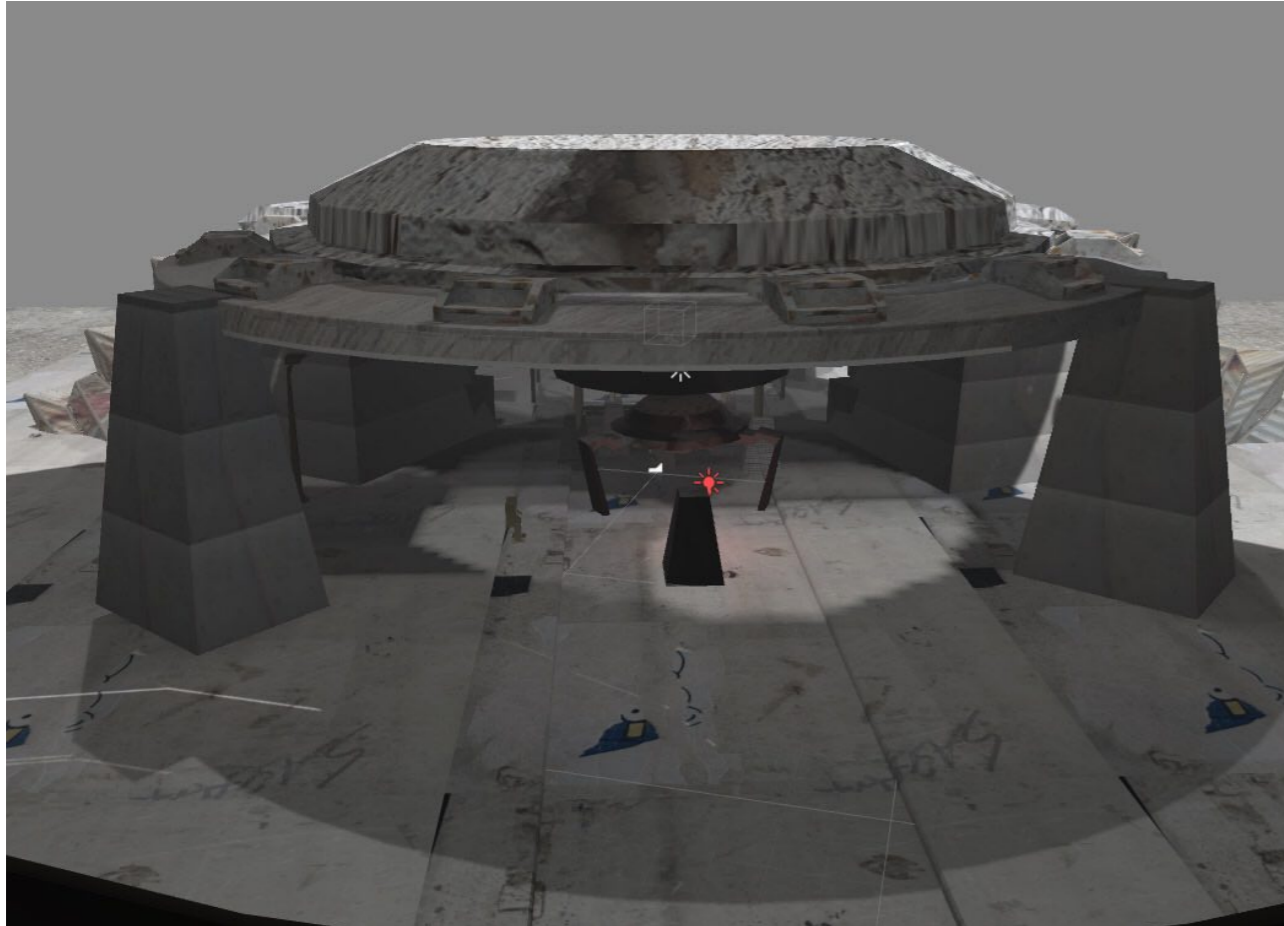
stage
design for
computer-
generated
space



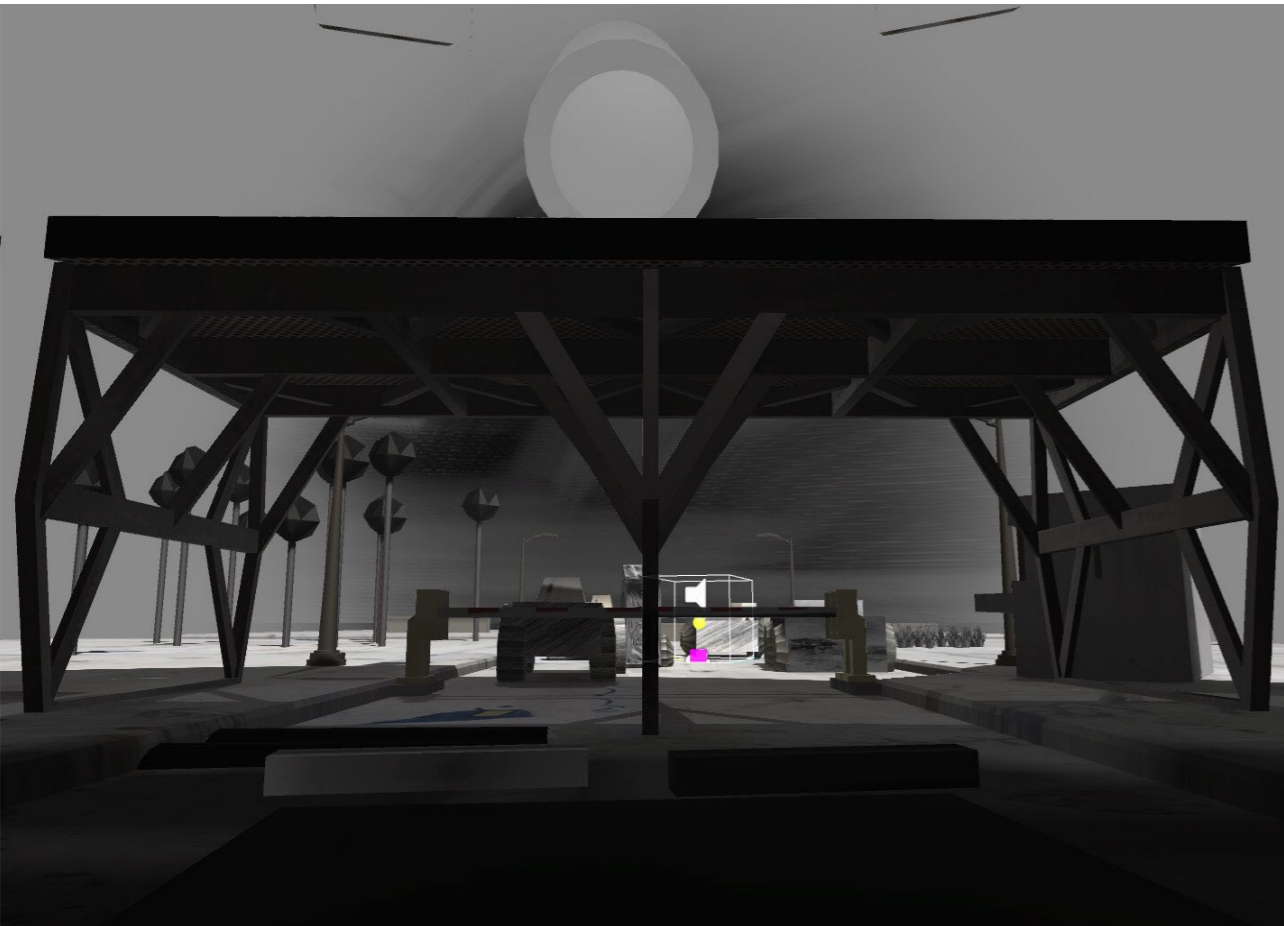
Designing a virtual world has some interesting overlappings with stage design for theatre stages. Both are determined by the limitation of physical space and the technical equipment available. Both have to include human interaction -on stage or in the virtual world. And both create the spatial context for an intended use.

We have to take into account that computer-generated space is not tied to any real world aspect like physical properties or fixed scale. Even multiple objects at exactly the same place are possible. Appearance, position, scale, etc. of objects in a virtual world are not necessarily static and can be changed freely. This leads to new approaches in thinking and describing spatial and temporal correlations.

The representation of such a space in an interactive 3D environment (like Oculus Rift or a powerwall) is based on technical aspects (e.g. stereoscopic imagery according to the tracked position of the user) triggering human sensory perception to let the audience experience "real 3D". And the possibility to change scale allows us to use the same scenery as both: a "walkable" virtual world in 1:1 scale or a scaled model of this world.



Lennart Benedict Oberlies

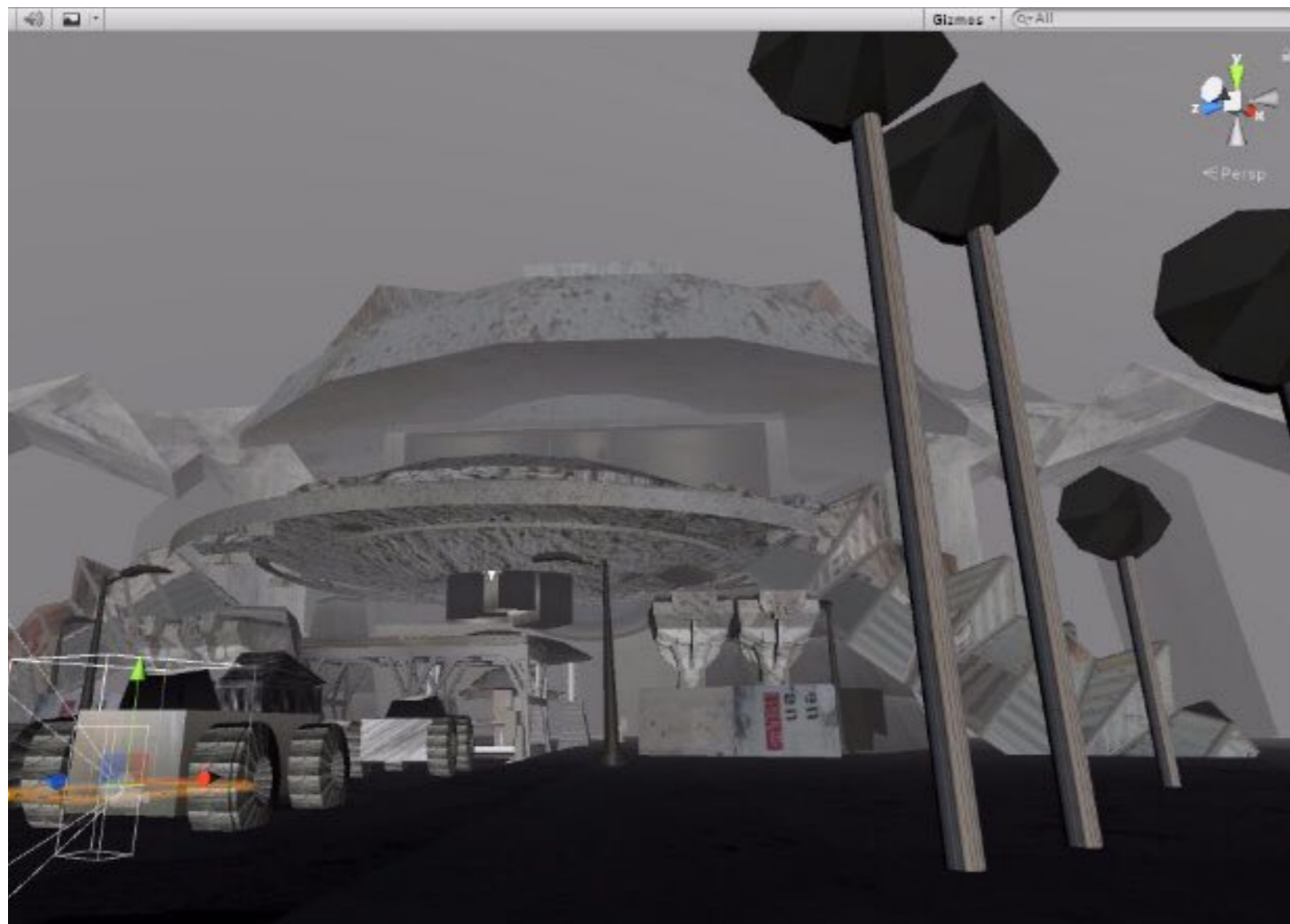


Media Art and Design

— ON STAGE/ON SCREEN

stage design for computer-generated space

„ON STAGE/ON SCREEN“ von Demian Bassé, Lennart Oberlies, Albert Oelschlägel und Lorenz Schmider zeigt vier virtuelle Bühnenbilder für eine fiktive virtuelle Theaterinszenierung des Romans „The City & the City“ von China Miéville. Alle Modelle, Texturen und Animationen sind selbst erstellt. Realisiert wurde das Projekt 2018 im Rahmen des Semesterprojekts „stage design for computer-generated space“ unter Leitung von Prof. Mario Doulis.



Virtual worlds and environments nowadays can be experienced spatially with evermore senses • they still bear a great potential for exploration designwise.

— ON STAGE / ON SCREEN

stage design for computer-generated space

Convey a sense for the physical world (real world) and digital world (virtual, synthetic).

