ART
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I feel that most any *designed* virtual world is art.

Guess it depends on how narrowly you define VR. For inclusive worlds, I feel
that embedded narrative and entity character is *art*, as is putting the
horizon in the right place to avoid disorientation.

So, what is art in VR? Is it a world built by an *artist*? Is it specifically
non-functional worlds? Do extemporaneous worlds count as art (they're not
science)? Is art narrowly defined as painting-like (so no inclusive work is
art), or has art graduated to experiential (so whatever you do is art)? Is
art an attitude?

The 3D sound stuff at NASA is art. 2D artificial reality work is art. Yes,
the code in the VEOS is art (that is, some coding style considerations are
motivated by aesthetics).

And the issue of immature art: VR is new, crude attempts are still art, but
the aesthetic is not "beautiful and moving" as in mature arts, but "doesn't
make me sick".

Not to be nasty, but some folks provide a great example of how not to design
a world. Sometimes the presentation quality is so poor that I can't believe
it to be VR art, but it is *called* art, perhaps solely because it is sponsored
as art. In contrast, the Green Valley model that we built is deeply
involving and entertaining. It is art, but not called art, it is called a
psychological experiment.

A story: we built the VSX airplane model in Swivel. Then we imported the
same plane model from Boeing's CATIA. Swivel VSX was colorful, enticing,
comprehendible. CATIA VSX was a green blob, frustrating, non-descript,
meshy. The difference between the two models is art.