Team JAFT

Sketch One - Proposal

Inspiration

Night-Day(Wu-Wei)
http://www.gravitytrap.com/artwork/untitled-night-day

Urban Musical Game
https://vimeo.com/22120867

Inspiration

Ambient Data Cube

http://www.youtube.com/watch?feature=player_embedded&v=e8o-h1SnHcI

Movement Effort Concept

- Laban Movement Dynamics
  - Direct/Indirect Space
- Actions Movements
  - Flick, Glide, Float
- Locomotive Movements
  - Skip, Slide, Walk, Run, Hop, Gallop, Jump, Leap
- Dynamic interaction with the prop

Visual Aesthetic

- Earthy tones
- A prop that moves and appears to be "alive" and have "emotion" that adds to the story.
- Natural construction that transcends the expected "techness" of interactive art

Sound Aesthetic

Playful sounds that give the prop a sense of life, thought, and emotion.

- Chirps
- Beeps
- Whirs
- Rattles?

Interaction

- Playful, inquisitive interaction between performer and prop
- Prop reacts to performer in ways imitating life
- Prop will sense and respond to the world through a set of sensors and outputs
- Possible Sensors: accelerometer, pressure sensor, light sensor, proximity sensor
- Possible Outputs: Speakers, LEDs, motors

Stage Setup

Interaction will be handled largely through the prop. As such, the stage will not require any special construction at the moment.

Technical Components

- Possible hardware components: arduino, accelerometer(s), proximity sensors, pressure sensors, light sensors, construction materials, motors, LEDs, speakers
- Software elements: MAX, Arduino Reference: http://www.damonkohler.com/2008/11/xbee-znet-25-wireless-accelerometer.html

Schedule

Feb 1: Have prop design and interaction ironed out, tasks assigned.

Feb 4: First draft of choreography, first prototype software iteration, prop construction begun

Feb 6: Second draft of choreography, test with prop. Software and hardware 75% done

Feb 11: Feature complete, test.

Feb 13: Issues ironed out, done