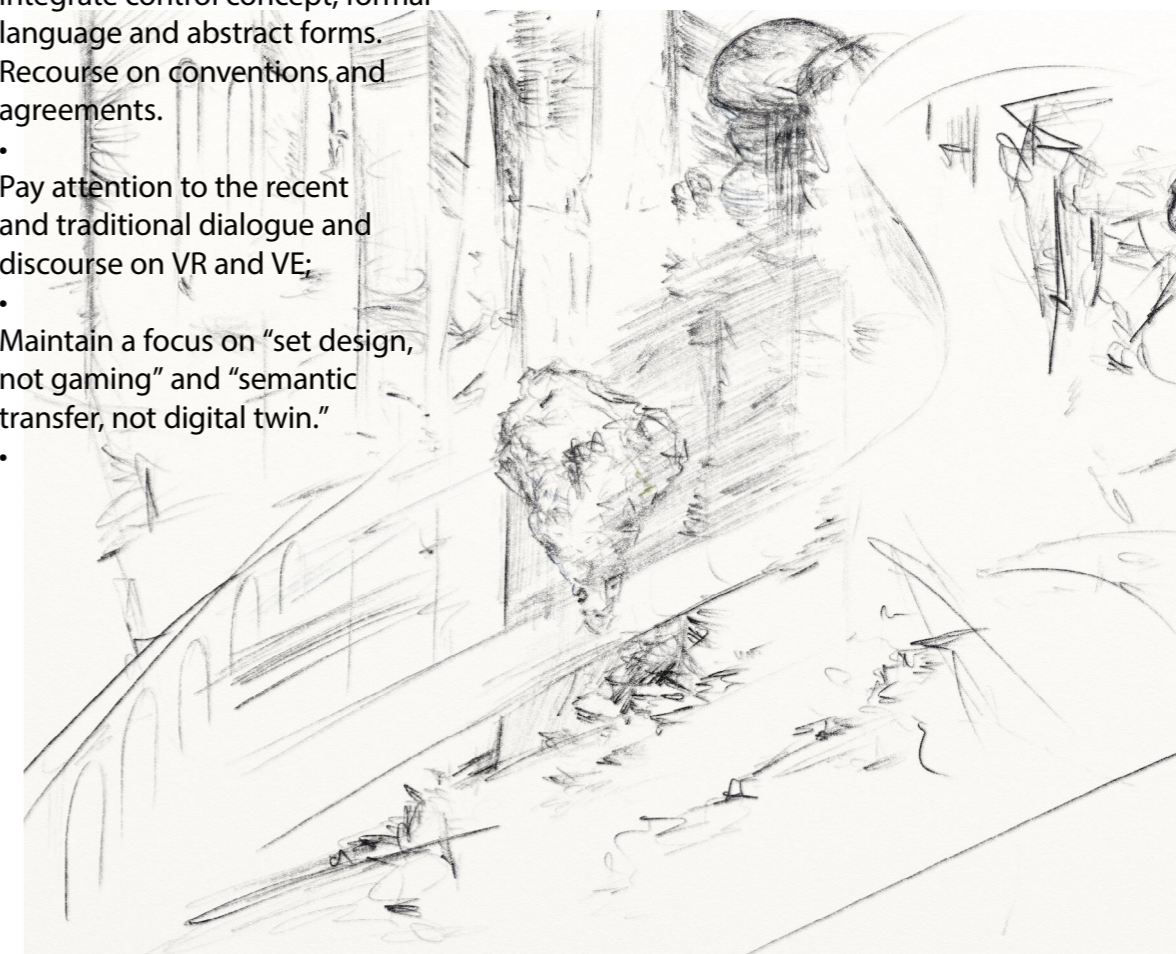
- Create a look-and-feel that reflects the sense and purpose of the physical thing/tool and the virtual portrayal.

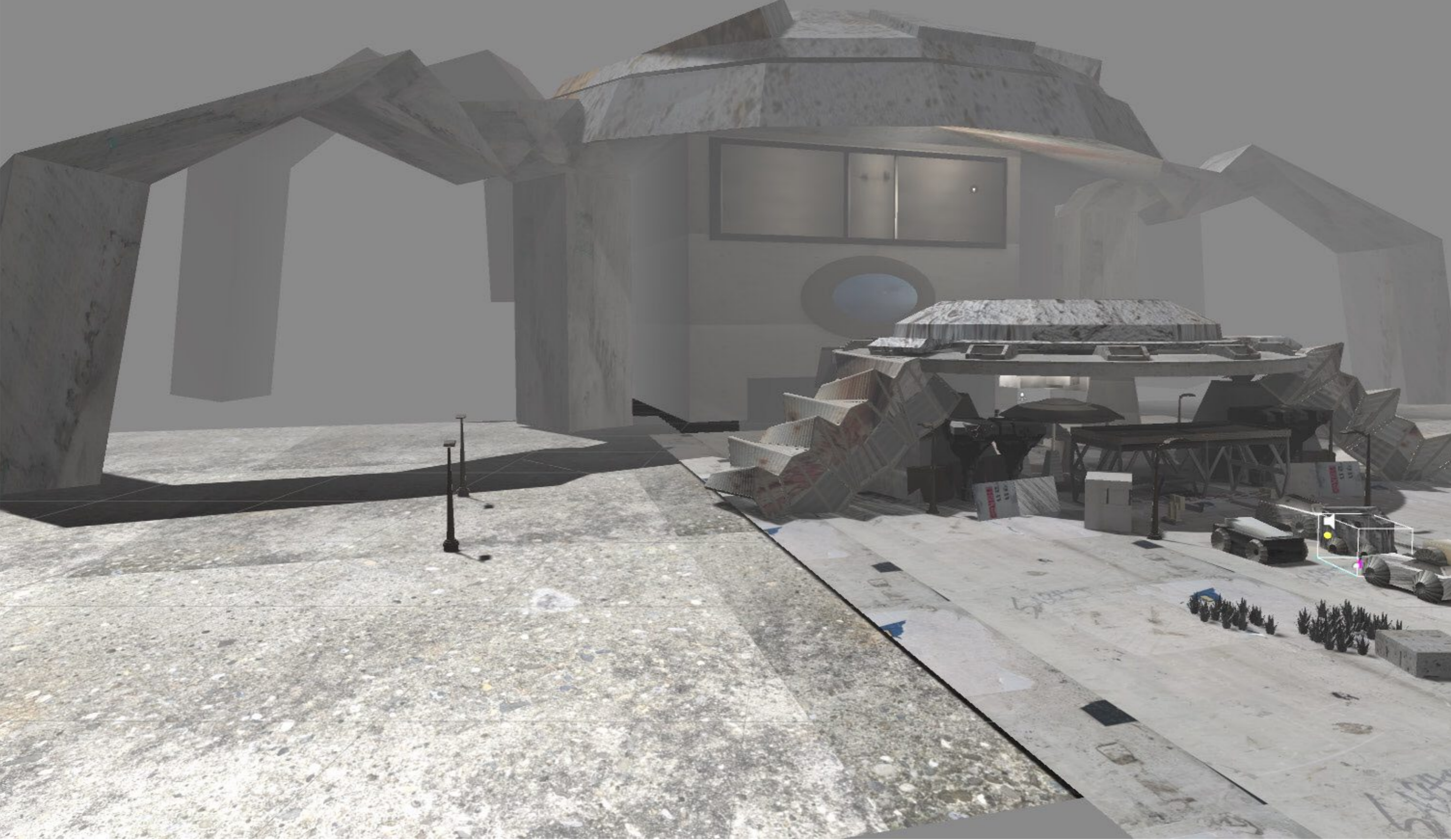
- Leave space for imagination, indue meaning and personality.

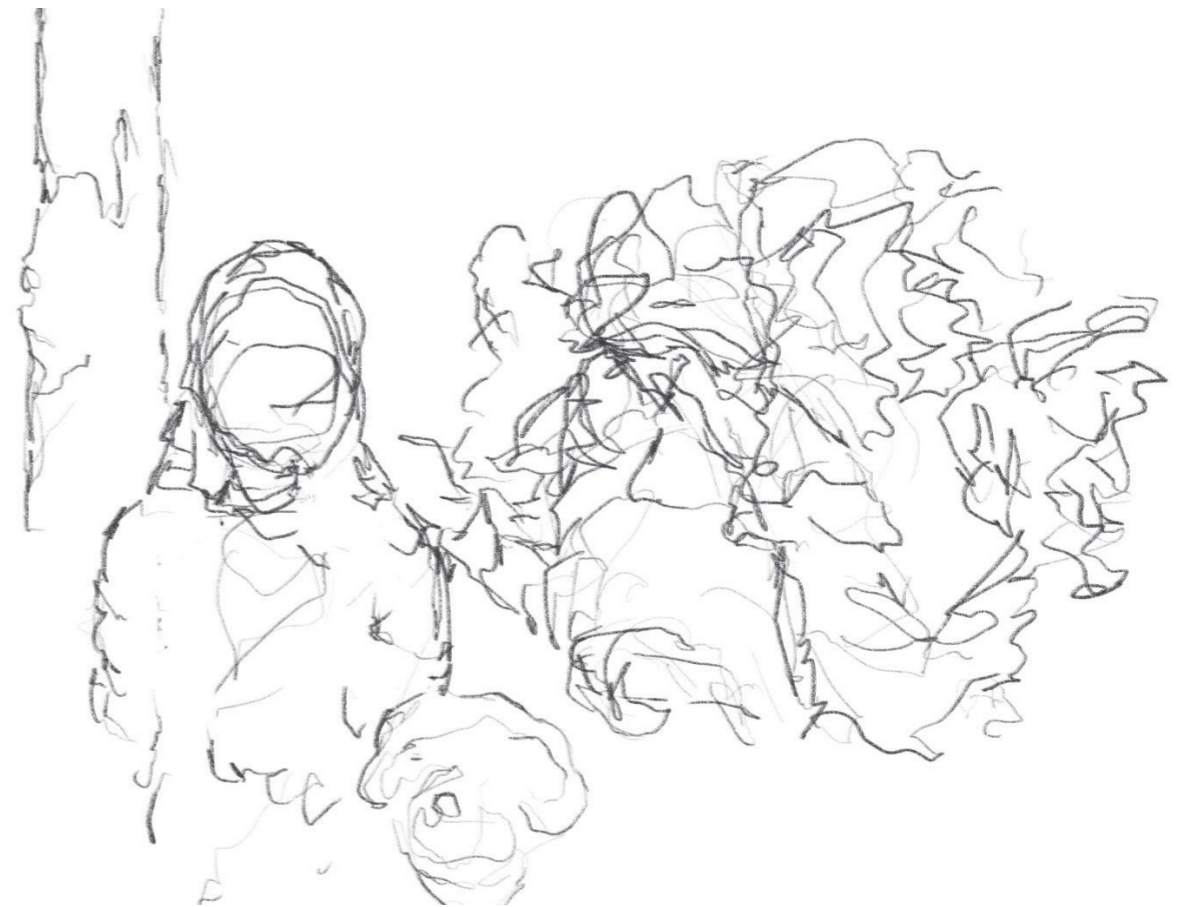
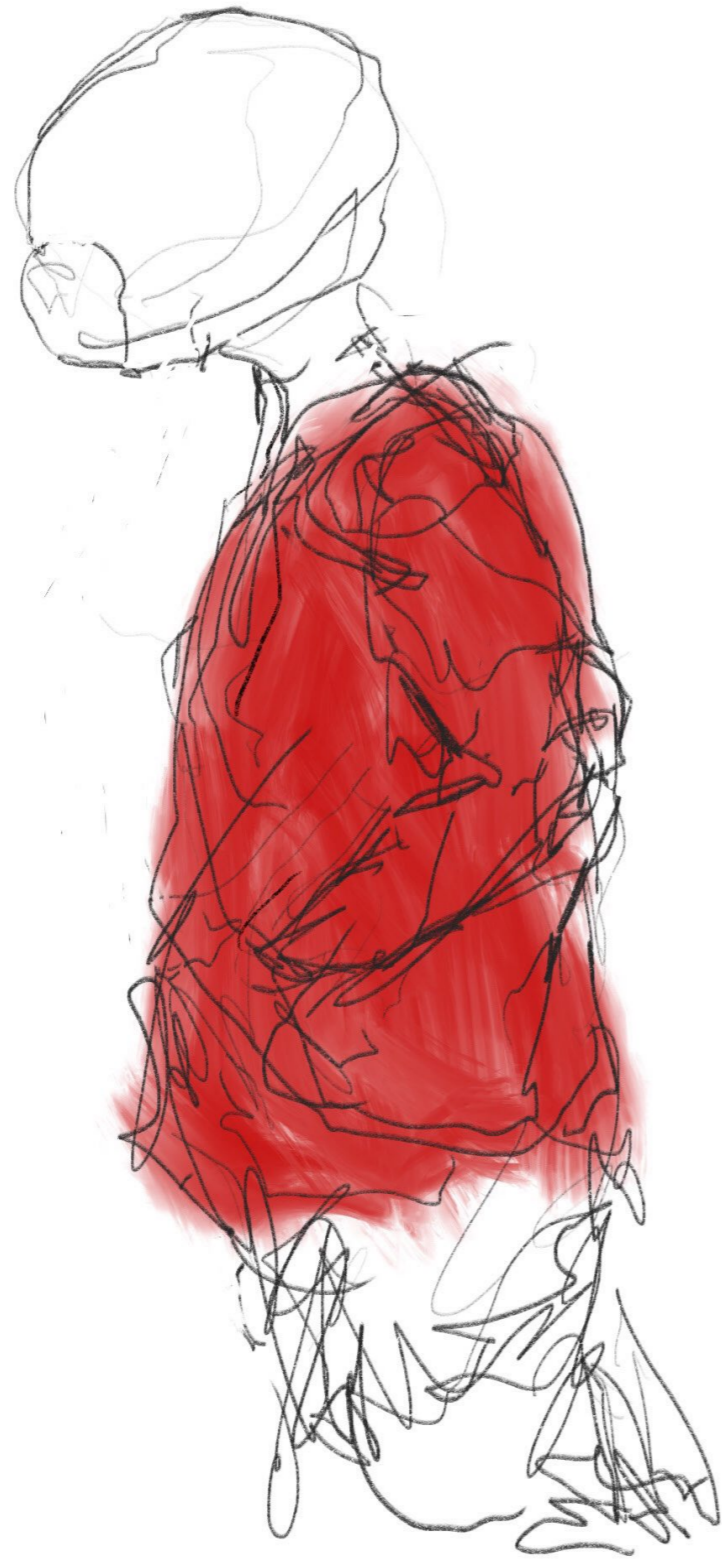
- Integrate control concept, formal language and abstract forms. Recourse on conventions and agreements.

