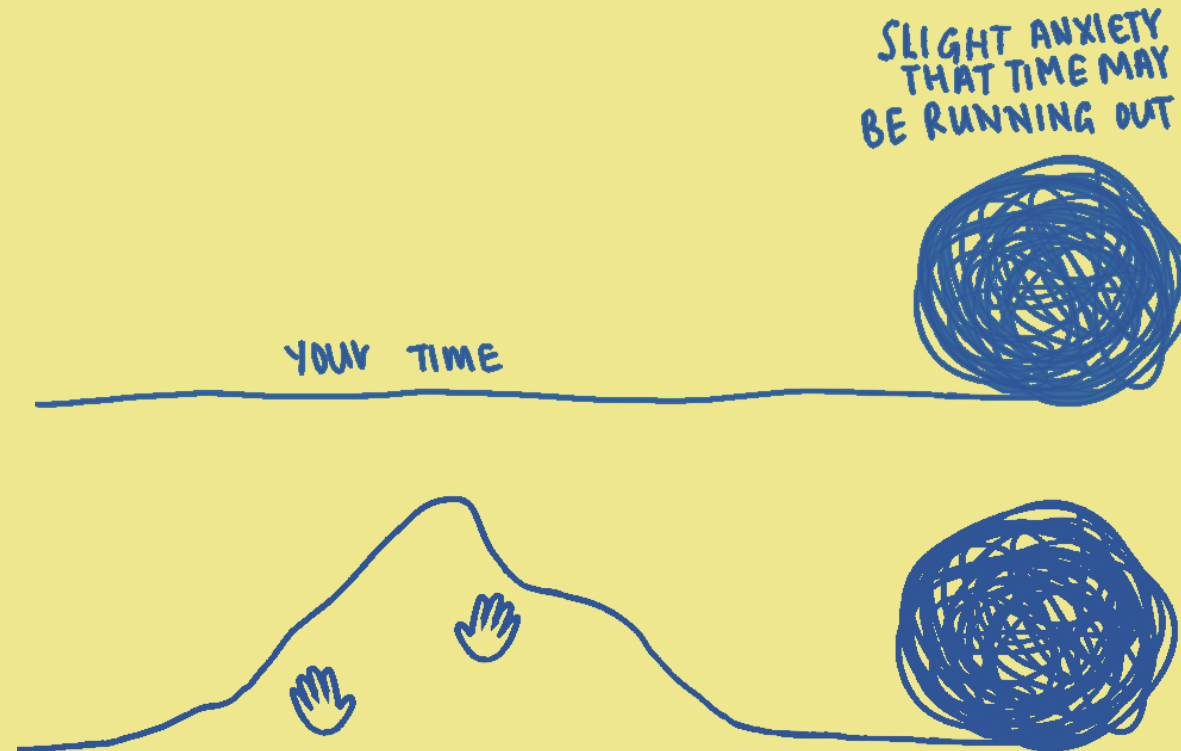


Final Project Assignment 2

By Yuki Tan

Concept

A simple minimalistic interactive to express not knowing when your time may end (representing the idea of a life thread) and how everyone uses their own time.

