



**Virtual Academy of
Innovation and Imagination**

Subject Card

Module Title: *Future Studies: The Era of Digital Reality (Tulevikku kujutledes: Digitaalreaalsuse ajastu)*

Volume: 1.5 ECTS

Volume: 30.5 academic hours

Language: English

Aim of the Module: To provide an overview of main development in paradigmatic changes within design disciplines, including architecture and urban design. To introduce main historical, conceptual and technological frameworks for development of the new Digital Reality.

Content of the Module:

- To give sufficient overview of emergence and development of the Digital Reality between 2007 – 2018 using several case studies.
- To show the interdependence of the Digital Reality with culture, economy, politics and design disciplines.
- To speculate about the collapse of Modernist and Post-Modernist paradigms.
- To provide an overview of the current possible epistemological and ontological conflict within the relationships of architect, designer and client.
- To introduce the theoretical apparatus for the investigation.

Learning outcomes:

- To enhance knowledge of theories and histories connected to design-based disciplines, particularly architecture, as well as understand the connections of these to art, culture, science and economy.
- To be able to understand and critically analyse processes in current society and imagine the connections to the design disciplines.
- To imagine possible future developments for the design disciplines and the role of creative work within the complex background of human relationships.
- To be able to analyse and research current situation in the Digital Reality for future work in the design disciplines.
- To be able to analyse on the bases of formal build-up and meaning structures the being and influence of the Digital Reality (with some examples of augmented reality and virtual reality).

Module responsible: Jüri Soolep, Doctor of Philosophy

Contact classes: lectures - 11.5 academic hours; seminars/consultation 4 academic hours;

Independent work: 15 academic hours

Examination: Questionnaire/Evaluation report and essay (non-distinctive)

Detailed content of module podcasts:

- 1. Lecture 1 – 1.** Paradigm Lost in Digital Doom. Intro to Changes Between 2007 – 2018. (15 min 04 sec)
 - Assumptions of the architectural paradigm collapsing and *imagospheric* events.
 - Intro to themes.
 - Intro to method.
- 2. Lecture 1 – 2.** Paradigm Lost in Digital Doom. Intro to Changes Between 2007 – 2018. (19 min 52 sec)
 - First saturation. Poetic representation of new politics in the form of image.
 - Poetic image and chain of meanings imbedded in Russian Georgian ribbon.
- 3. Lecture 1 – 3.** Paradigm Lost in Digital Doom. Intro to Changes Between 2007 – 2018. (20 min 44 sec)
 - Second saturation. *Imagospheric* condition. Image and screen.
 - Facebook as a platform for targeted poetic and political image.
 - Third saturation: *Imagospheric* transmutation. Amalgamation of reality and fiction.
- 4. Lecture 2 – 1.** Concepts of the Third and Fourth Industrial Revolution. First, Second and Third Modernism. (19 min 43 sec)
 - Daniel Bell, concept of three technological revolutions.
 - The Third Great Wave by *The Economist* 2014.
- 5. Lecture 2 – 2.** Concepts of the Third and Fourth Industrial Revolution. First, Second and Third Modernism. (18 min 31 sec)
 - Speculation on automatization.
 - Massive higher education.
 - Boundaries of Modernism in screens.
- 6. Lecture 2 – 3.** Concepts of the Third and Fourth Industrial Revolution. First, Second and Third Modernism. (22 min 18 sec)
 - Early Modernism: the technology of *perspectiva artificialis*.
 - Changes in the representational system of architecture.
 - Changes in the authorship of architect/designer.
- 7. Lecture 2 – 4.** Concepts of the Third and Fourth Industrial Revolution. First, Second and Third Modernism. (19 min 47 sec)
 - Changes in the authorship of architect/designer.
 - Changes in the building technologies.
 - Confusion of Modernism in three technological revolutions.
- 8. Lecture 3 – 1.** Behind the Looking Glass 1: from *imagospheric* condition to Digital Reality. (20 min 09 sec)
 - Poetic image of Damien Hirst.
 - Mirror and screen.
 - Image and simulacrum.
- 9. Lecture 3 – 2.** Behind the Looking Glass 1: from *imagospheric* condition to Digital Reality. (19 min 55 sec)
 - Hypermarket and hyper-reality.
 - Science Fiction.
- 10. Lecture 3 – 3.** Behind the Looking Glass 1: from *imagospheric* condition to Digital Reality. (22 min 20 sec)
 - Speculation on empirical characteristics of the Digital Reality
- 11. Lecture 3 – 4.** Behind the Looking Glass 1: from *imagospheric* condition to Digital Reality. (17 min 56 sec)
 - Immersion of the Digital Reality.
 - Political context of the Digital Reality.
- 12. Excursus 1 – 1.** Horizons and Realities in Architectural Design. (28 min 49 sec)
 - Horizon and light.
 - Substance, hypostasis, *chora*, reality.
- 13. Excursus 1 – 2.** Horizons and Realities in Architectural Design. (24 min 57 sec)
 - "Design" as a synthetic word and expression.
 - Design as knowledge, process and result.
 - Design, composition and *daidalon*.
- 14. Excursus 1 – 3.** Horizons and Realities in Architectural Design. (29 min 03 sec)
 - Formal analysis of design expressions in *Criteria for Validation*.
 - Polarising realities around design personality.
 - Realities of subjective, objective and social origin.
 - Horizons of language, design and existence.
 - Horizon of the digital reality.
- 15. Lecture 4 – 1.** Behind the Looking Glass 2: screen and image in Digital Reality. (20 min 49 sec)
 - Death of Modernism in Venice.
 - Mirror, shadow, image. *Membranea* and optics.
- 16. Lecture 4 – 2.** Behind the Looking Glass 2: screen and image in Digital Reality. (20 min 56 sec)
 - Angular perspective and curved membrane.
 - Filippo Brunelleschi and *perspectiva artificialis*.
 - Eye and counter-eye.
- 16. Lecture 4 – 3.** Behind the Looking Glass 2: screen and image in Digital Reality. (22 min 29 sec)
 - Johannes van Eyck and projections.
 - Reverse perspective and several points of view.
- 17. Lecture 4 – 4.** Behind the Looking Glass 2: screen and image in Digital Reality. (19 min 22 sec)
 - Late Gothic projections.
 - Intro to fluid perspective.
 - Projection and image in painting.
- 18. Lecture 4 – 5.** Behind the Looking Glass 2: screen and image in Digital Reality. (23 min 14 sec)
 - Johannes van Eyck and "Dresden Madonna".
 - Speculation on empirical characteristics of the poetic image in the Digital Reality.
- 19. Lecture 4 – 6.** Behind the Looking Glass 2: screen and image in Digital Reality. (20 min 03 sec)

