

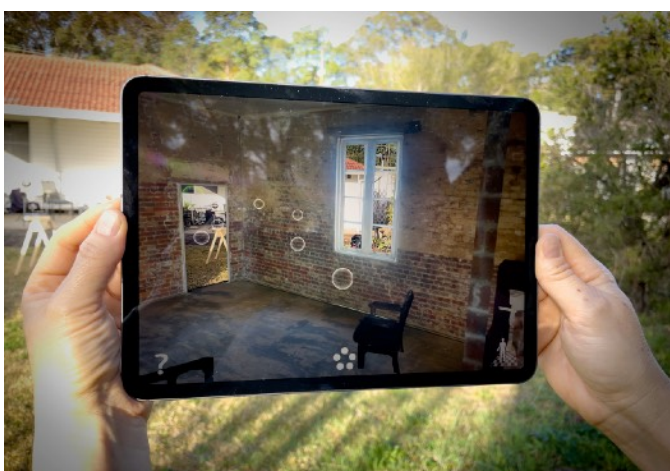
# Hard place / *Good place*

a creative audit of lived experience in the 2020s using Augmented Reality

*Hard place/Good place* is a creative research project, focusing on lived experiences of being in a 'hard place' or a 'good place', through a collection of personal and community stories, told through Augmented Reality [AR] experiences.

Inspired by works such as [Parragirls Past, Present\\*](#) the AR works each explore the lived experience of place, comprising a spoken personal 'lived experience' narrative (up to 15 minutes) and 3D immersive experience of moving through that place, led by the recorded voice of the story-teller.

The AR experience is viewed on iPhone or tablet and created by 3D scanning of the place/location that features in the narrative. AR involves overlaying digital information (the scanned image) onto a real-world environment, with the effect that space in front of the viewer appears to be transformed.



The initial projects will focus on experiences in regional, rural and remote locations across Australia, including areas affected by drought, bushfire and flood. The AR works will be published online and exhibited via The Big Anxiety festival / The Big Reach in Queensland and in Victoria in 2022.

The fEEL production team will offer mentoring and tech advice to support you through online meetings/ workshops (the project is designed to operate during times of COVID border/travel restrictions).

The goal is to enable you (or you and a collaborator) to generate 3D AR digital stories in which you narrate your story while moving round a given site. You will need to record (with phone + lapel mic) a script or improvised story or conversation relating to the site. Then you'll need to create a 3D scan – either on your own, with a collaborator or with a member of our team, if accessible.

The scanning process requires using an iPhone 12 Pro or iPad Pro. Here is a [video](#) that outlines the 3D scanning process. Contributors can use their own equipment but if you cannot access an iPhone 12 Pro or iPad Pro locally, let us know in your application and we will endeavour to arrange a loan.

For more info, please contact the fEEL Lab at: [m.neidorf@unsw.edu.au](mailto:m.neidorf@unsw.edu.au)

This **test project** is adapted for AR from the immersive film *Parragirls Past, Present*. To download the app, click [here](#), or use the QR code below. This sample project, requires an iPhone 11 (or later) with current iOS. Or you can watch a video recording [here](#).



Test AR project for iOS.  
Scan QR code to  
download.





*Parragirls Past, Present*

## Opportunities to participate

### ◦ For people living in Southern QLD or NSW

Send us a brief audio/written description of your proposed place and narrative, along with some pics of the site. If your project fits the brief and we may be able send our team to make the 3D scan and also provide support needed to develop/ record your narrative.

### ◦ For artists/film-makers interested in making work independently

Let us know how your work fits the brief.

### ◦ For people living anywhere in Australia

Currently fEEL Lab/The Big Anxiety is looking for 10 researchers/creatives (with lived experience) to work with us on *Hard Place/Good Place*, developing and recording their story; and using an iPhone/iPad based program to produce [AR] works from 3D scans. The role is suited to anyone interested in relating their lived experience of place (including sites of trauma, disaster, difficult transition and recovery or survival) — especially artists or creative people interested in media/video (but if you don't have this background, it's still possible to apply).

Successful applicants will attend an online workshop with producers, introducing the project and the tech – followed by individual consultations on both story development and 3D shoot.



If you'd like to apply, please complete the online form [here](#) or follow the link in the QR code.

## Technical background

Augmented reality (AR) superimposes a computer-generated image or object on the user's view of the real-world. It creates believable composites of virtual objects in the real-world environment. Just as in the real-world, visitors can circumambulate and explore a scene to examine from all sides or get closer to reveal more detail.

Places or objects suitable for 3D scanning should not be too extensive. The viewer should be able to explore the place in AR within the spatial constraint of a gallery space or even a living room. For example a single room, a small backyard, a street corner or a park bench with its immediate surroundings. The place does not need to be a one-to-one spatial representation, but could be assembled from multiple 3D scans. The team at the fEEL Lab can assist you in the process.

The fEEL Lab team will be running workshops on this process and its outcomes, once restrictions allow—commencing in Warwick QLD this Oct and Brisbane in Feb 2022

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Please refer to the detailed technical introduction in a separate [PDF](#).