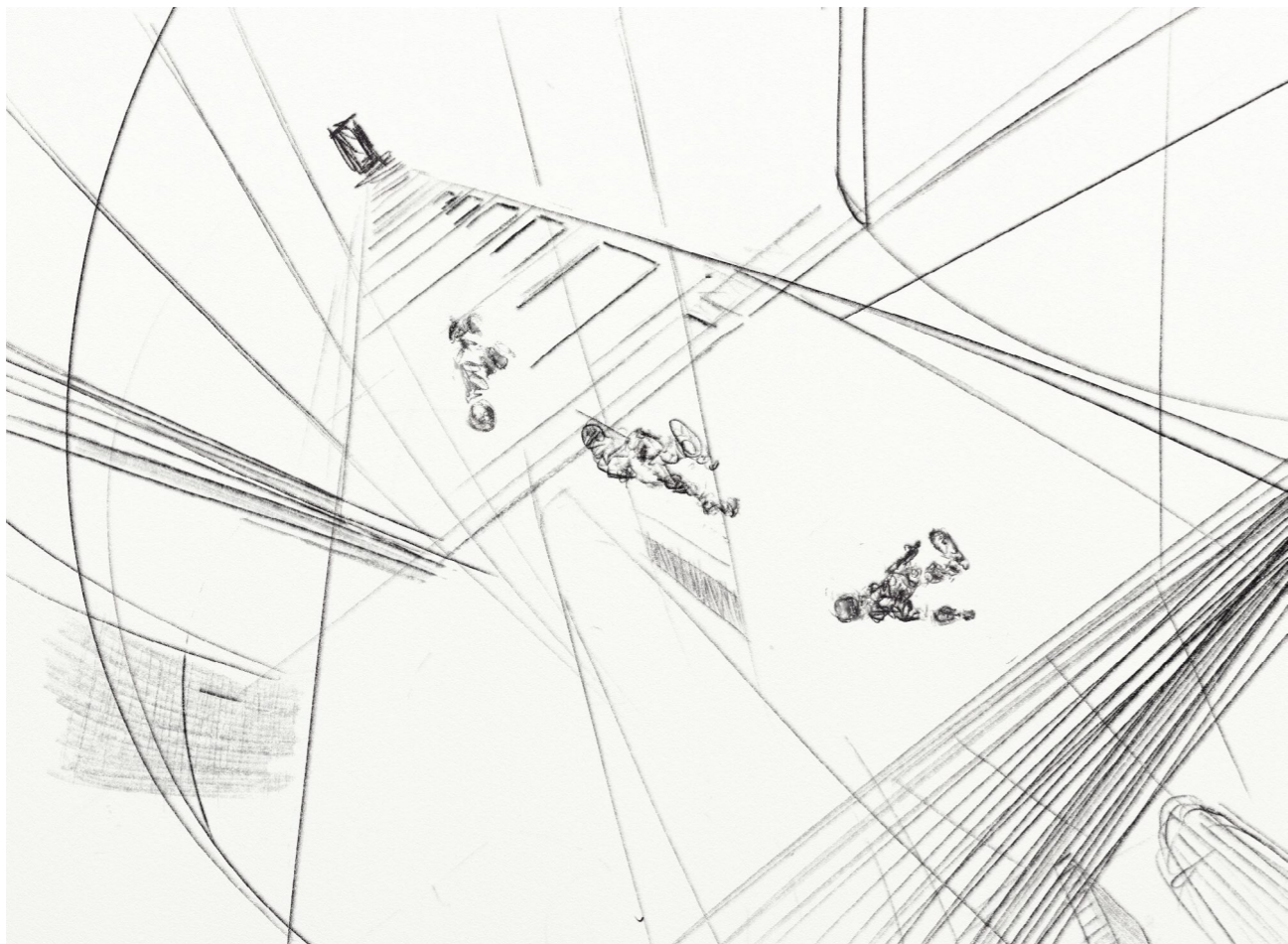
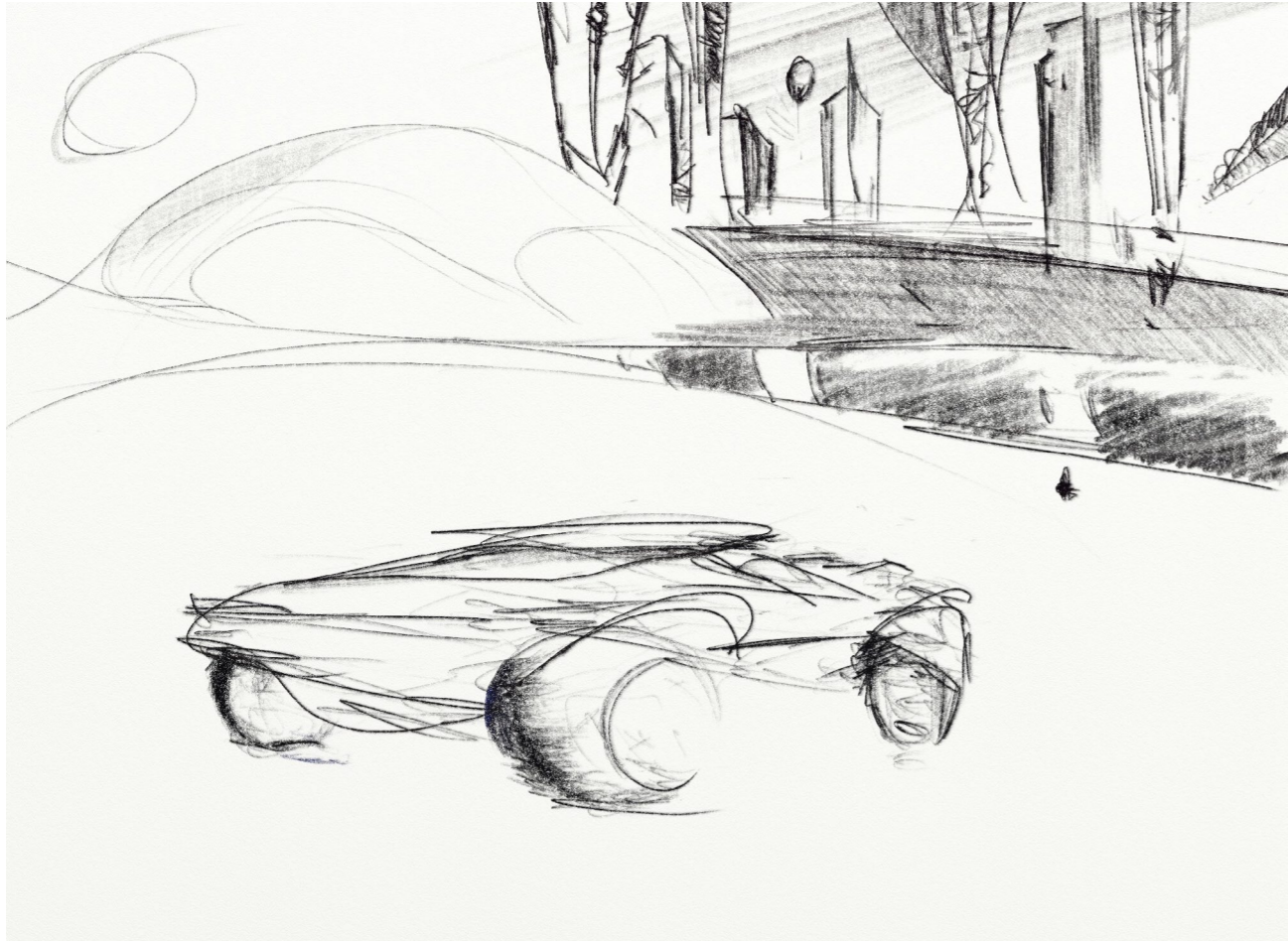
- Pay attention to the recent and traditional dialogue and discourse on VR and VE;

- Maintain a focus on "set design, not gaming" and "semantic transfer, not digital twin."









Lennart Benedict Oberlies



Media Art and Design



Lennart Benedict Oberlies



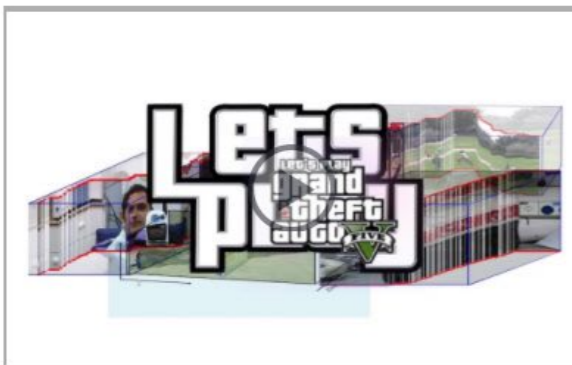
Media Art and Design





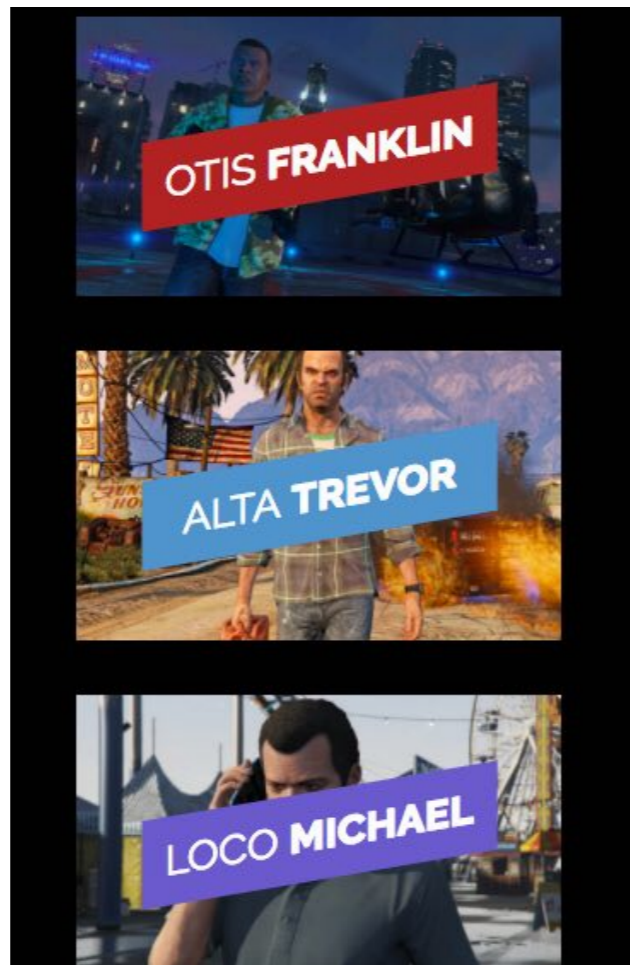
Let's Play GTA V

Lennart Benedict Oberlies



Since the introduction of web video platforms like Youtube or Streaming provider like Twitch, Let's Play Videos are integral parts of trending web media. Apart from the part /structure, this Video format is not really giving genuine room to dynamic content.

Space Time Manifold Zoomooz MotionJS



— Let's Play Grand Theft Auto V

Weaving a
Time-based
Web

"Clouds come floating into my life, no longer to carry rain or usher storm, but to add color to my sunset sky."

On Youtube or Streaming provider Twitch, Let's Play Videos are integral parts of trending web media. This Video format is not yet giving genuine room to dynamic content. Let's Play GTA V is a first attempt to give rise to a new kind of gaming videos. In the form of a webapplication it ripples out and create new possibilities for the user, such as interactive participation with one individual user experience. GTAs three perspectives have been translated into an interactive Let's Play.


Michael Franklin

1 Key Codes
 "Meet a contact in Downtown to receive the Humane Labs key codes. Set up lookouts and security at the meet in case of interruption."