- Further speculation on empirical characteristics of the poetic image in the Digital Reality.
- Power of the poetic image.
- 20. Lecture 4 – 7.** Behind the Looking Glass 2: screen and image in Digital Reality. (26 min 54 sec)
- Politics of the poetic image.
- Form based genealogy of meanings.
- 21. Lecture 6 – 1.** Behind the Looking Glass 3: Plato and Plotinus. (25 min 44 sec)
- Abbot Suger, St. Bernard and Abelard.
- Religious poetic image.
- Light metaphysics in Plato and Plotinus.
- 22. Lecture 6 – 2.** Behind the Looking Glass 3: Plato and Plotinus. (30 min 12 sec)
- Further light metaphysics in Plato and Plotinus.
- Iconodulia and iconoclasm.
- Layers of meaning in poetic visual image and speculation of these in the Digital Reality.
- 23. Lecture 6 – 3.** Behind the Looking Glass 3: Fluid perspective as a fundamental epistemological challenge for immersive virtual reality devices. (23 min 39 sec)
- Escaping the perspective projections.
- Axonometric projections.
- Fluid and distorted perspective of Google Maps.
- Digital game-spaces.

Ca 519 min. (Auditorium: 11.5 academic hours)

Module bibliography:

1. Carpo, Mario. 2011. *The Alphabet and the Algorithm*. Cambridge, US: MIT Press Ltd.
2. Carpo, Mario. 2017. *The Second Digital Turn*. Cambridge, US: MIT Press Ltd.
3. Picon, Antoine. 2020. "Atoms and Bits: Taking their Hybridisation Seriously". In *Proceedings, Space and Digital Reality: Ideas, Representations/Applications and Fabrication*, edited by Jüri Soolep, 10 – 18. Tallinn: Estonian Academy of Arts, Faculty of Architecture.
4. Soolep, Jüri. 2018. "Behind the Looking Glass: Screen and Projective Image in Architecture". In *Architecture, Imagospheric Horizon and Digital Universe*, 177 – 205. Tallinn: Archimedium.