



SEEING THE FUTURE OF SECOND LIFE

The Evolution of Networked Digital Environments

Julian Staddon (Perth) is currently undertaking a mentorship with Professors **Christa Sommerer** and **Laurent Mignonneau**, at the **Interface Culture Lab**, part of the University of Art and Design, **Linz**, where he is developing mixed reality systems in Second Life.

Julian is working on developing **interactive augmented reality constructs** to appear 3D in physical space when viewed through a head mounted display. The project explores the **evolution and impact of newly evolved networked digital environments**, particularly in Second Life. Julian aims to produce the final outcome in an exhibition at the John Curtin Gallery in May 2008.

The project has many socially innovative applications that can benefit the community in varied ways. These include the possibility of crossing over into computer game interfaces, raising new awareness of digital technologies and the contextual issues associated with it, through exhibition and also to the academic community, through the uniqueness of the project.

Julian comments "studying under Christa and Laurent has allowed me to develop certain aesthetic elements within my work, particularly the way I consider how to visually articulate my ideas and has exposed me to many new avenues of information".

Julian is documenting his experience daily - follow the lessons and developments here www.anat.org.au/mentorship.

The ANAT emerging technology mentorship provides an opportunity for practitioners under 30 to explore new artistic directions, expand technical skills and increase knowledge of networks, debates and business practice spanning a three-month period.

Managed by ANAT, the mentorship is a part of the Australian Government's Young & Emerging Artists Initiative through the Australia Council, its arts funding and advisory body.

For more information on the mentorship contact manager@anat.org.au



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