

Final Project Pitch



INTERACTIVE ENVIRONMENTS

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Ideation

Initial thoughts:

- maybe can play with kinect
- smth that builds up from current space proj
- maybe can play with mix of AR and VR too
- void can be a person's headspace/mind
- becoming planets
- creation is destruction

Idea #1 - Imaginary Boundaries

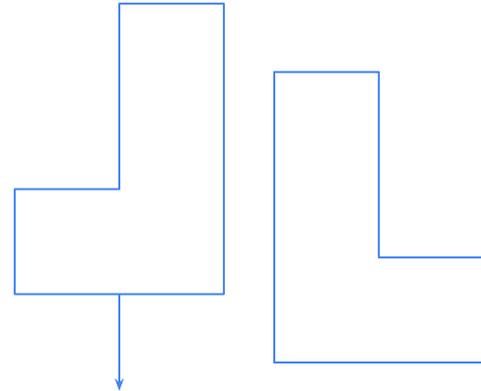
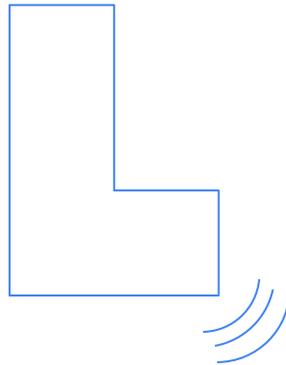
- Exploring a space where you are unwelcome but unknowing
 - Slowly realising your place as a “pest” as the environment reacts to your presence
 - Inspired by ideas of Imaginary Boundaries, whereby humans regard animals as pests because they are seen to be crossing boundaries into what is expected as “human-only” spaces
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- How Pigeons Became Rats: The Cultural-Spatial Logic of Problem Animals by Colin Jerolmack)



Idea #1 - Imaginary Boundaries

Possible Outcome:

- **VR** Space that changes the longer the user stays in it/interacts with objects within the space
- OR **Physical** environment that begins to react to the user as time passes (eg. Chair moving/vibrating, stomping noises)

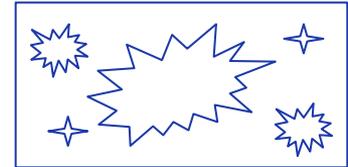


Idea #2 - Auditory

Refocusing architectural design towards auditory experiences.

“Language is visually-oriented, we are not equipped to talk about space in an “audible” sense; modern architecture is poorly designed in terms of sound”

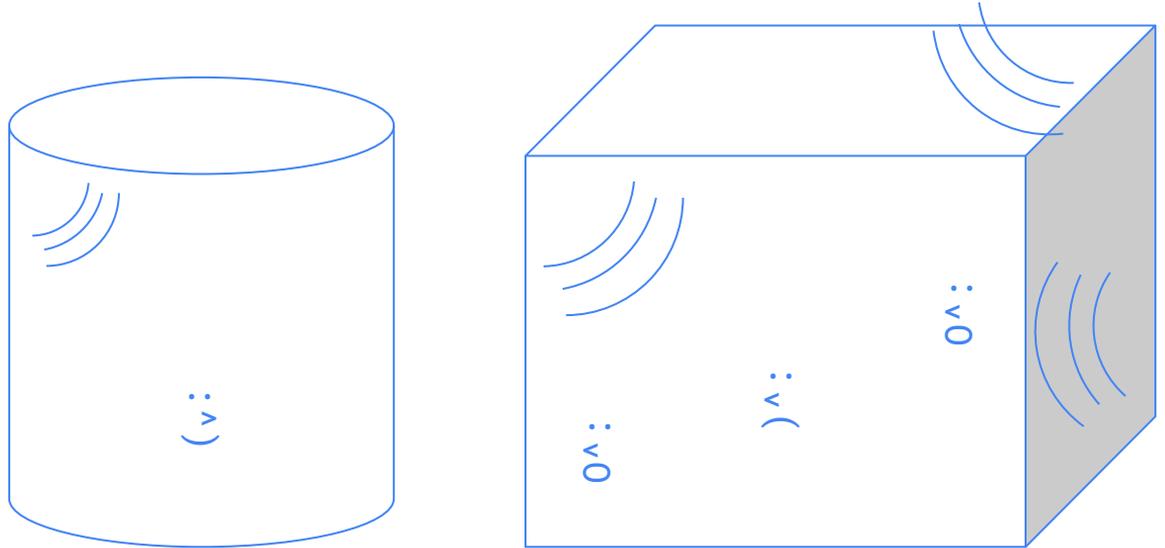
- Current design vocabulary focuses on visual
- Architecture now are pleasant to look at but are not pleasant to hear in.
- Can we redesign experiences in commonly unpleasant soundscapes to more pleasant auditory experiences? (eg. indoor sports hall at full capacity with rain vs. cathedral)



