

# *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

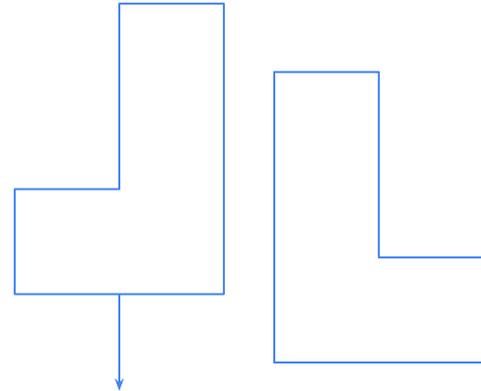
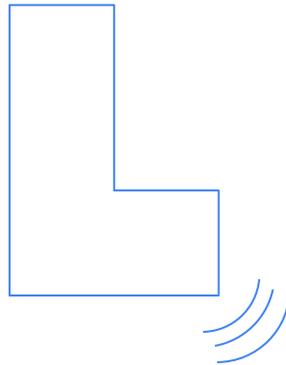
- Exploring a space where you are unwelcome but unknowing
  - Slowly realising your place as a “pest” as the environment reacts to your presence
  - Inspired by ideas of Imaginary Boundaries, whereby humans regard animals as pests because they are seen to be crossing boundaries into what is expected 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)

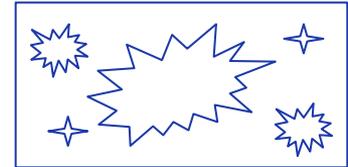


## Idea #2 - Auditory

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”

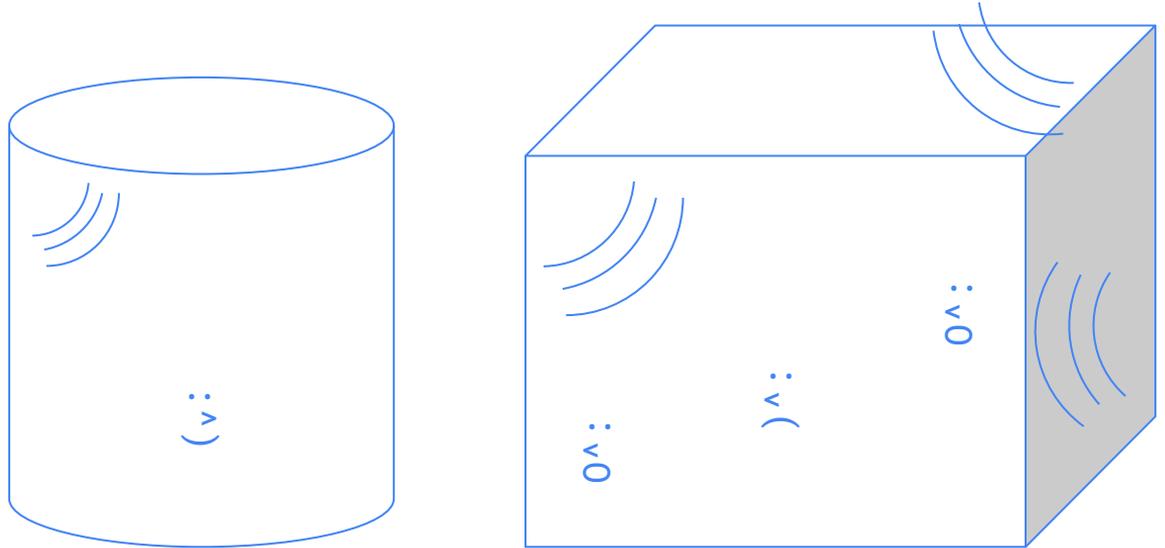
- Current design vocabulary focuses on visual
- Architecture now are pleasant to look at but are not pleasant to hear in.
- Can we redesign experiences in commonly unpleasant soundscapes to more pleasant auditory experiences? (eg. indoor sports hall at full capacity with rain vs. cathedral)