Next

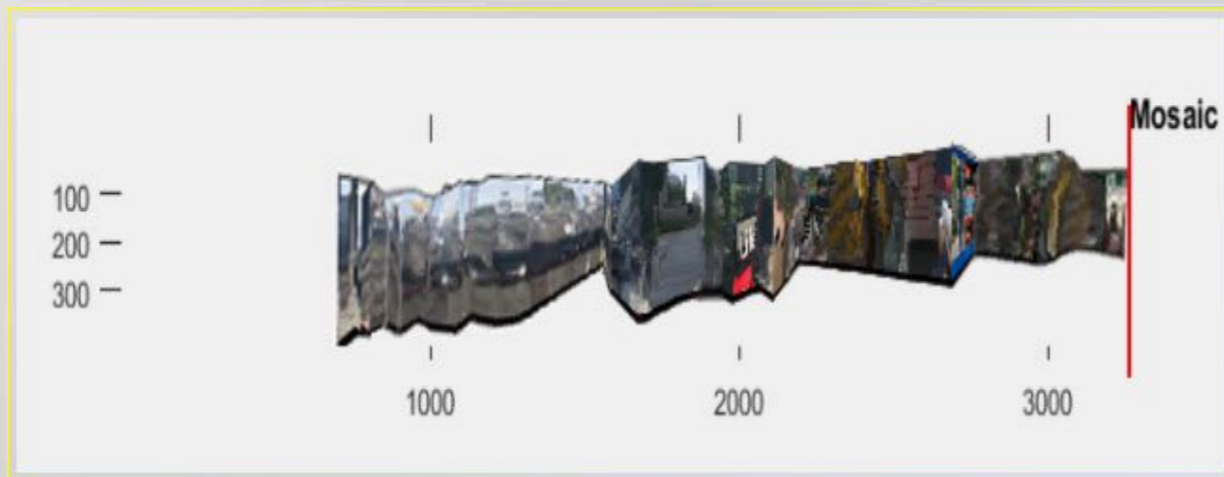
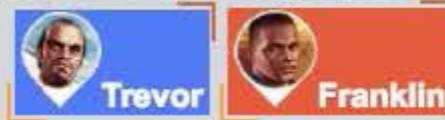
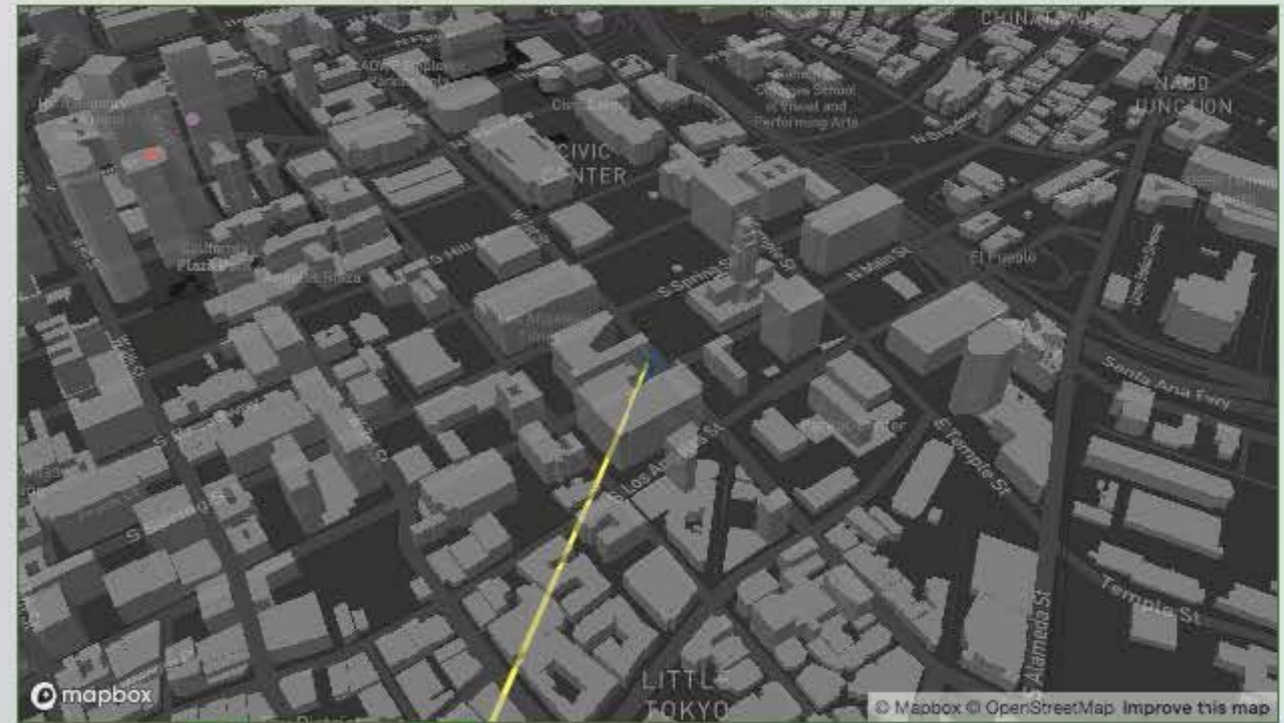
2 Insurgents
 Take two Insurgent LAPVs from a Merryweather test site at the Davis Quartz Quarry for use in the raid on Humane Labs

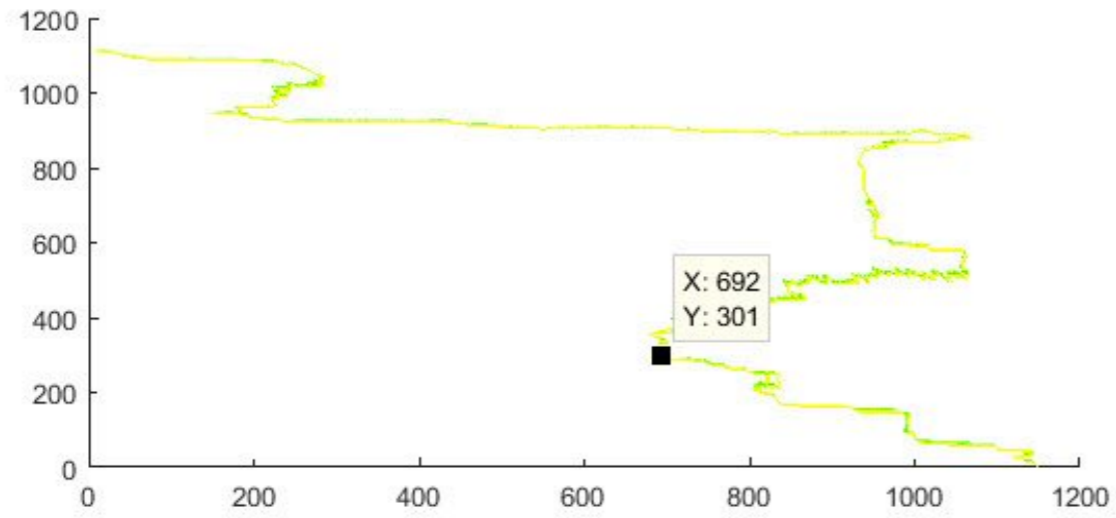
3 EMP
 Get hold of an Electromagnetic Pulse device to shut down power at Humane Labs. It's currently installed in a Hydra jump jet.



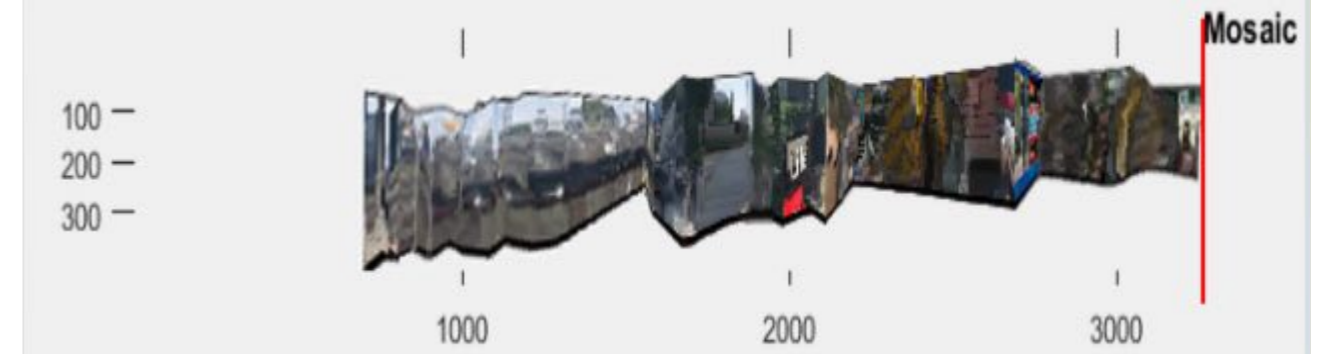
0:02 / 2:27



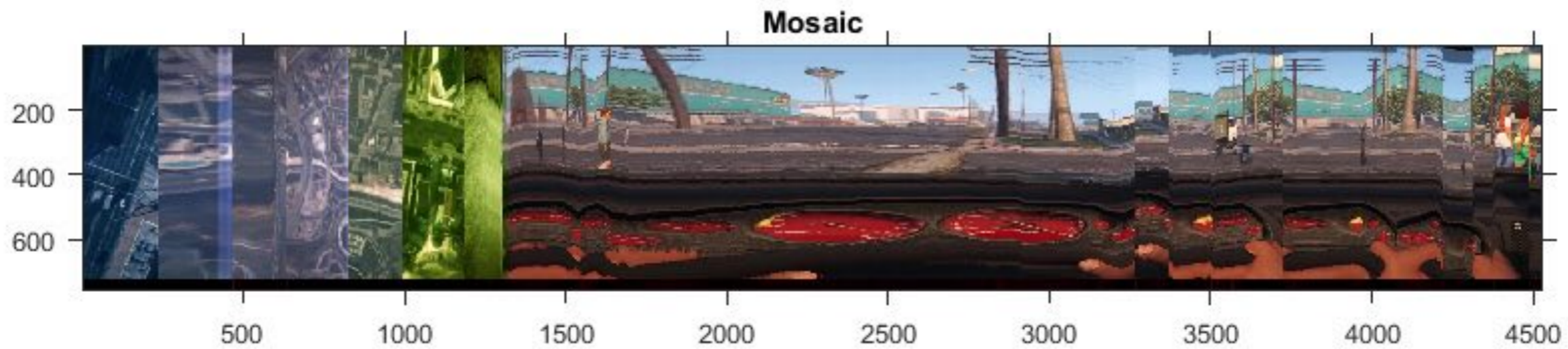


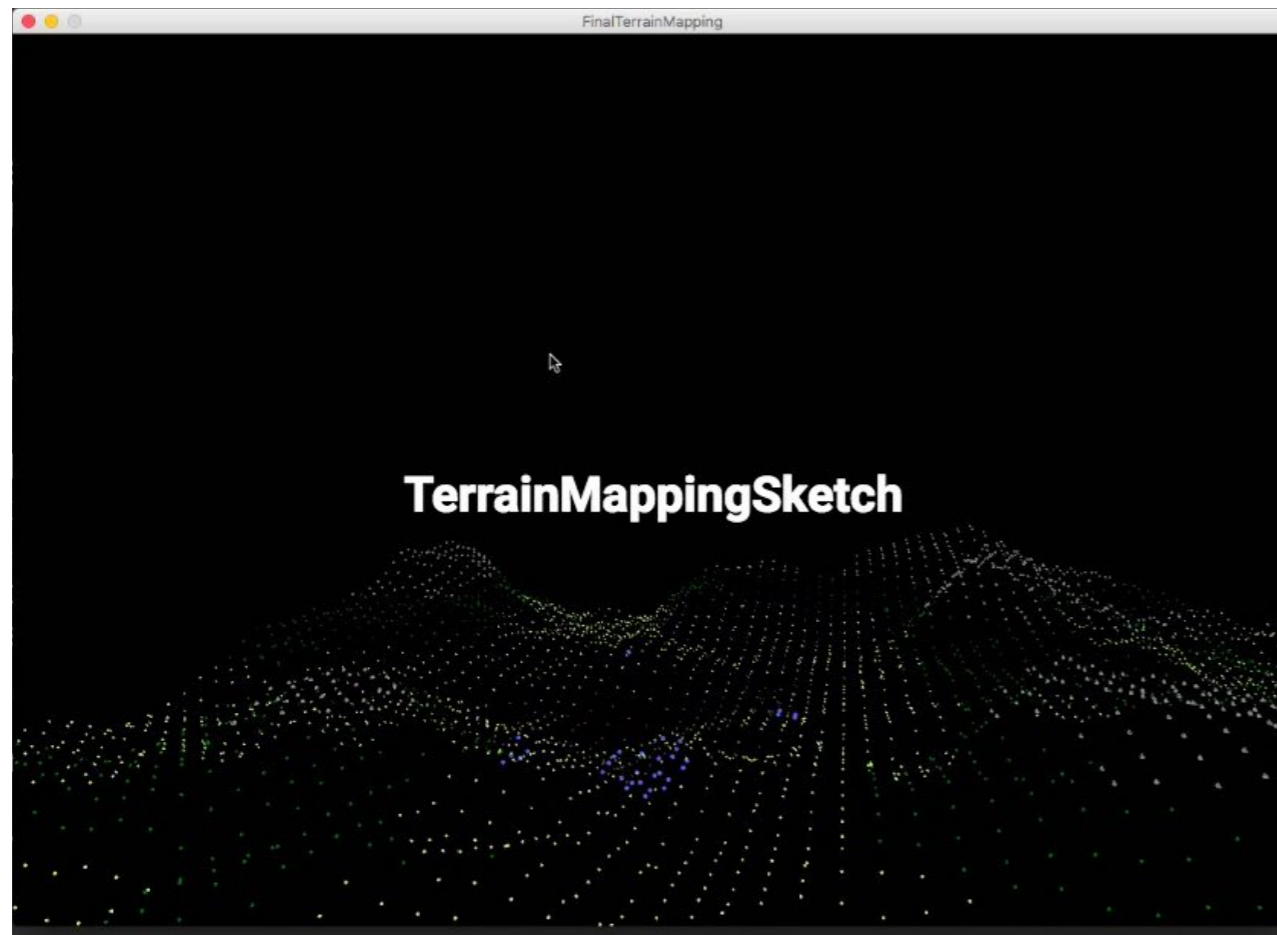


Space Time Manifold - MOSAIC



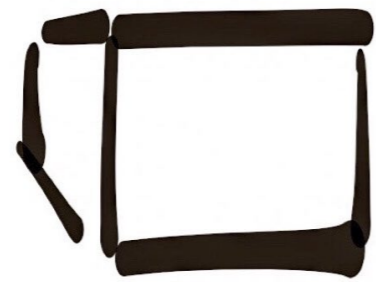
The space of real image patches is known to be a non-linear subspace of all pixel combinations. The paper by Y.Wexler and D.Simakov, "Space-Time Scene Manifolds". International Conference on Computer Vision (2005) presents the idea of the Scene Manifold, which lies within this subspace, and is restricted to cut the space-time volume without incurring visual artifacts or distortions. Every local neighborhood within it resembles some image patch. For a broad class of inputs the problem can be posed as a shortest path in a graph and can thus be solved efficiently to produce the globally optimal solution. Constraining appearance rather than geometry give rise to a variety on new capabilities.