Idea #2 - Auditory

Possible Outcome:

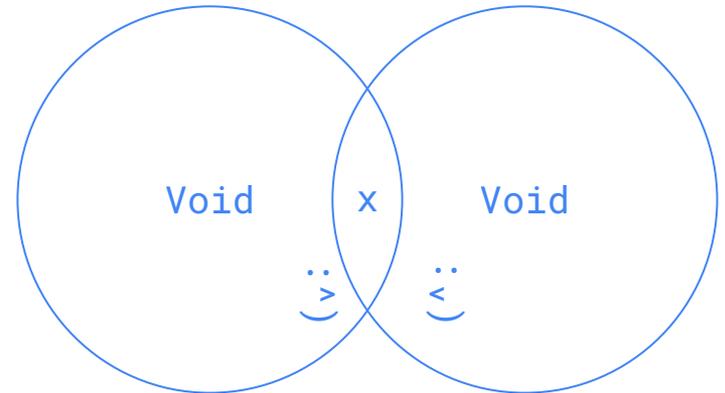
- VR Space that can be manipulated by user
- As space/environment changes, sound also changes
- Echo and reverb



Idea #3 - In your own head

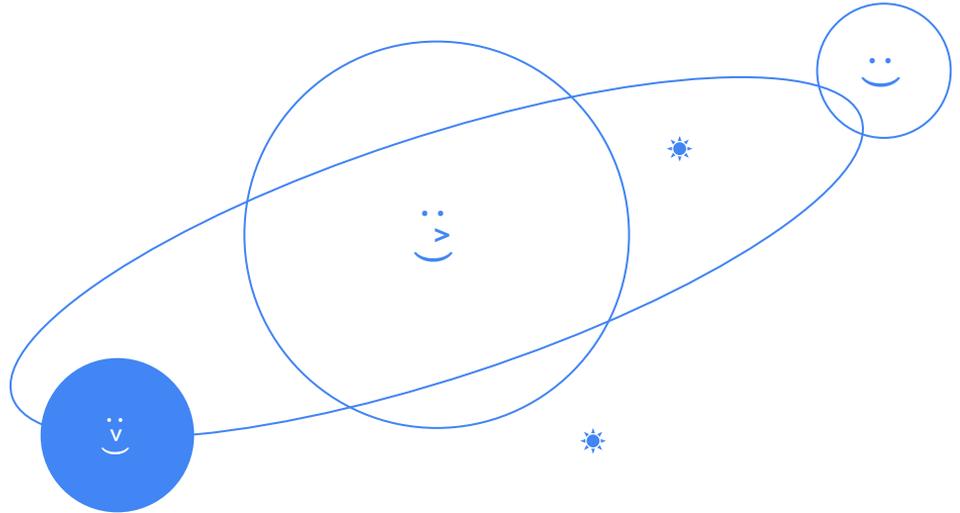
- Building on our “See” project (enter a Void and try to reach an object)
- Void = mindscapes
- Entering and meeting in a mindscapes

- X in the real world = 5X in the void
- How to interact with others in your mind
- How to move/navigate



Idea #4 - *Becoming planets*

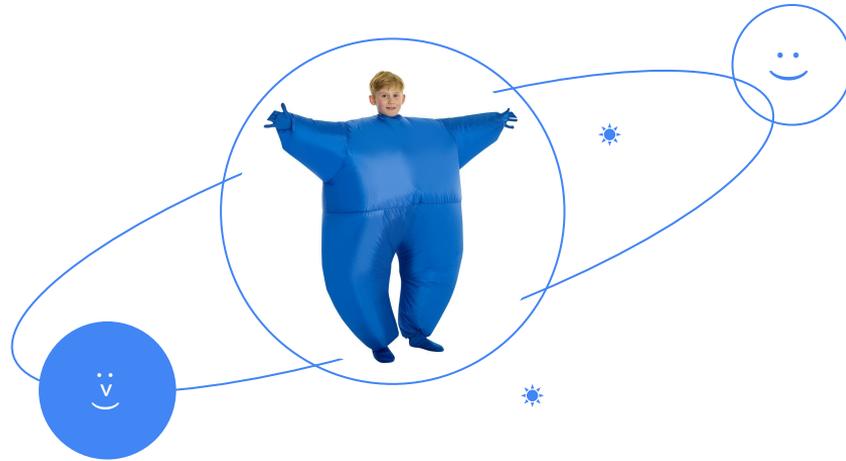
- Humans are miniscule in relation to the universe
- What if we reverse the role of humans and planets? What if the world really revolves around us?
- Acting as planets revolving around each other



Idea #4 - Becoming planets

Possible Outcome:

- **Kinect** & Projection
- Wearing sphere-like costumes (big planets can have restricting/large mass-ish costumes while small planets can roam around freely)



Thank you!

