

The Line of Sight and Culture

Why did perspective give such impetus to cultural events during the Renaissance?

Although it took a long time to fully manifest itself, it is clear that perspective gave efforts in map-making, architecture and art a mathematical basis that different parties could agree on, so projects could move forward. The subjective aspects of the project became the property of art and artists, and everything else moved into the spheres of engineering and science.

Virtual Reality acknowledges from the start that about half of the spherical panorama is unseen, even though it exists. In fact, the most a viewer can ever see at one glance is half the image. Movement by the viewer opens up what is unseen, but at the cost of erasing part of what was previously visible. Fortunately, if the viewer keeps moving, the situation is corrected, if not permanently, at least temporarily.

This gives the artist or architect a much larger field to work in than was previously conceived of. It is similar to the incorporation of negative space in an image but it differs from a planar image in that the work is spherical.

The 720/360 panorama is a better model of physical reality, in its stereoscopic ramifications than the classic perspectival picture.