Three dimensional Terrain Mapping - Processing

The digital surface model (DSM) stands in for the earth's surface and includes all objects on it. In contrast to a DSM, the DTM represents the bare ground surface without any objects like plants and buildings. On the Processing generative basis this project led to an encoded 3d digital terrain model with random surface and elevation data.



Virtuelle Welten

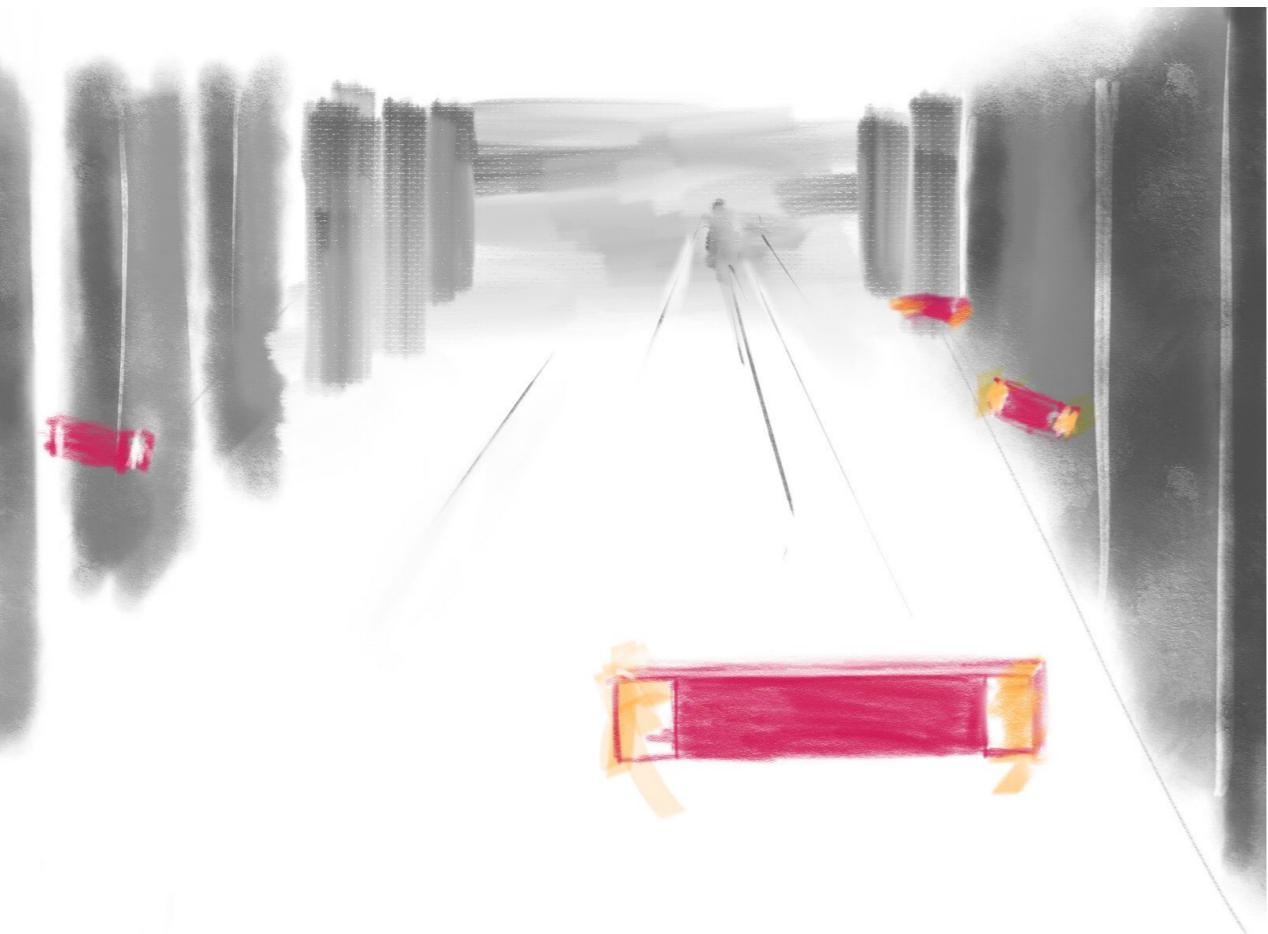
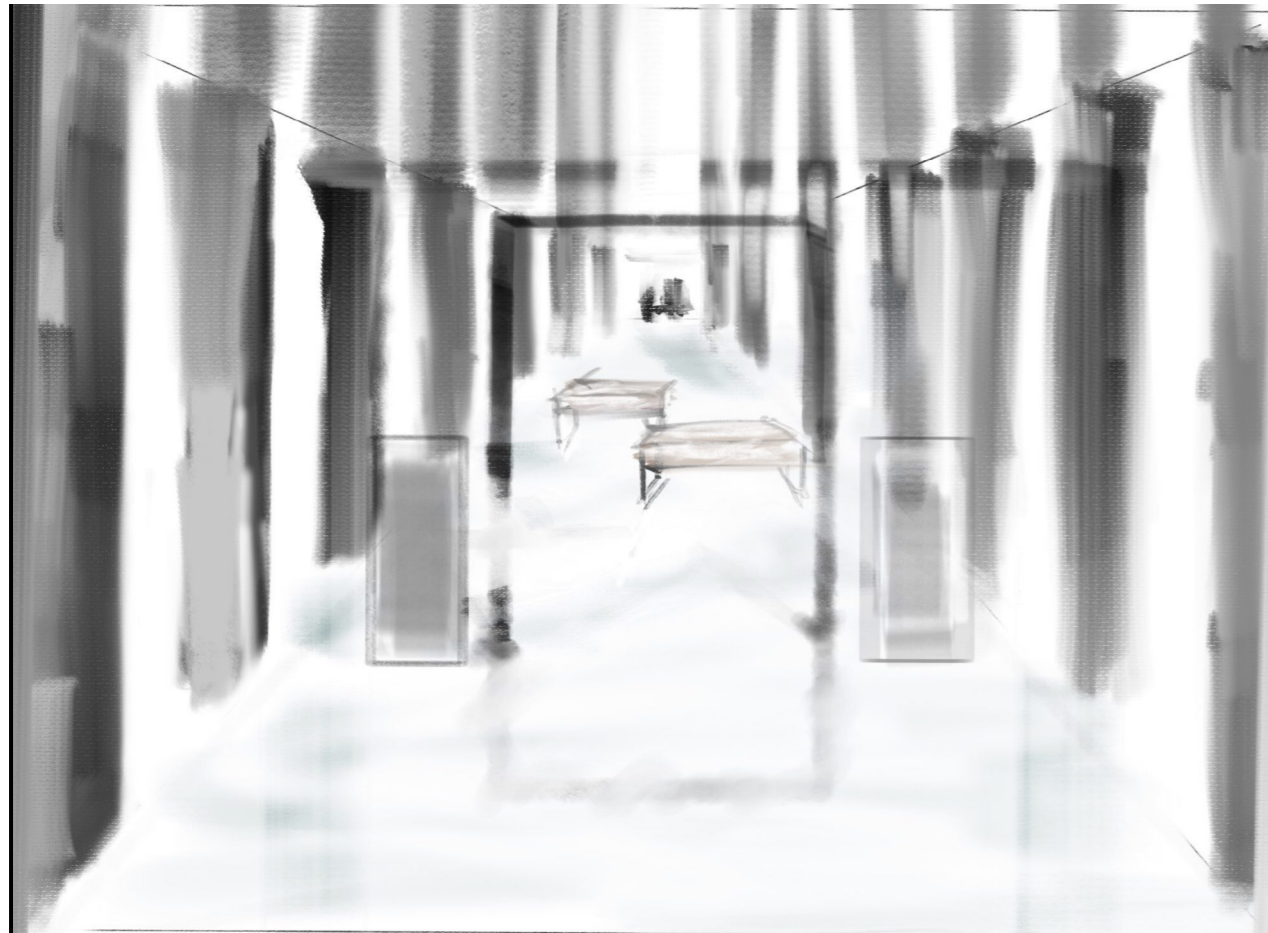
Navigate WRLD



Hall Run

// The Matrix Scene in VR

The concept was based on the idea to create a minimalistic parcours-like run through a lobby-hall, inspired by the lobby-fight scene from the first Matrix movie. We managed to achieve the navigation through the virtual environment via trigger boxes and step-by-step camera animation. The atmosphere being dense and intimidating for an immersive VR experience.



This one-week project was focused on creating an interesting virtual world and think about a creative way to travel through this world. We developed storyboards for virtual worlds thinking about the possibilities that come if we are not bound to physical behaviour, designed spatial navigations and implemented them as a working prototype in Unity3d with the virtual reality headset HTC Vive.

Navigate WRLD

Storyboard

(1) HTC Vive Controllers

(2) VI Interface

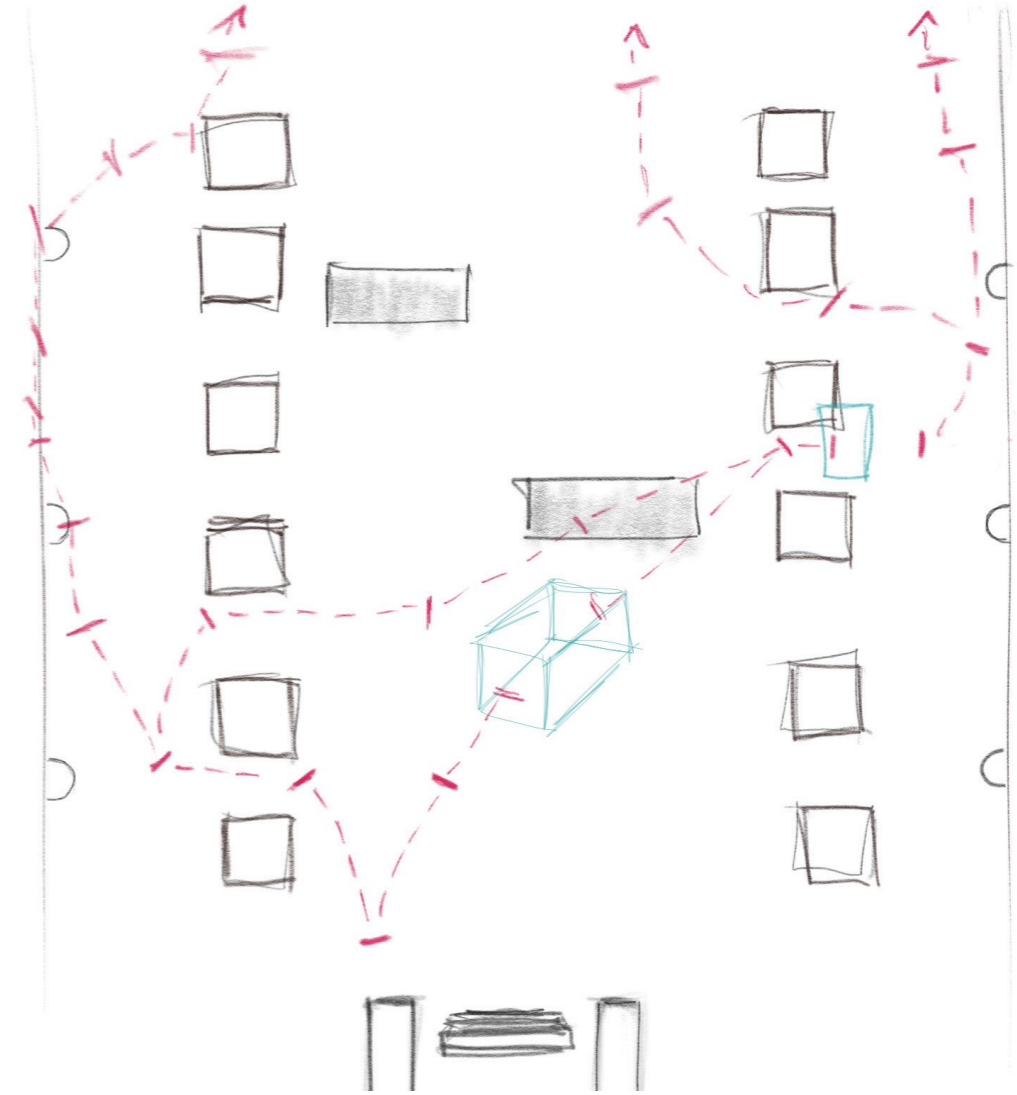
(3) SECURITY

(4)

(5) Jump

(6)

