Sketch One

Anna, Kathy, JJ, Van, Doug

Inspiration

Submitted by: Doug Lasater

Great Scenes Fill Rooms – Scene 2

Created by: Great Scenes Fill Rooms and Sony Entertainment Network

About: Short film using a variety of technologies to bring animations and movies "out of a box" and immerse the viewer.

Technology: Immersive technologies, interactive technologies, animation, camera tracking

Link: click here

Movement Effort

- Laban Movement Principles: slash and press
- One dancer will take direct movements and the other will take indirect movements to show the contrast of the movements.

Concept

- Two dancers are "building" a relationship as they are building a room.

Visual/Sound Asthetic

- Visual Interaction
  - Some objects in the room will be moveable. Certain movements will "grab" the virtual objects and they can be moved around the 3D room.
- Sound Interaction
  - Background music as in a record player that can be turned on and off by the dancers movements
  - Fireplace intensity can react to the energy of the movements in the space.

Stage Set-up

Don't judge my artwork, ps: we need a viz major
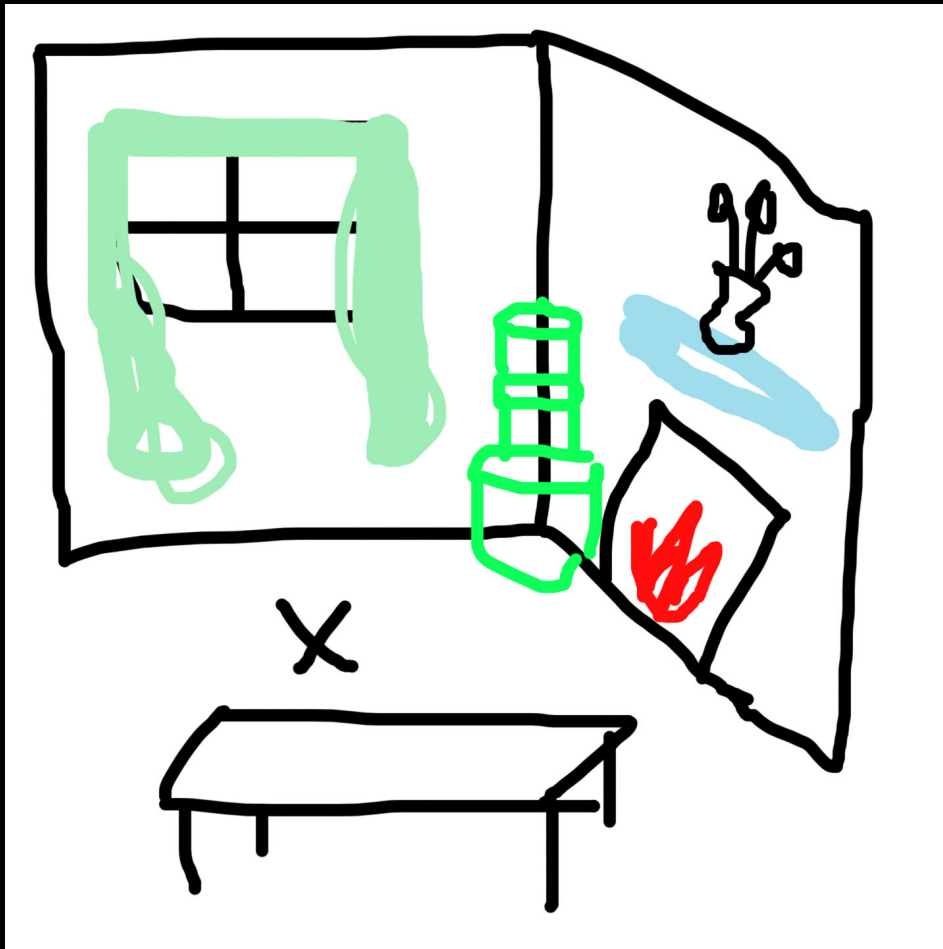
- Objects in Virtual Room
    - Window
    - Curtains
    - Vase and Flowers
    - Table (Virtual or Real?)
    - Lamp
    - Fire
        - Candles
        - Fireplace
    - Corner Bookshelves

Technical Diagram

- Three Kinects at thirds of the stage space
- Projectors set up in a way to minimize shadows on the stage/virtual walls

- Room modeled in Maya

- Animation and Kinect movement interpreted in Unity

Schedule

- First begin with room setup and creating the main pieces of the room. Build the room.

- Create a movement vocabulary.

- Figure out how to get Kinect to recognize the movements that correspond to picking up objects and moving them around the room.

- Finish by the deadline ☺