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KO Seungah | 1st-year Master's Student, Animation
JOO Suhyun | 2nd-year Master's Student, Animation
LEE Jeeyoon | 2018 Master Graduate, Animation

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SAITO Nanami | 1st-year Master's Student, Animation
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SATO Miku | 2nd-year Master's Student, New Media

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CAMPUS Asia Mixed Reality Workshop

August 28 - September 10, 2018

caica.online / caicamcn.net / knuani.net

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K-ARTS 교육부 한국대학교육협의회 Korean Council for University Education

CAMPUS Asia MR Workshop

CAMPUS Asia MR 워크숍이 2018년 8월 28일부터 9월 10일까지 한국예술종합학교 영상원에서 진행되었다. 2017년 2월과 8월에 개최한 VR 워크숍에 이은 세 번째 XR 워크숍으로 한예종이 주최하고 도쿄예술대학 대학원과 중국전매대학이 참가했다. 참가 학생들은 XR 솔루션 (VR-AR-MR) 및 Wearable - IoE 플랫폼을 체험 학습하고 VR과 MR의 플랫폼과 콘텐츠 차이를 이해하여 국가 혼합 팀으로 적정 콘텐츠를 기획·제작하였다. 최종 발표는 3국 교수진과 학생들에게 홀로렌즈를 통해 시연했으며 결과에 대한 감상과 프로젝트 개선을 위한 피드백을 공유했다.

The CAMPUS Asia MR Workshop took place from August 28, 2018, to September 10, 2018, at the Korea National University of Arts (K-ARTS) School of Film, TV & Multimedia. This workshop in XR (extended reality) was the third installment following a series of VR workshops in February and August 2017. It was organized by K-ARTS with participation from the Tokyo University of the Arts Graduate School and the Communication University of China. Student participants learned about XR solutions (VR, AR, MR) and IoE wearables through hands-on experience and gained an understanding of the differences between VR and MR platforms and contents. The students collaborated in international teams to design and create their own contents. In the final presentation, students and professors from the three countries experienced the projects using the HoloLens, then shared their thoughts on the projects and gave feedback for improvements.

장소 **한국예술종합학교 영상원**
주최 **한국예술종합학교 영상원 애니메이션과**
후원 **교육부, 한국대학교육협의회**

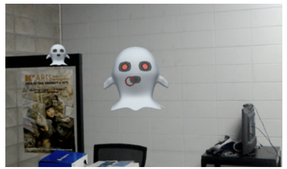
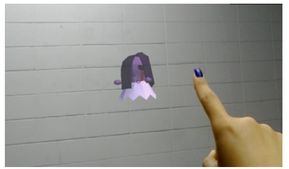
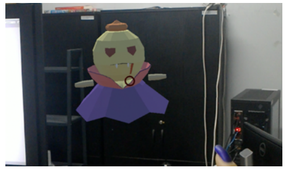
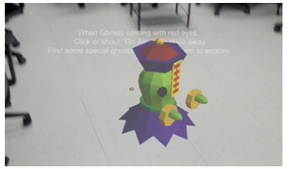
Venue **School of Film, TV & Multimedia, Korea National University of Arts**
Organized by **Animation department, School of Film, TV & Multimedia, Korea National University of Arts**
Supported by **Ministry of Education, Korean Council for University Education**

Ghost Go

DENG Jingfei | TEE Kim Thiam | WANG Xiaoying

<고스트 고>는 홀로렌즈를 통해 귀여운 유령들과 상호작용하는 인터랙티브 앱이다. 어린이들에게 유령은 진짜가 아니니 무서워할 것 없다고 알려주고 싶다. 모든 아이들이 초자연적 현상에 용감하게 맞서길 바란다.

Ghost Go is an interactive app that uses the HoloLens to interact with cute ghosts. We want to show children that ghosts are not real and are nothing to be afraid of. We hope all the kids will bravely face the supernatural.

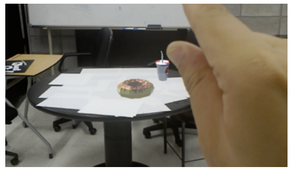





Food Challenge

IMON Gazi | LIAO Wenrui | SATO Miku

서구화된 식습관과 과식은 최근 들어 문제가 되고 있다. 젊은이들은 패스트푸드나 정크 푸드를 컴퓨터 앞에서 끊임없이 먹는다. 그들은 디지털 세계는 잘 알지만 현실 세계의 자기 몸에 대해서는 잘 모른다.

The westernization of dietary habits and overeating are growing problems in recent years. Young people eat fast food and junk food in front of their computers all the time. They are well versed in the digital world, but they don't know enough about their own bodies in the real world.

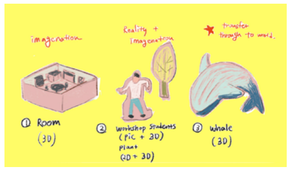


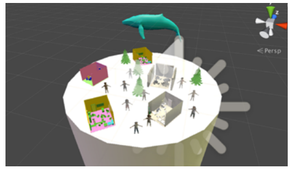
R ∘ ∘ M

IKEDA Ai | KO Seungah | SAITO Nanami

이 프로젝트에서 우리는 상상과 현실 사이에 존재하는 세계를 만들려고 했다. 우리는 먼저 현실에 기반한 방들을 만들었다. 그런 다음 그 위를 헤엄치는 고래를 넣었다. 방 위를 떠다니는 고래는 사용자가 클릭하면 땅으로 추락한다. 사용자는 비현실 세계에 있는 듯한 경험을 할 수 있다.

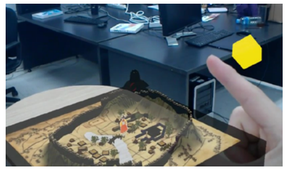
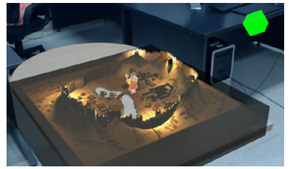
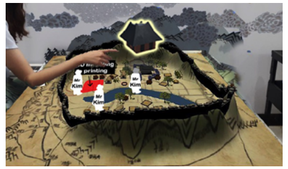
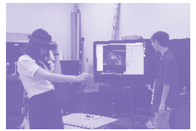
In this project, we tried to make a world that exists between the imaginary and the real. We began by making rooms based on the real world. Then, we placed a swimming whale in the rooms. The whale floats above the rooms until the user clicks on the whale, causing it to fall to the ground. The user can have an experience that is like being in an unreal world.





대동여지도 Daedongyeojido

JOO Suhyun | PARK Hansol | LEE Jeeyoon

김정호가 그린 지도의 흔적을 따라 서울의 과거를 재연하고자 하였다. MR을 통해 과거 서울의 모습을 축소판으로 보면서 서울의 역사적 흐름을 한눈에 보고 김정호의 발자취를 따라가고자 한다.

Kim Jeong-ho was a 19th-century cartographer who made the Daedongyeojido, an early map of the Korean peninsula. We followed the traces of his map of Seoul to recreate the city's past. Using MR technology, we created a simplified version of Seoul in the past, allowing people to see the broad strokes of the city's history at a glance and follow the footsteps of Kim Jeong-ho.