



not possible in real life

Dedicated to identifying and sharing well conceived and realized content creation in Second Life which would not be possible in real life: architecture, landscaping, art, animations, fashion, particle effects, building tools and scripts... Show me, I'll show you.

WEDNESDAY, APRIL 2, 2008

Just a few days left! "Mixed Realities"

Turbulence - a project of [New Radio and Performing Arts](#), has commissioned over 150 net-based works, and helped to pioneer Real Life's exploration of virtual worlds via its [Mixed Realities](#), an exhibition and symposium, which ends on **April 15th** and explores the convergence - through cyberspace - of real and synthetic places made possible by computers and networks.

The funding for Mixed Realities was made possible thanks to a grant from the [Andy Warhol Foundation for the Visual Arts](#), and links and overlays the [Huret & Spector Gallery](#) at Boston's Emerson College, [Turbulence.org](#), and the new media center and gallery [Ars Virtua](#) in Second Life (teleport directly from [here](#), headed by [Rubaiyat Shatner](#) (aka James Morgan)).

The commissioned works allow audiences to experience both real and fictional places simultaneously in [John \(Craig\) Freeman's Imaging Beijing](#), which combines panoramic photography, digital video, and a virtual installation, to investigate and document situations where the forces of globalization are impacting the lives of individuals in local communities.



Imaging Beijing (teleport directly from [here](#))

In [The Vitruvian World](#), by [Michael Takeo Magruder](#), [Drew Baker](#) and [David Steele](#), an immersive installation has been created that embodies the principles of Vitruvius, a 1st century BC, Roman writer, architect and engineer who authored specific building formulae based on the guiding principles of strength, utility and beauty.

JOIN US IN OUR QUEST TO DISCOVER THE BEST OF VIRTUAL WORLDS

Experience - first-hand - the creations, ideas and innovations that are pushing the boundaries of what is real. No, we're not in Kansas anymore! Virtual worlds are where all the disciplines of art and technology combine to make for the most compelling and exciting adventure imaginable.

BLOGGER BETTINA TIZZY



NPIRL founder - Madly, wildly embracing the impossible made possible in Virtual Worlds.

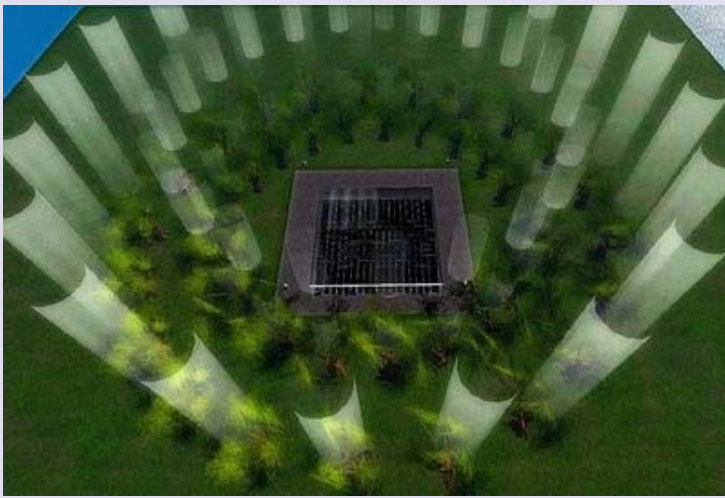
BLOGGER ALPHA AUER



"I need a new clockwork brain!... Indeed, maybe two?"

SHOW ME, I'LL SHOW YOU...

A central goal for us is to collect



[Vitruvian World](#) (teleport directly from [here](#))

Then there's the debate regarding the value of virtual labor and currency in *No Matter*, by Scott Kildall and Victoria Scott. According to them, their replicas of famous buildings, luxury goods and custom-designed objects in Second life simultaneously disappoint and fascinate, whereas in Real Life, consumer items and imaginary objects serve as forms of emotional attachment — projection screens for desire, fear and love.

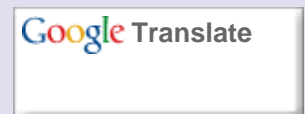


No Matter (teleport directly from [here](#))

Neill Donaldson, Usman Haque, Ai Hasegawa, and Georg Tremmel, explore the communication of physical data from multiple sources through *Remote*. *Remote* connects together two spaces, one in Boston the other in Second Life, and treats them as a single contiguous environment, bound together by the internet so that things that occur in one space affect things that happen in the other and vice versa -- remotely controlling each other.

and distill what's really happening out there and pare down your options to the essence of what's cool, trendsetting and even groundbreaking, always within the context of Not Possible IRL. This is not intended as a calendar of events and our selections are, by necessity, subjective and opinionated. To learn more about the criteria for what is NPIRL, [click here](#).

If you'd like to share a landmark, notecard or hot tip of any nature with us, kindly share it with us in-world. We try to always credit the finder, too.

