

EYP/® minutes

To:	Attendees	Date of meeting:	May 21, 2019
Project Name:	Bull Run Hall Addition	Time of meeting:	10:45-12:00
Project No.:	1019004.01	Location of meeting:	Sci Tech, IABR, Conf Rm 1004
		Meeting Number:	1.6

Meeting Purpose: Virtual Reality, Animation & Support Spaces

Attendees:

George Mason University:

- Craig Yu, CS
- Ben Allen, IST
- Sang Nam, CVPA/Game Design
- James Casey, CVPA/Game Design
- Crystal Clemons, ITS
- Laura Manno, Provost/Planning
- Colby Grant, Sci Tech Admin
- Laura Manno, Provost/Planning
- Debbie Brady, Facilities
- Virginia Steele, Facilities
- Joy Staulcup, Facilities

EYP:

- Melissa Burns, Academic Planner
- Brian Tucker, Lab Planner
- Rebecca Ross, Planner/Architect
- Suzanne Klein, Project Director

Minutes:

General Comments:

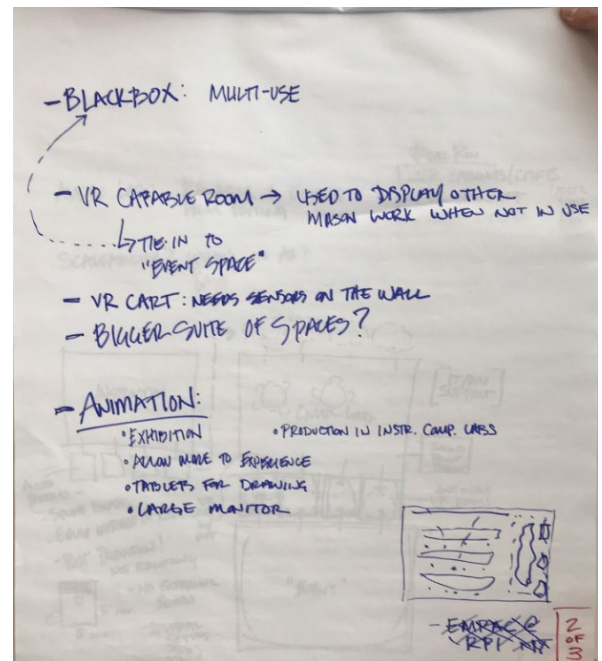
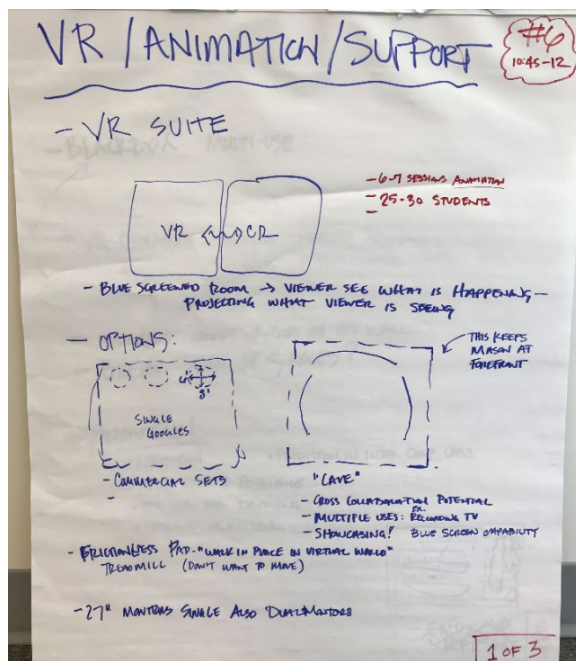
The group met on George Mason University's SciTech campus to discuss functional space needs for Bull Run Hall Addition and Academic VII Buildings. This meeting focused on needs specifically related to virtual reality, animation and related support spaces.

1. **Introductions:** Laura Mano provided an introduction of the design team EYP which was followed by introductions of all participants.
2. **Project Overview:** Laura explained that the Sci Tech campus will be a standalone campus and GMU is committing resources to make that happen. The first step is Bull Run Hall Addition followed by a 200,000gsf building, Academic VIII, listed as the number one priority to request capital funds. She asked the group to identify functional space needs to refine the program for the Bull Run Hall Addition and identify new needs for the expansion into Academic VIII.

Brian and Melissa lead a programming exercise to list and describe each functional space type related to virtual reality, animation and related support spaces.

