



## **Recreating Hiroshige's 1833 Album, *The 53 Stations of the Tokaido Road*: Virtual Reality and the Digital Humanities Today**

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This course explores the digital humanities and its impact on art history.

Through the course content, students interrogate the multiple definitions of the digital humanities, their critical reception, and the methodological limitations of traditional art historical practice, including the traditional split between qualitative and quantitative research methodologies.

In addition, students learn how to create a Virtual Reality reconstruction in UC/Win Road through customizing the scenario using historic or culturally relevant visual and audio resources.



## Virtual Reality Assignment

This assignment requires that you create a customized simulation based on historic Japanese 2-dimensional art using Forum 8's UC/Win Road software and integrate assets from multiple historical media to express the inter-relationships between the different humanities and how they relate to historically-specific notions of space and time. You may also include relevant assets from other computer-based sources.

The objective of this simulation is to explore the spatial and temporal contexts for the production of Ukiyo-e prints generally and the 1833-34 album *The 53 Stations of the Tokaido Road* by Ando Hiroshige specifically.



In your simulation, you must complete the following tasks:

1. Select one of the 55 representations of the different stations along the Tokaido Road between the Nihonbashi bridge in Tokyo and the Sanjo Ohashi in Kyoto;

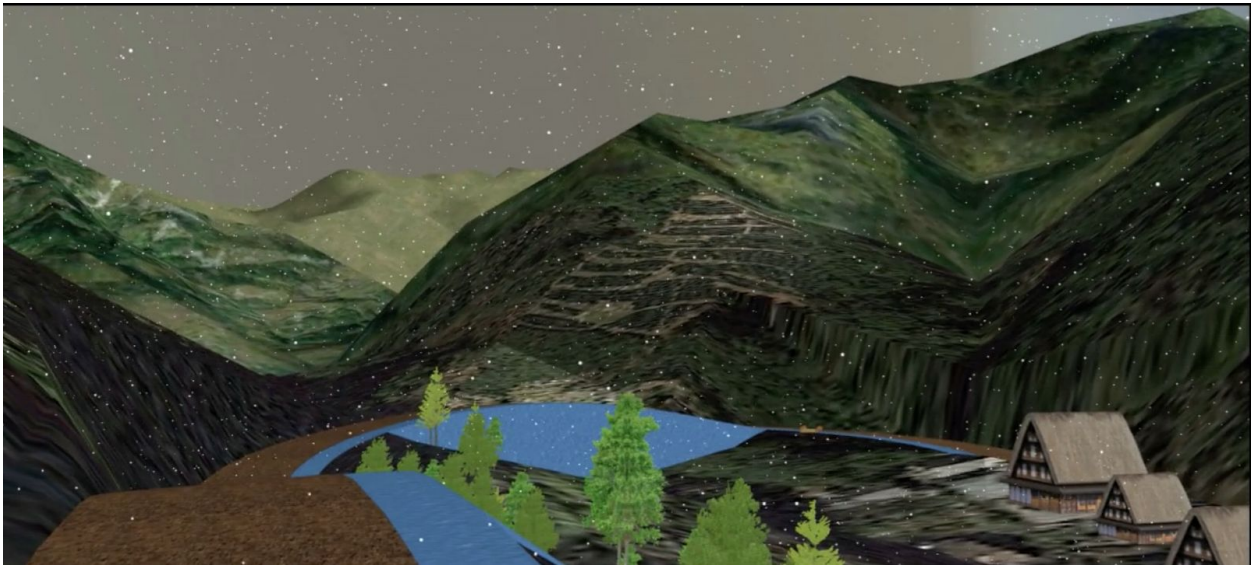


2. Import the default terrain data from the UC/Win Road library for the station you have chosen for your simulation;





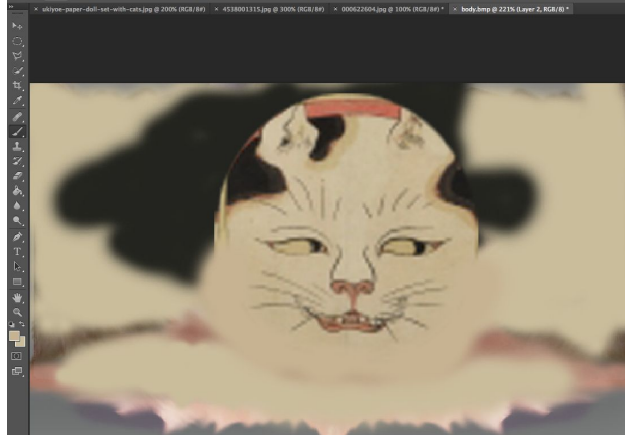
- Using historic visual resources, customize the terrain so that it matches historic representations of your station as it may have been during the Tokugawa era;



- Using UC/Win Road's polyline feature, recreate part of the historic road system represented in Hiroshige's prints;



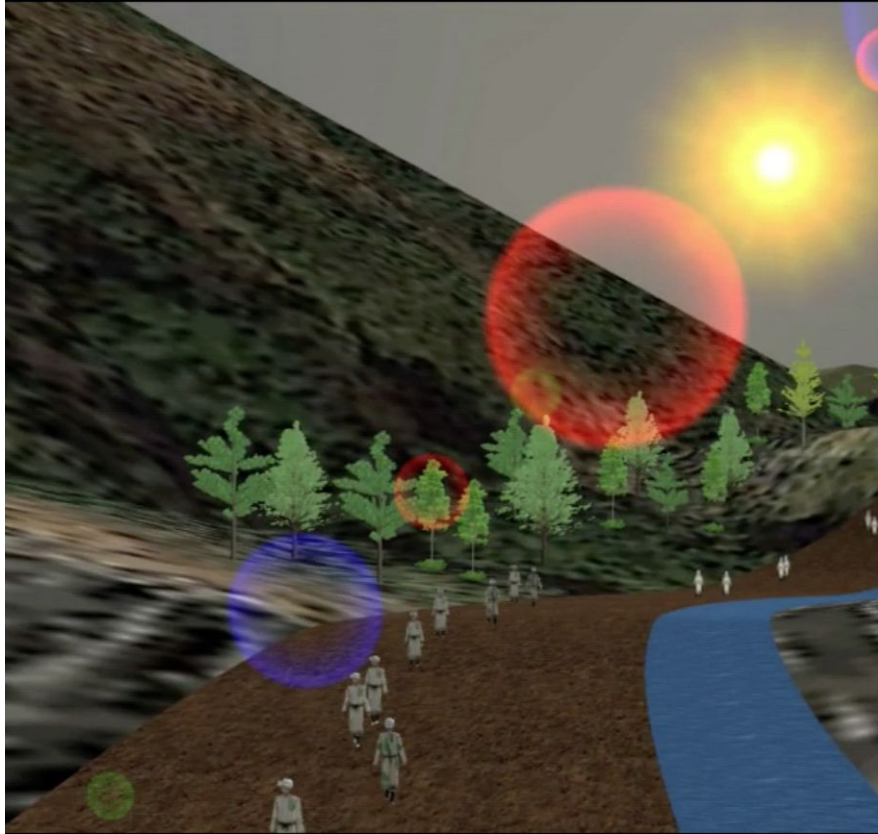
- Use Adobe Photoshop to create customized 3ds characters to inhabit the virtual space. These must be historically or culturally relevant and based on Ukiyo-e prints from the Tokugawa era;



6. Identify and import mp3 sound files into your simulation. These must be culturally or historically relevant. Explain how the sound files relate to notions of time or space or both;



7. Use the standard elements of UC/Win Road to simulate climate. Explain how your climactic simulation relates to the expression of time in a way that is spatially, historically or culturally specific.



Quiz:

1. Provide an example from one of the other humanities (music, dance, theatre, literary arts) from the Tokugawa period and relate them to your simulation. Explain how they illuminate the content of Hiroshige's prints.
2. Explain how you located the terrain that you used for your simulation.
3. Identify the steps you used to customize one of 3ds figures that inhabit your simulation.
4. How does Hiroshige represent local culture in his prints? Identify how you integrated these ideas into your simulation.