Lennart Benedict Oberlies



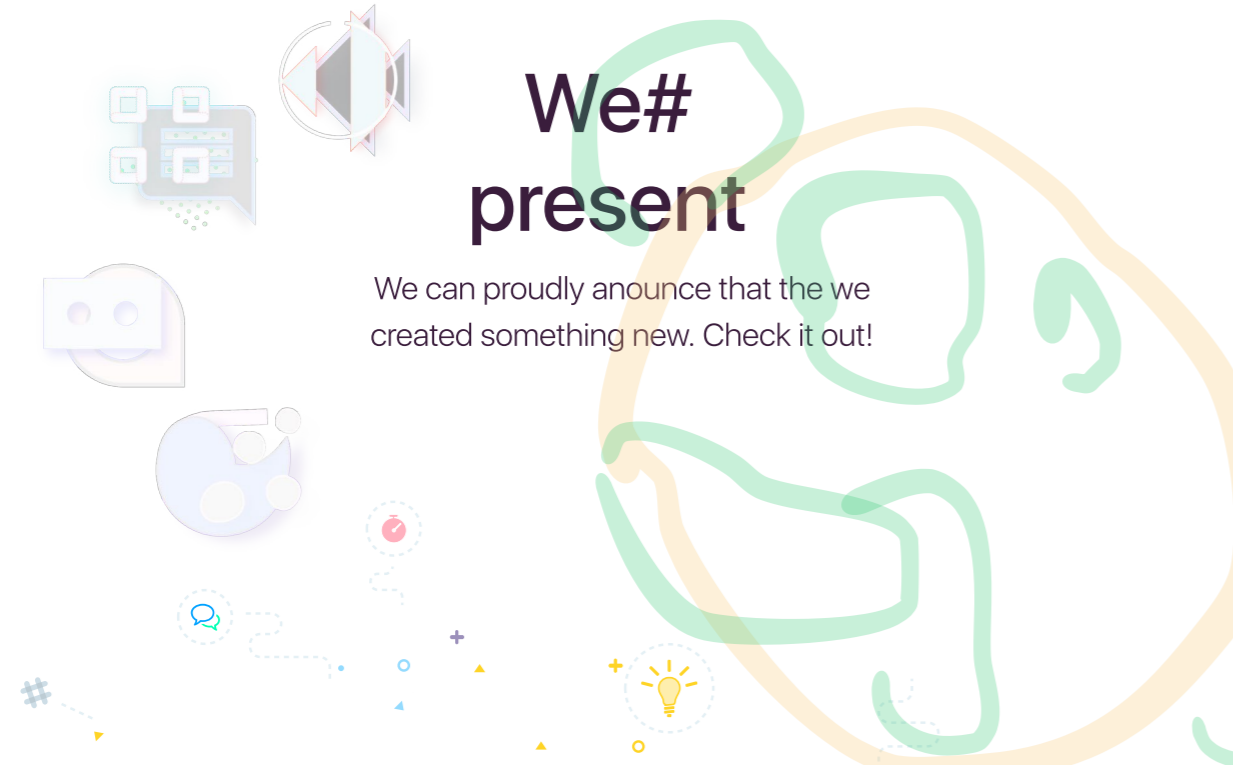
Media Art and Design






New way of selling, curating and presenting art

We# present

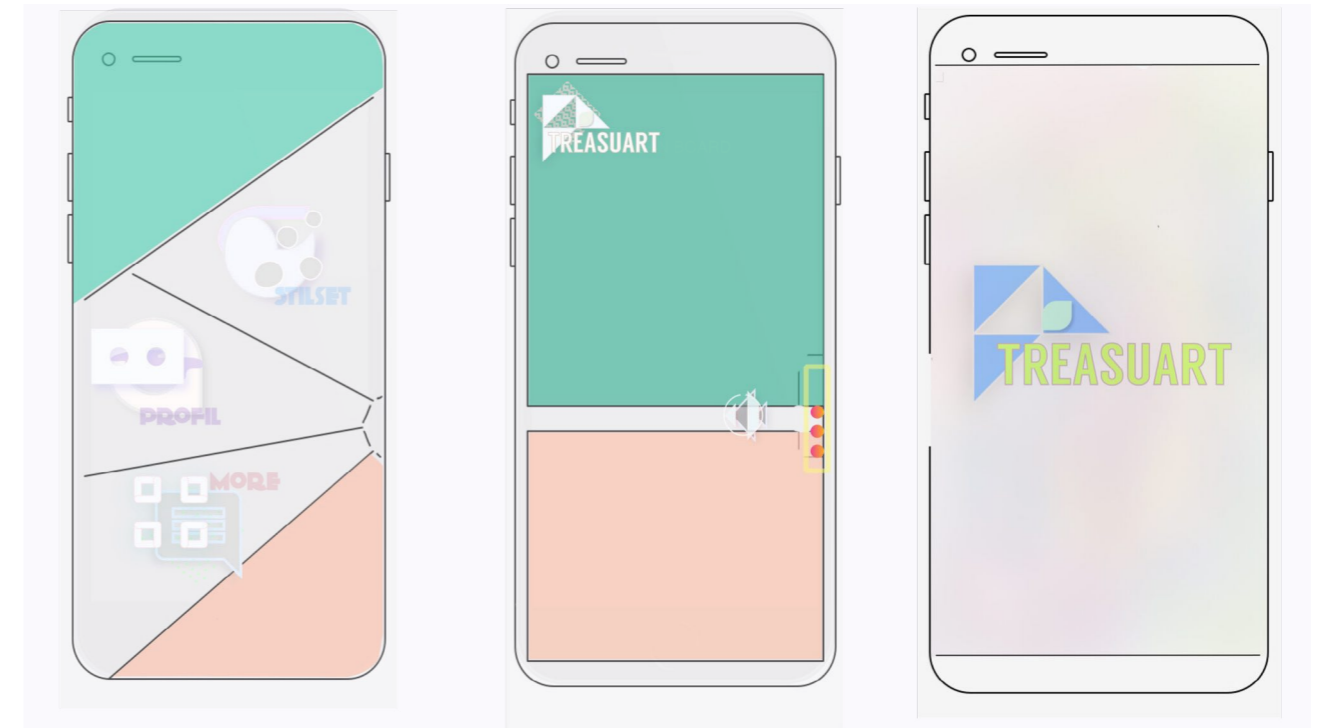
We can proudly announce that the we created something new. Check it out!



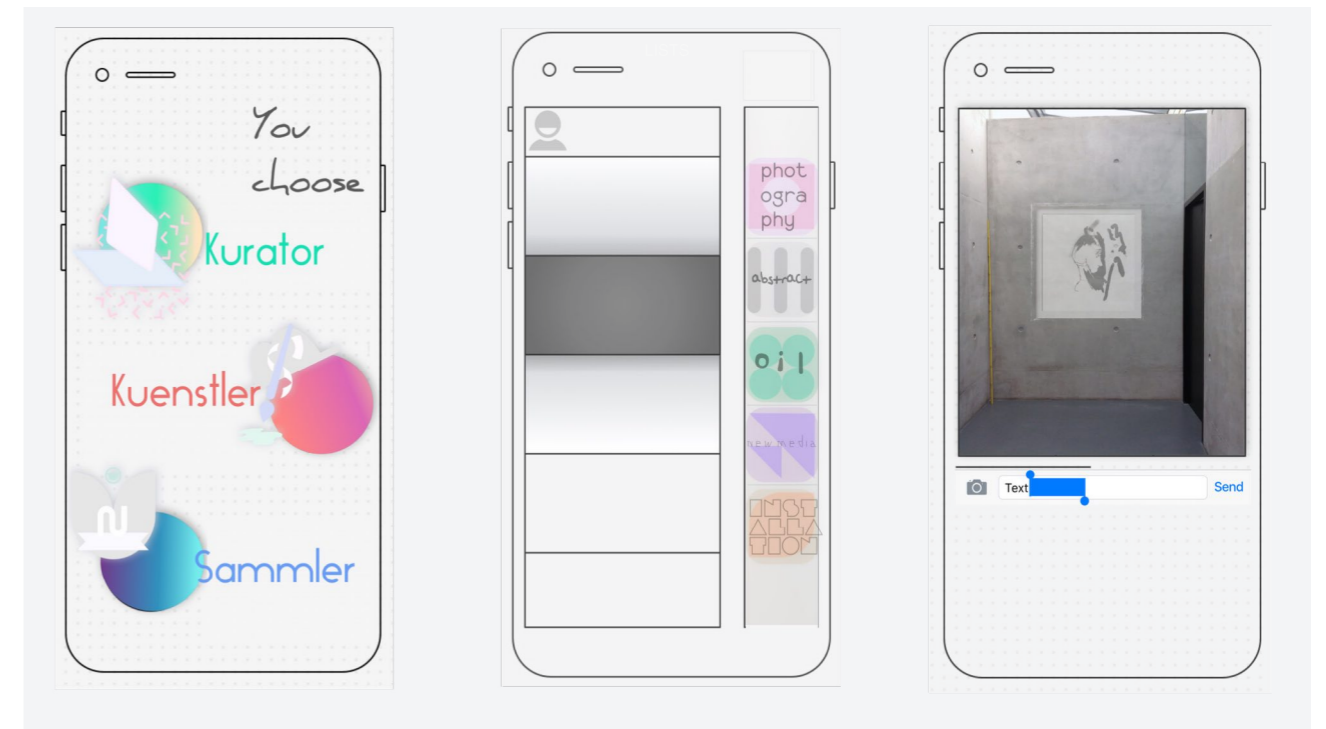
 <p>Presila Baker 25 years old artist Opinionated Hipster</p> <p>GOALS</p> <ul style="list-style-type: none"> to make a living from being an artist and sense her art impact Eager to not sell out artworks of her and want to know owner <p>BEHAVIORS</p> <ul style="list-style-type: none"> Opionated and tech-savvy Always wants to try out new passionated about the contribution channels features by new media Curious about the work and the lifestyle of others 	 <p>Lucky Standout 42 years old business Manager Investor</p> <p>GOALS</p> <ul style="list-style-type: none"> find new ways for investing money explore about art buy low player want to be first if the next big things occurs want to save money for pricy advisory and agency <p>BEHAVIORS</p> <ul style="list-style-type: none"> Risk is part of the deal but the less investment - the less it hurts Need for balance - Tired of numbers, ever since interested in design & art Never been this kind of imaginative person 	 <p>Night Winter 59 years old dentist artcollector cultural</p> <p>GOALS</p> <ul style="list-style-type: none"> wants to find artwork from young empowered artist for his clinic want to set free from the market finds that the prices are outranged want to save money for pricy advisory and agency <p>BEHAVIORS</p> <ul style="list-style-type: none"> tech-savvy Feels like he need to encounter cultural life more Likes the idea of supporting new generations of artists The visitors of his clinic are demanding but yet not money-savvy
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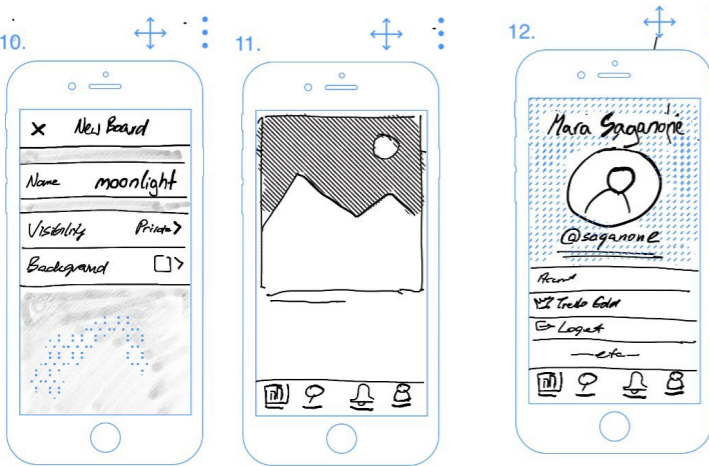
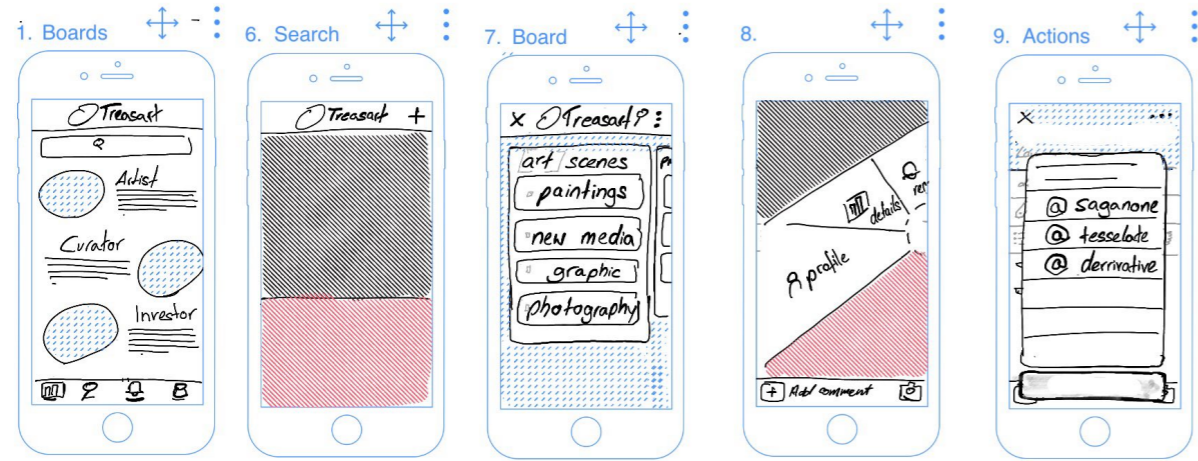
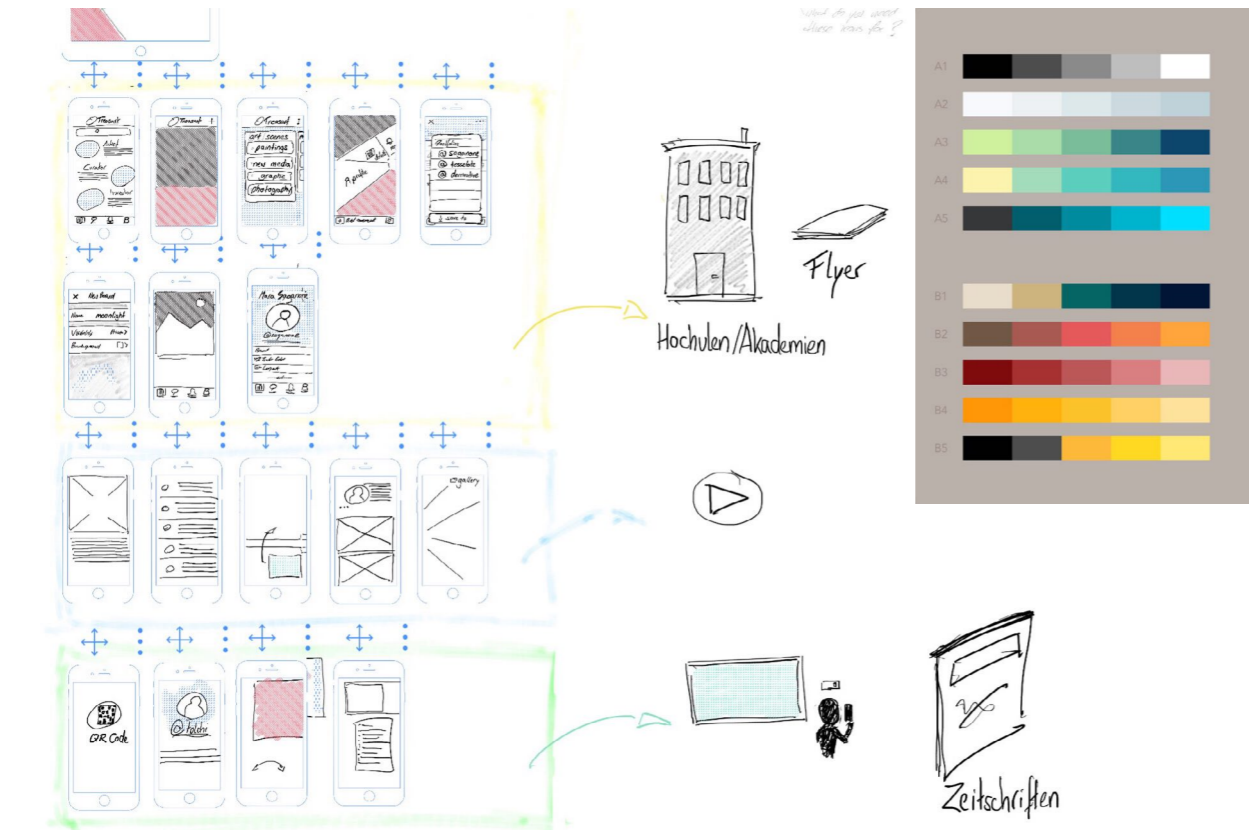
TREASUART