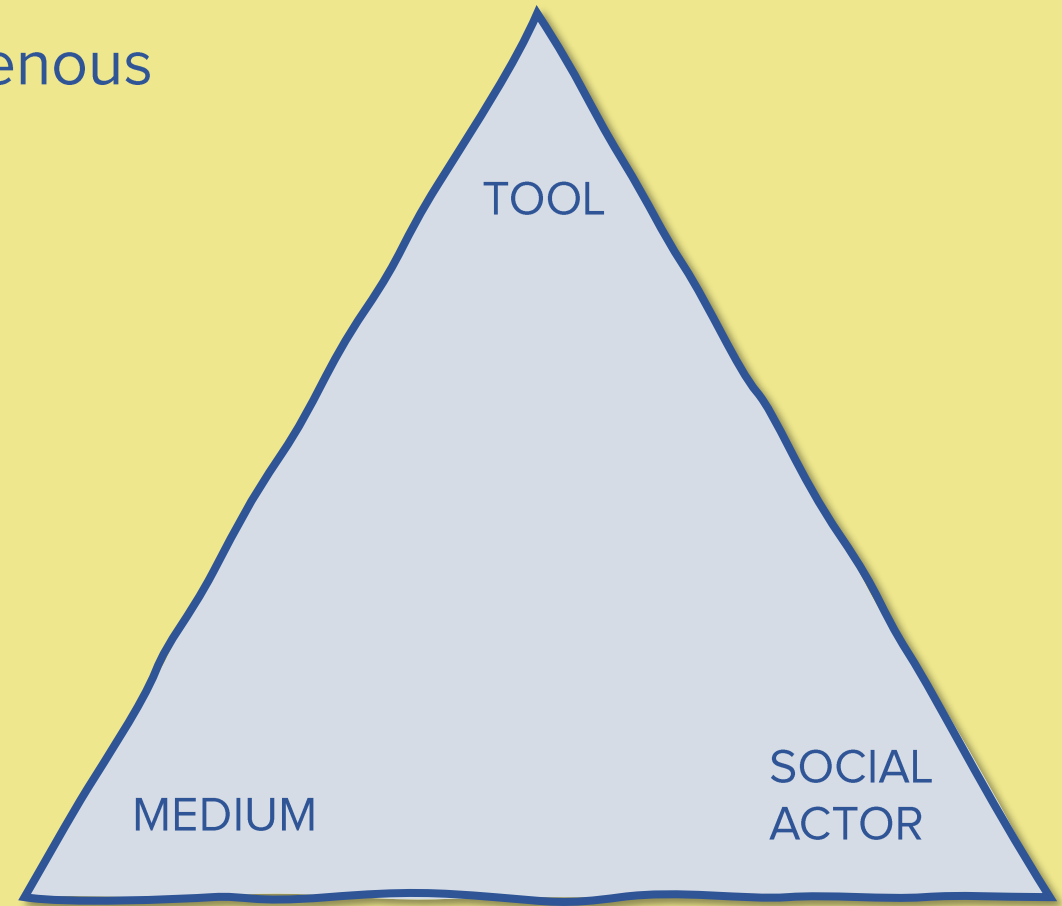


Ideas

- How much to tell the viewer?
 - Time keep going and is running out.
 - Time = Life (with the used of “life thread”).
 - ”Choices” you make to use your time.
- Story? Structure?
 - Direct no story
 - A way to imply the ball and thread is a metaphor for time. (ticking tock audio)
- Choices? Affect?
 - Manipulation of thread to create “shapes”.
 - Attempts to stop the ball from rolling will be futile.
- Voice of experience?
 - Directions or icons that direct the viewers how to affect the thread.

Captology

- Three modes of interaction: Endogenous
- Levels of analysis: Intraindividual
- The functional triad: Medium
- **Meta moments:**
 - No roadblocks/speed bumps