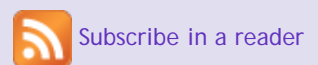


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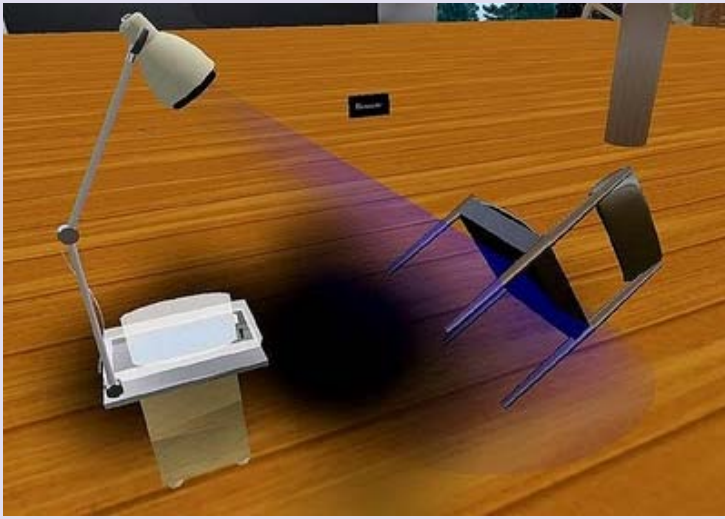


A great place to rez your art and have it critiqued by art critics.

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Not Possible IRL



Remote (teleport directly from [here](#))

Caterwaul is an interactive sound installation that operates as a one way "portal" to Second Life via the Internet. A physical wall in Boston operates as a totemic locus of grief. People approach it with intent to wail and mourn. The mourners grieve their lost loved ones who spend more time in virtual and on-line worlds (this sounds familiar) than they do communicating in Real Life. The resulting cacophony of the lamentation is recorded by hidden microphones in the wall, and piped out of an "identical" wall in Second Life.

Caterwaul is by Australian **Pierre Proske**, with technical assistance from **Artem Baguinski** and **Brigit Lichtenegger**.



The very noisy Caterwaul (teleport directly from [here](#))

Mixed Realities ends April 15th.

POSTED BY BETTINA TIZZY AT 4:36 PM

LABELS: ANDY WARHOL FOUNDATION, ARS VIRTUA, ART, COMPUTERS, EXHIBITION, HURET AND SECTOR GALLERY, MIXED REALITIES, NOT POSSIBLE IRL, NPURL, RUBAIYAT SHATNER, SECOND LIFE, TURBULENCE, VIRTUAL WORLDS

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Second Life Art News
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Fashion that would make any
engineer proud

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Managing information in Second
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Folks love four Yip

A postcard from Brooklyn

The one, the only, Sabine
Stonebender

four Yip's improbable tableaux
+ you

Escher coming out of the
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A house and a home Escher
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Announcing... more than just a
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You guys sooo rock! *Does a
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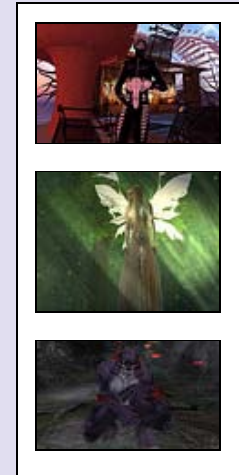


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A GLOSSARY OF TERMS AND ABBREVIATIONS COMMONLY USED IN THIS BLOG

- Cam - The act of zooming and panning one's viewer (camera)
- FLART - Flat art in a 3D world (more often than not, imported Real Life paintings and still photography)
- HUD (Heads-Up Display) - A visual display of preset options as part of the user interface (UI)
- In-world - Being inside or "online" in a virtual world
- IRL - In real life

Landmark (LM) - An "address" and shortcut that enables a Second Life® resident to teleport to another place

Linden - An employee of Linden Lab™, the company that owns Second Life®

Linden Lab (LL) - The company that owns Second Life®

Linden or \$L - Currency in Second Life®

Mega prim - A very large and useful prim that is not endorsed by Linden Lab, and not scaleable

NPURL - Not possible in real life

NPISL - Not possible in Second Life®

PIRL - Possible in real life

Prim or Primitive - A 3D object that is manipulated and used as a basic building and creation material

Rez - The action of creation in a virtual world; also the birthdate of an avatar/account

Sim - A simulator and virtual region hosted by a single server CPU

SLT (Second Life® Time) - Local time within Second Life®, which also happens to be Pacific Standard Time because Linden Lab is located in San Francisco, CA

TP or Teleport - Moving from one location to another in a virtual world

Windlight - Sky, water and atmospheric lighting effects in Second Life®

WEEKLY EVENTS WORTH ATTENDING

Saturdays at 11am SLT: RacerX
Gullwing's Giant Snail Races

Sundays at 2:00pm SLT - Show & Tell - Creators, show your stuff

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