## Idea #2 - Auditory

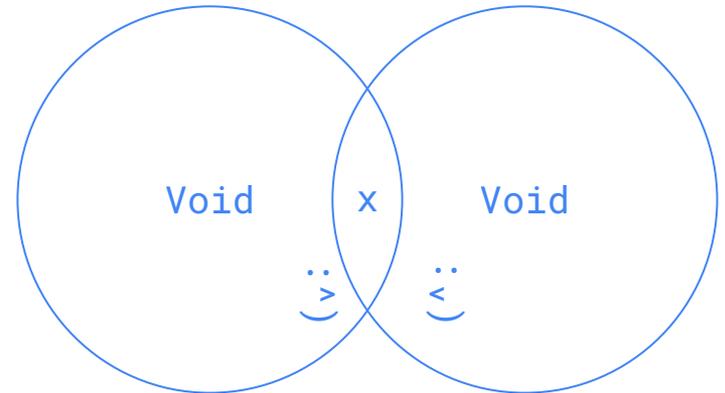
Possible Outcome:

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



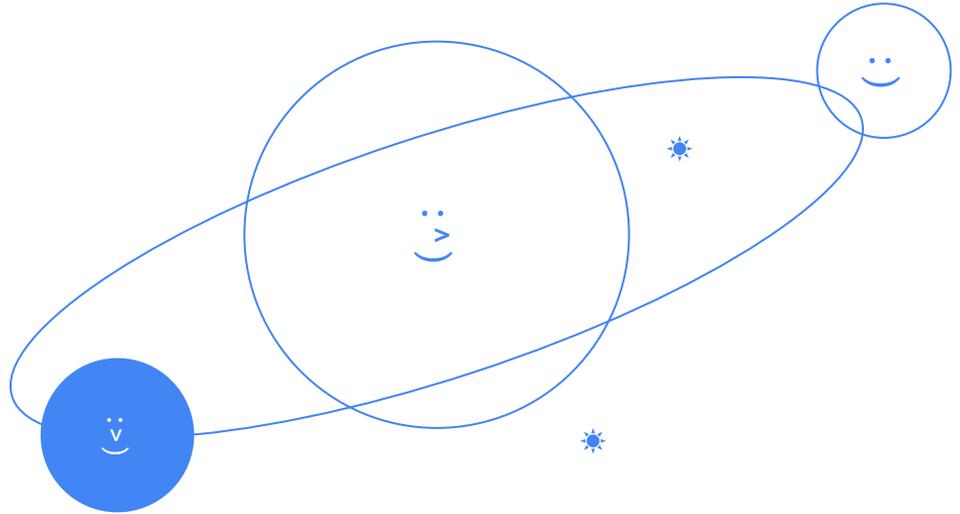
## Idea #3 - In your own head

- 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*

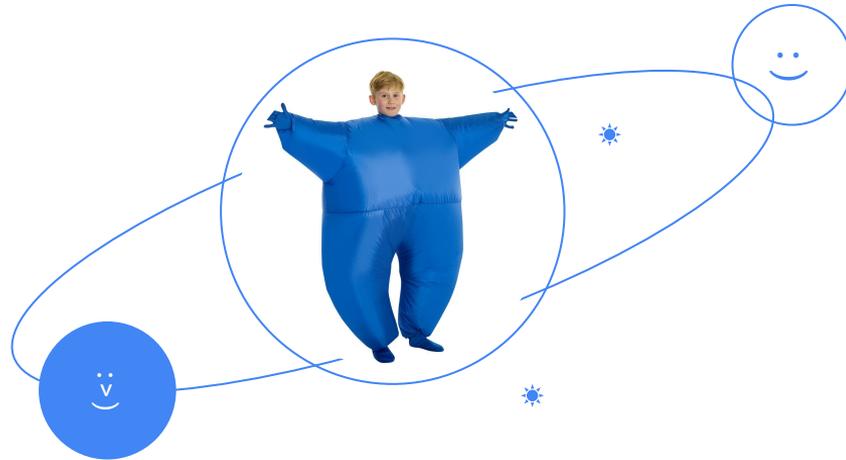
- Humans are miniscule in relation to the universe
- What if we reverse the role of humans and planets? What if the world really revolves around us?
- Acting as planets revolving around each other



# 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!*



# Tech

Looking at

- Kinect
- Projection mapping
- VR headsets (multiple users)



# Final Project: Process & Project Update



INTERACTIVE ENVIRONMENTS



\*crystalised\*

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# CONCEPT: IMAGINARY BOUNDARIES

- \* Creating an **unwelcoming environment**
- \* **User's actions** trigger reactions from Environment
- \* Environment **repels** but does not evade  
(Evasion suggests user has power over the environment)
- \* **Methods** of repelling inspired by **nature**  
Pufferfish, Sea Urchin, Mimosa, Rattlesnake