Updates

INPUT

Interaction with
the mouse

/

Motion captured
through webcam

PROCESSING

Unity

-Colliders

/

Touch Designer

-Bullet Solver

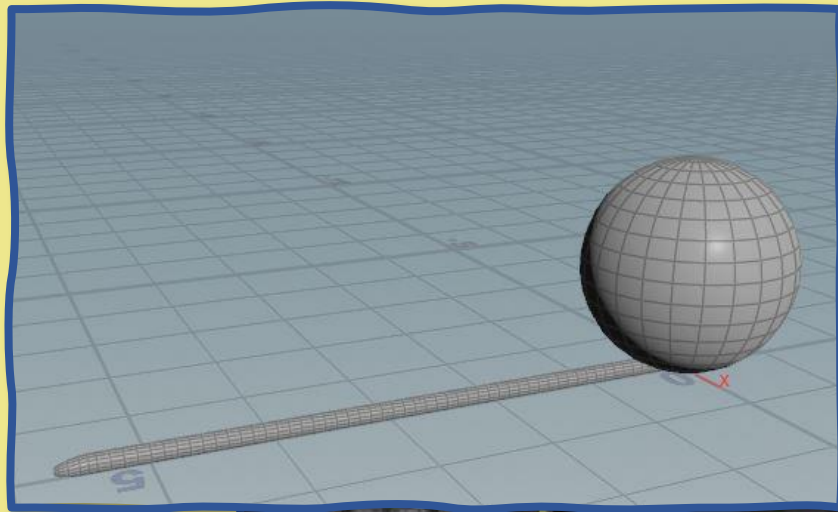
-Actor

3D render of ball
and thread

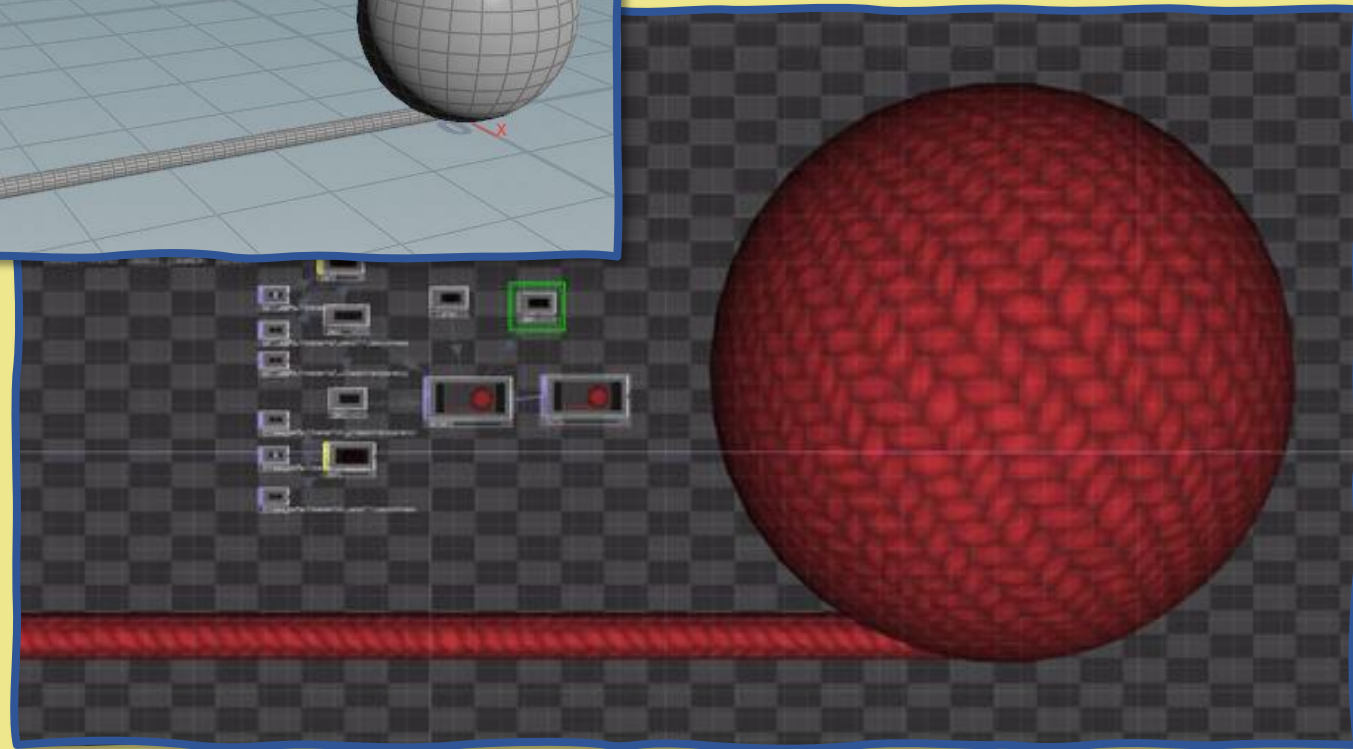
OUTPUT

Projection of
thread and ball
influenced by
mouse/motion

Experimentation



Houdini & Touch
Designer



Report

I feel my project can be classified through the three modes of interaction as Endogenous as I would like to implement my concept or intention about time into the project. The level of analysis would most likely be intraindividual without the need to involve more than two individuals. The project can be placed leaning in the medium part of the functional triad. For now, the project does not consist of any met moments such as roadblocks, speedbumps or diversions. I may further include such in the future after more experimentation.

The project aims to tell the viewer the message that time keeps going and how you use it in life. There is currently no structure or story to the interaction, along with current choices/affects that I am aiming, are the manipulation of the thread to create “shapes”, and the ball being unable to interact with to express time being unstoppable.

Currently experimenting around with Touch Designer, along with its cousin, Houdini, possible Unity as well to find ways on showcasing the project.