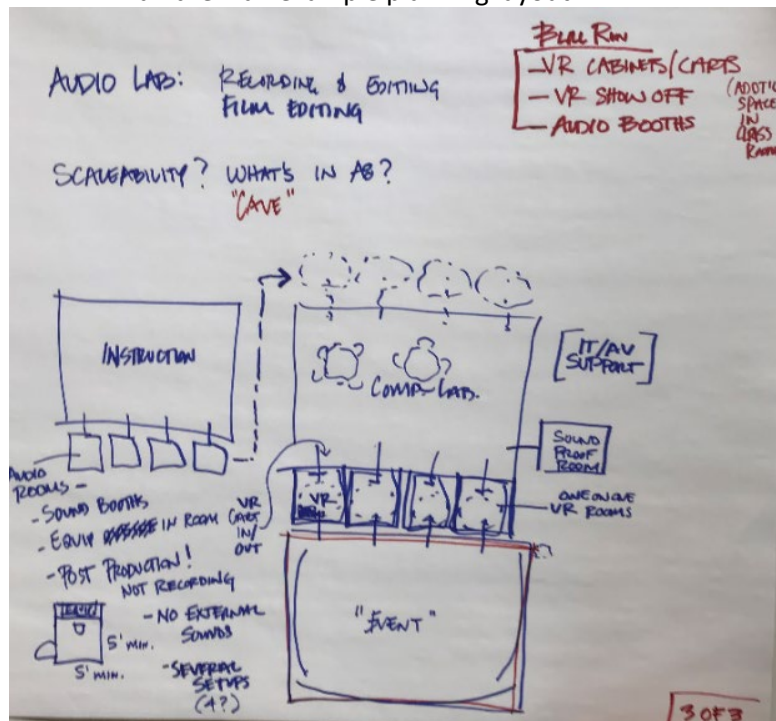
3. **Virtual Reality Systems:** James Casey explained there are multiple ways to work with VR.

- Today, they are working with Commercial VR sets. Oculus, etc.
 - Can be set up in different rooms; stations.
 - Need roughly 6' x 8' space per set for moving around.
 - Mobile "VR" cart (James Madison); still need space to mount dedicated sensors.
- Cave System
 - Immersive system
 - Department of Homeland Security looking for ways to partner
 - Dedicated space
- Mixed Reality
 - People "outside" (in the room) can see what the person with VR is seeing.
 - Many uses for this technology, Provides flexibility
 - Dedicated space with cameras to track people walking in the space
- Frictionless Pad
 - Recently purchased one
 - Does not require a large space
 - Allows mobility in a smaller space by walking in place within a virtual world
 - The room will shift around the person
- James explained that having a "cave" system or other system where you can visualize what people are seeing while wearing the headset in a stand-alone space and the ability to share what is happening with others would differentiate George Mason from other programs.
 - University of Chicago is considered a leader for cave technology
 - The Cube at Virginia Tech
 - Halodeck is another system that is used a lot for training police and military
 - Have seen 360 views in other programs but have not seen any that have the independent movement.



4. Animation:

- Animation instructional support and animation screening support
- Instructional computer lab can support the animation production
 - Specific equipment might not be found in every classroom.
 - Tablet for drawing with larger (27") monitor
 - Dual Monitor Setup
 - Computers needed could work for other programs, but potentially overkill.
- Students present their project to the class (inside of a classroom or in an event space).
 - Allocated presentation space within a classroom or adjacent room.
 - Discussed idea of a adjacent teaming rooms for VR or Audio Recording.
- 6 or 7 animation sections / 25 - 30 students
- Audio Lab (Art and Design Building, Room 1004)
 - Sound Booth (recording)
 - Post Production (editing)
 - Film Editing Booths
 - Multiple set ups, 5' x 5' min. dimensions
 - Technology resides in the booth
 - Brian drew an example planning layout:



5. Multi-Purpose Event Space:

- Large Black-Box space used for Virtual Reality
 - Immersive screening area for augmented reality
 - Showcase student work
 - Used to showcase other department work when not in use
- Sound Proof Space

- Event at the end of the semester (most content for showing)

6. Priorities:

- Focus on VR and Animation
 - Meeting the needs of audio spaces
 - VR to put into spaces as needed
- Smaller space within an event space to show off student work.
- Academic VIII could have a more immersive VR, such as the Cave system.
- Instructional Computer Lab to meet VR and Animation needs.

End of Meeting

The above constitutes my understanding of the items discussed and the decisions reached. If there are any additions or corrections, please, contact the undersigned.

Signed: Suzanne Klein

Cc: Attendees

Date: May 25, 2019