New way of selling, curating and presenting art

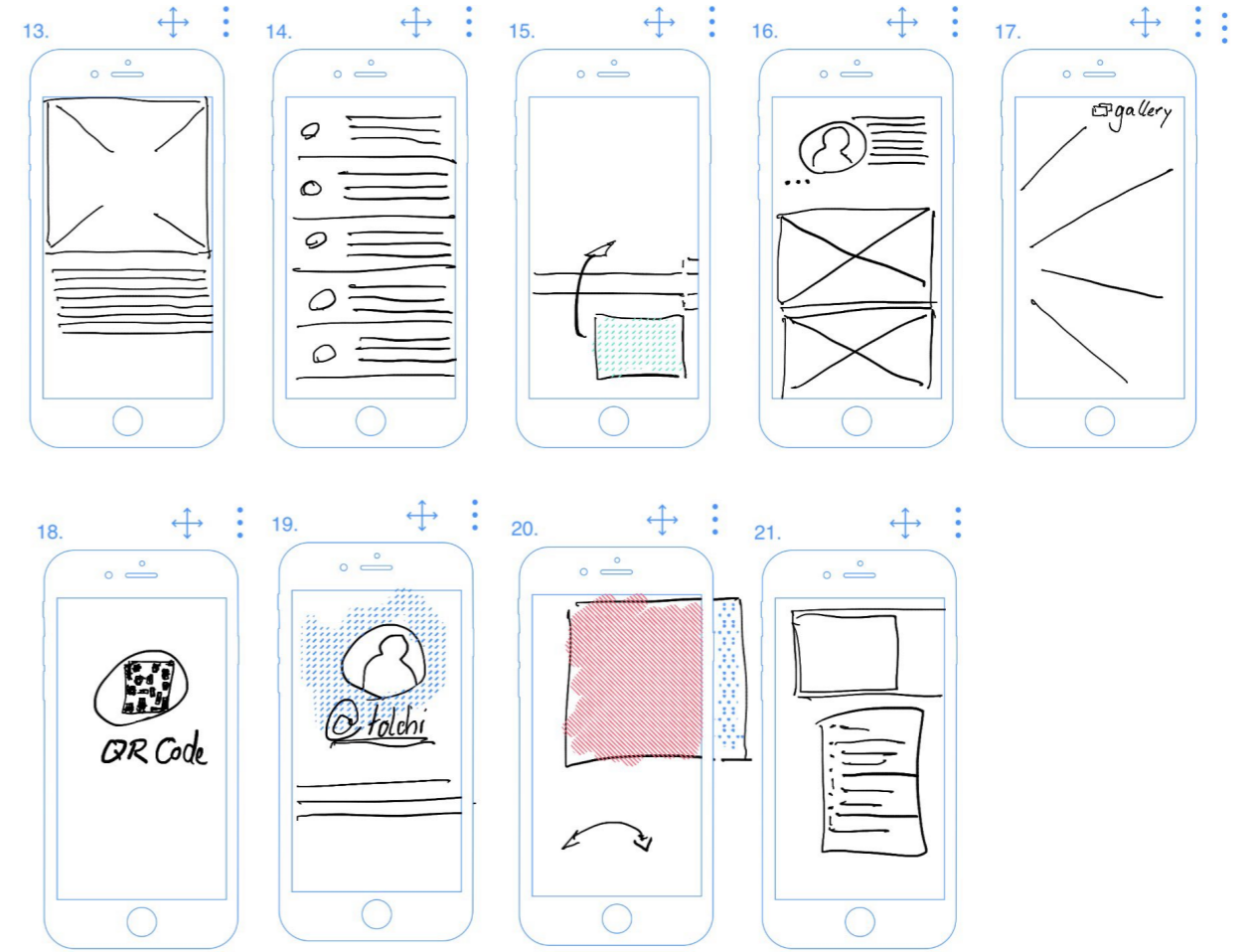


Role-based App and Webapplication, directly designed for your specific needs

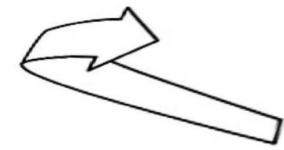




or a smartphone app



Check it out at treasuart.com



Setup - Benutzer Hardware
Oculus Rift + Leap Motion Sensor

Shift map up the scene towards viewer
STOP

Tilt map away from you
STOP

Seperate federal US states by hand gesture

Hover and select each state individually

Spatial navigation move

& zoom seamlessly between all different levels of detail

Fist gesture let you display hard facts
(Multiplying data graph and map view)

Pinch to zoom gesture for enacting focal point

Press OK

Entering 3d isometric scene

Rotating viewport gesture

Overlaying GUI

Srip out GUI

Narrative and metaphorical visualization framework

Changing from global context to local details
on the back of the map

Gross domestic product InfoViz

Inflation rate InfoViz

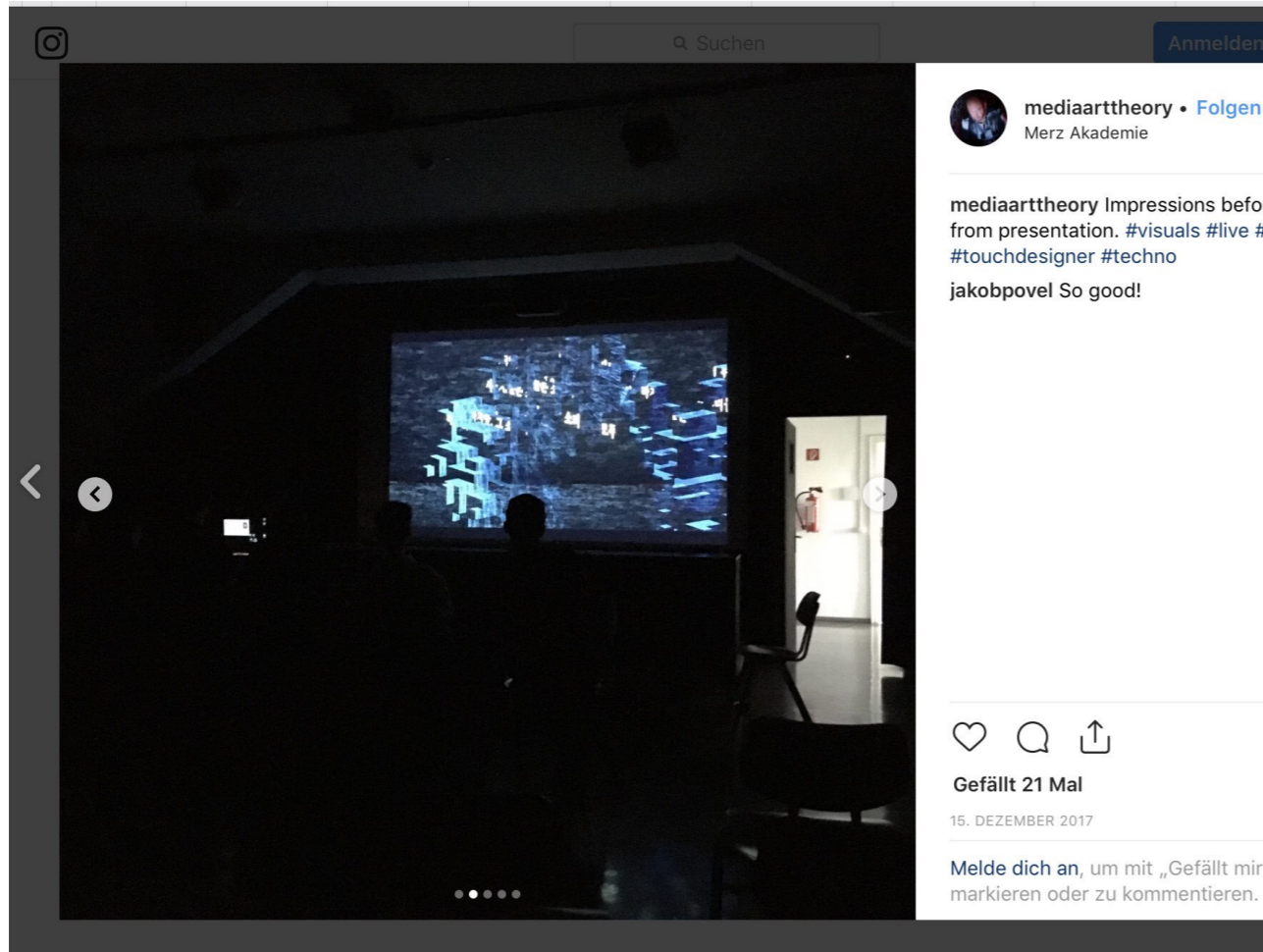
Deployment rate InfoViz

Settings

Minimalistic and reduced bar charts
for in-depth arithmetic information

INFORMATION VISUALIZATION

Concept for a gesture-based navigation model in VR. 3D information visualization in VR, when done right, gives an immersive experience. In a 2D visualization, the viewer is an external agency, whereas in 3D visualization in VR the viewer is immersed in the visualization and is a part of the environment.