## TOUCH

→ Triggers reactions

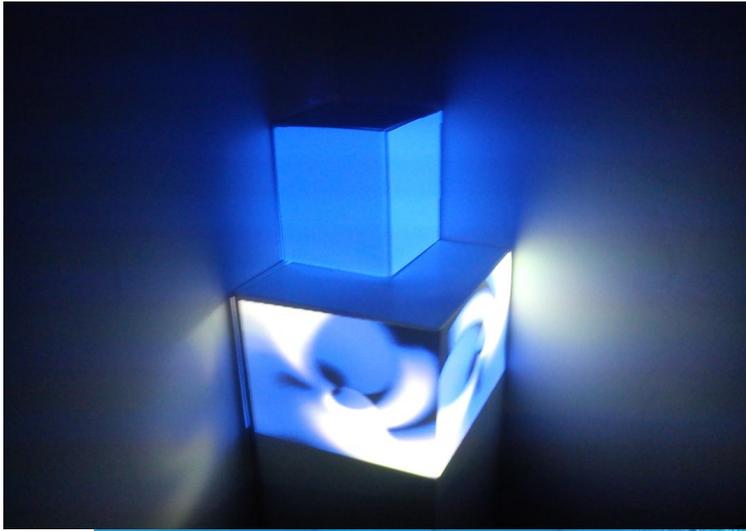
## SOUND

→ Loud, repeated, growing,

## VISUAL

→ Encroaching, growth (mechanism of rejection)

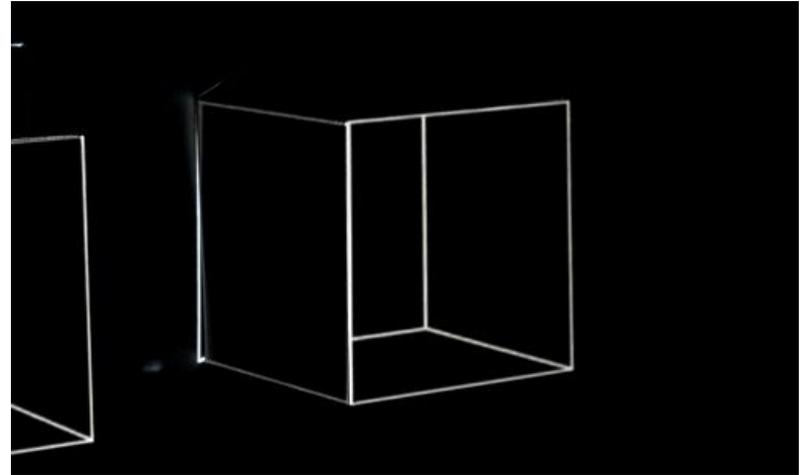




# EXECUTION

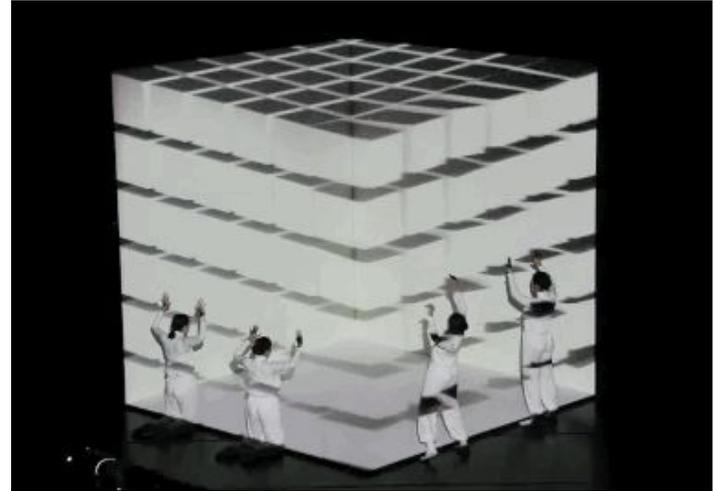
Location: Truss Room

- Projection Mapping onto cubes / cuboids that fill up the space (TD)
- Top-down IR tracking (Kinect)



## NEXT STEPS?

- Try out projection mapping on simple surface with TD
- Test simple reaction trigger with Kinect (Kinect -> TD OSC communication)





# Final Project: Process Update



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