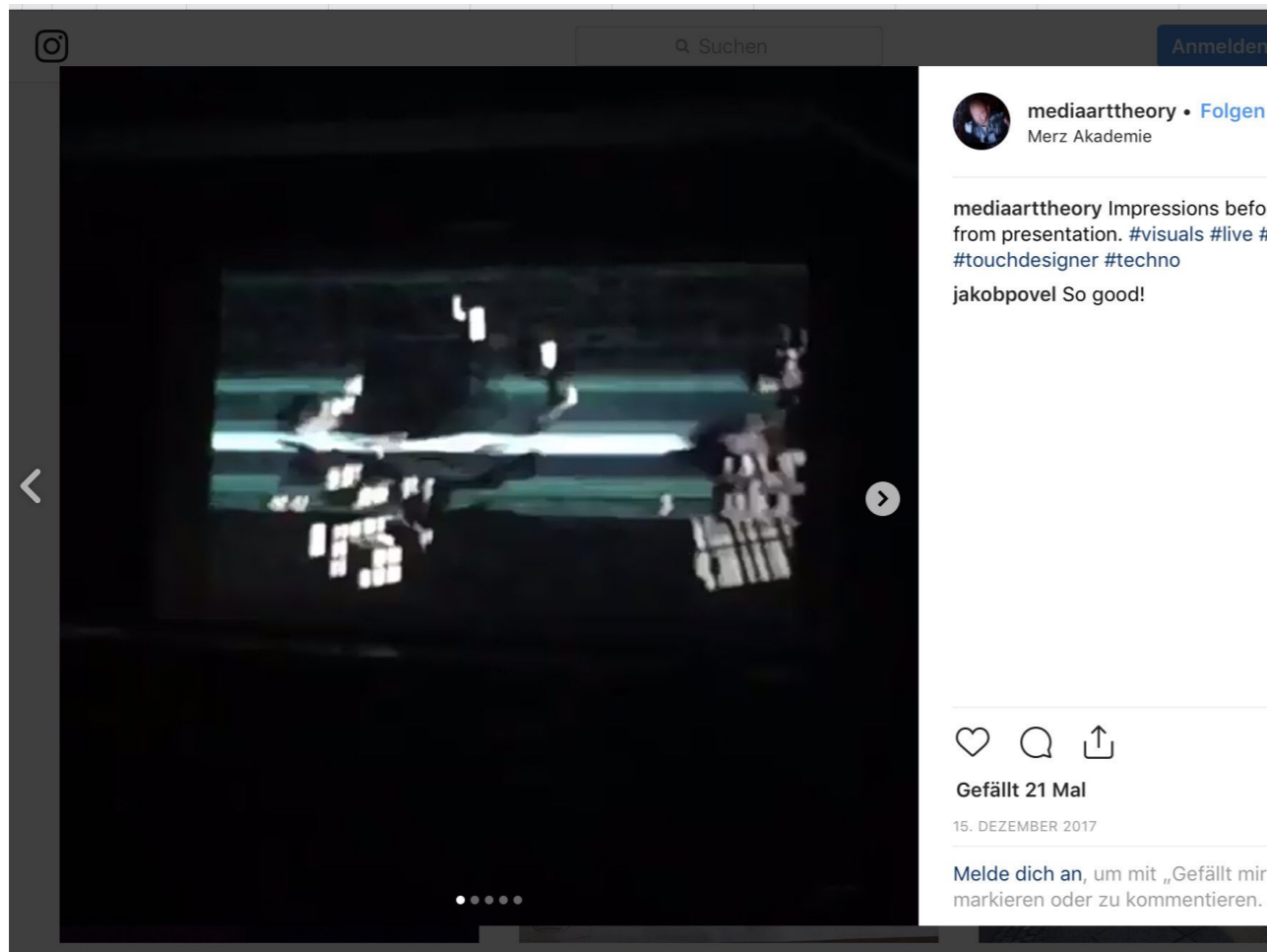


((screen)) reality is marginal - Audio-Visual-Live-Show - Club/Culture

((screen)) reality is marginal - Audio-Visual-Live-Show - Club/Culture

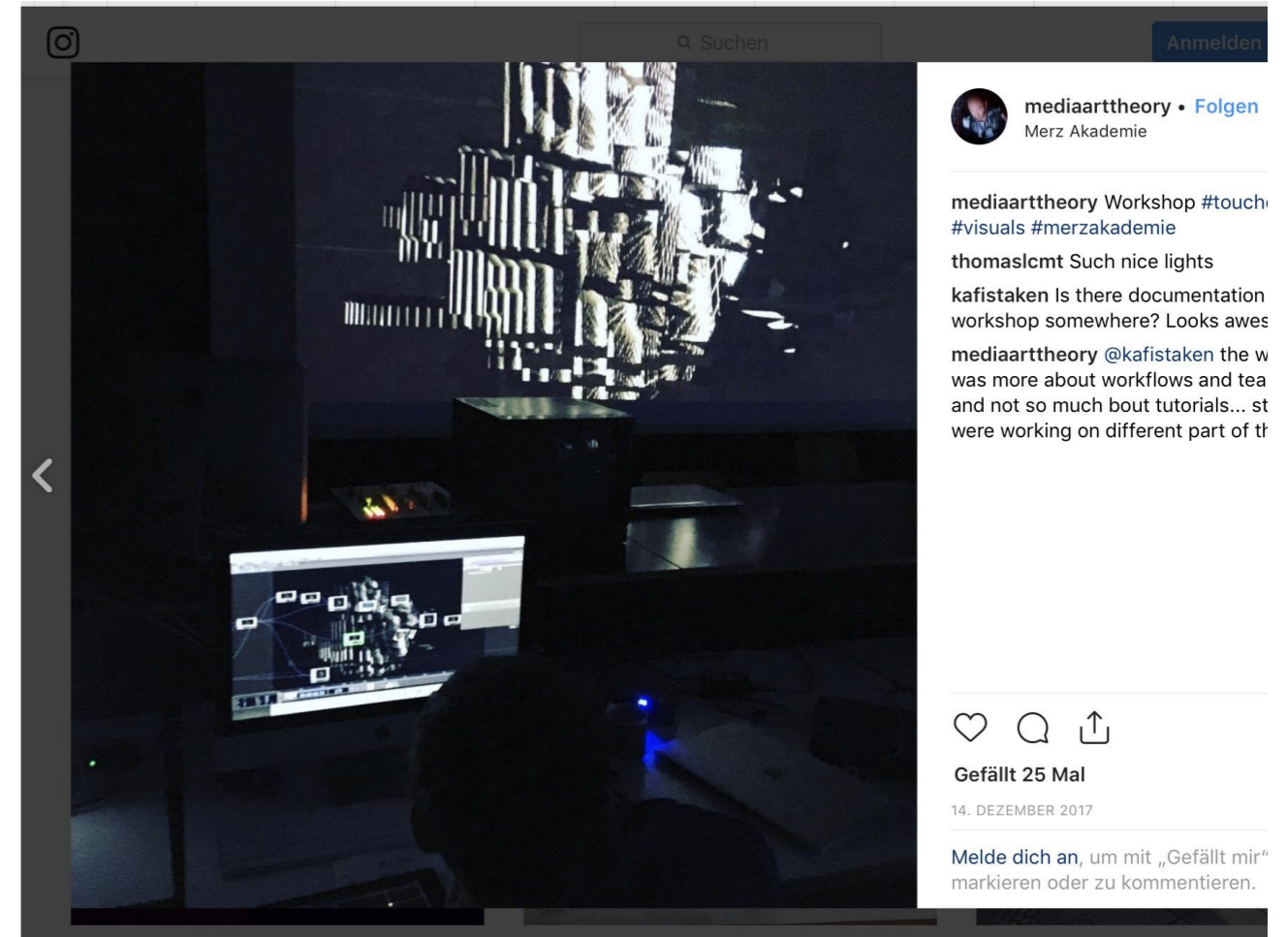
((screen)) reality is marginal - Audio-Visual-Live-Show - Club/Culture

((screen)) reality is marginal - Audio-Visual-Live-Show - Club/Culture

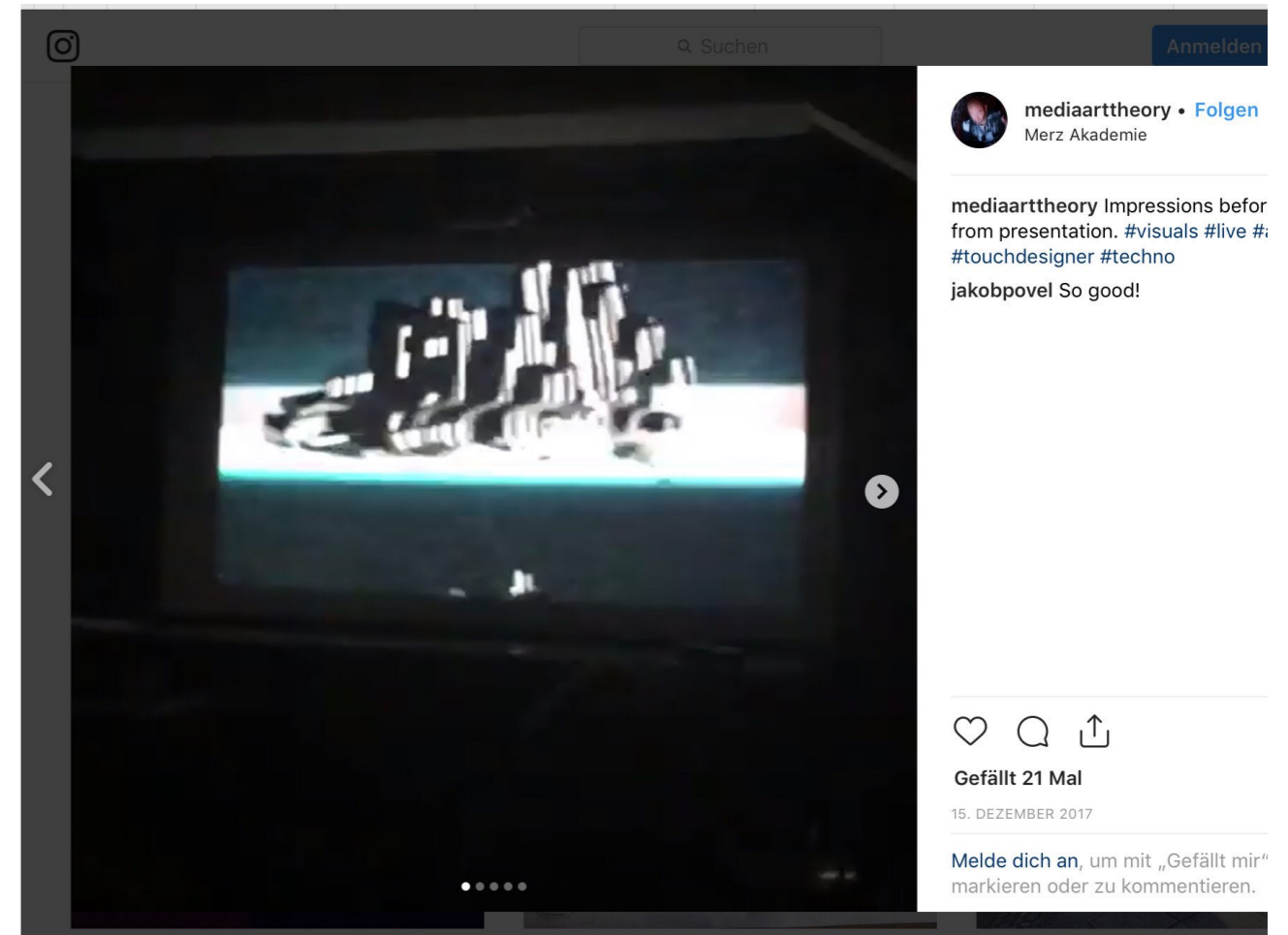


— Touchdesigner analog-digital live show

Lennart Benedict Oberflies



Media Art and Design



Lennart Benedict Oberlies



Media Art and Design



Lennart Benedict Oberlies



Media Art and Design



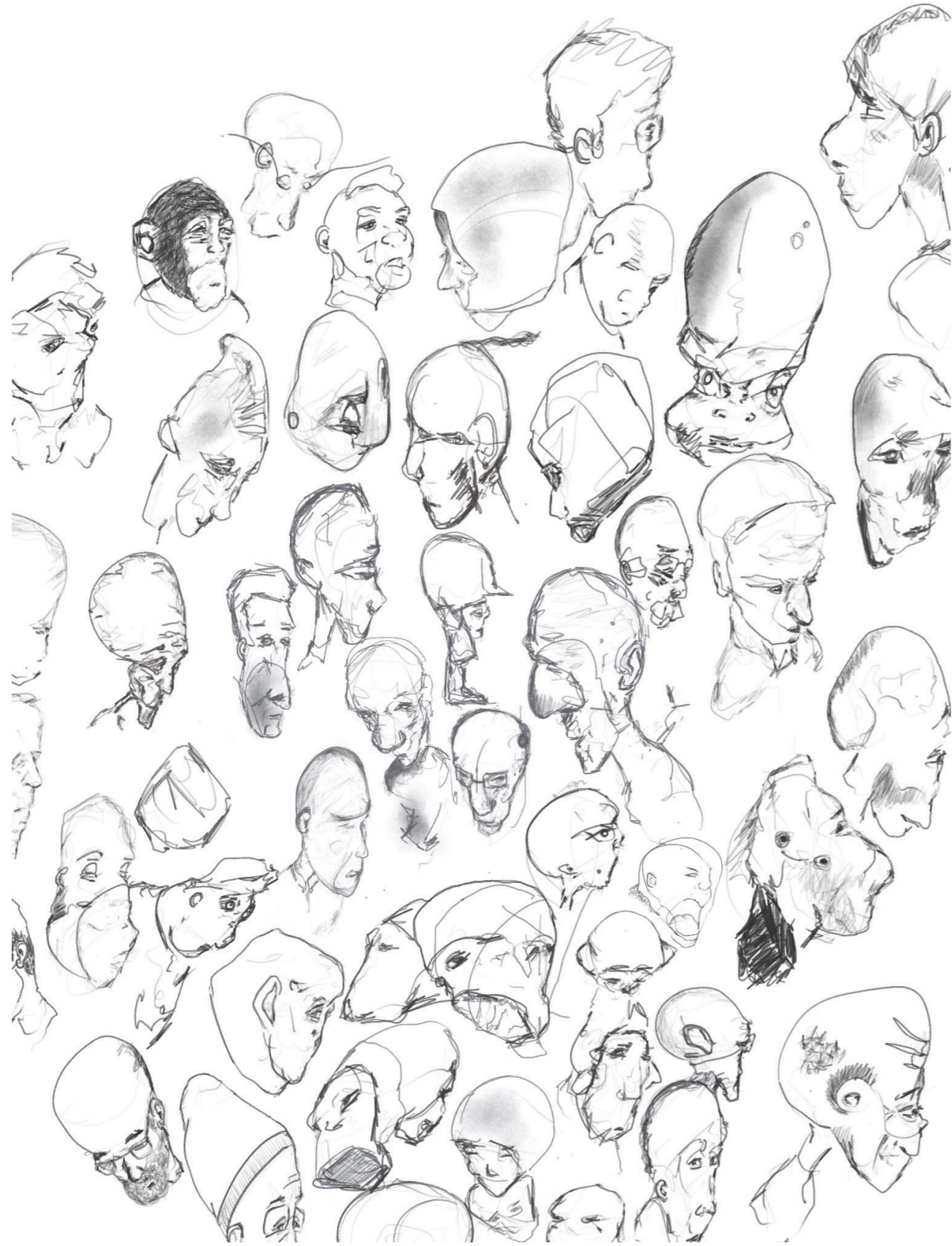


User Interface Design - Infocanvas / Infoscreen A

Introduction into visual appearance of user interfaces and specificity of interface visual forms. 2d screen design principles. Graphics for the web: navigation and interface elements, illustration for navigatable spaces, illustration for dynamic spaces. User Interfaces as a framework for interactive systems (paradigms and metaphors). Conception and layout of a (2D) graphical User Infoscreen. Usability and Entertainment.



Lennart Benedict Oberlies



Media Art and Design

Lennart Benedict Oberlies



Martin A. K. and R. K.