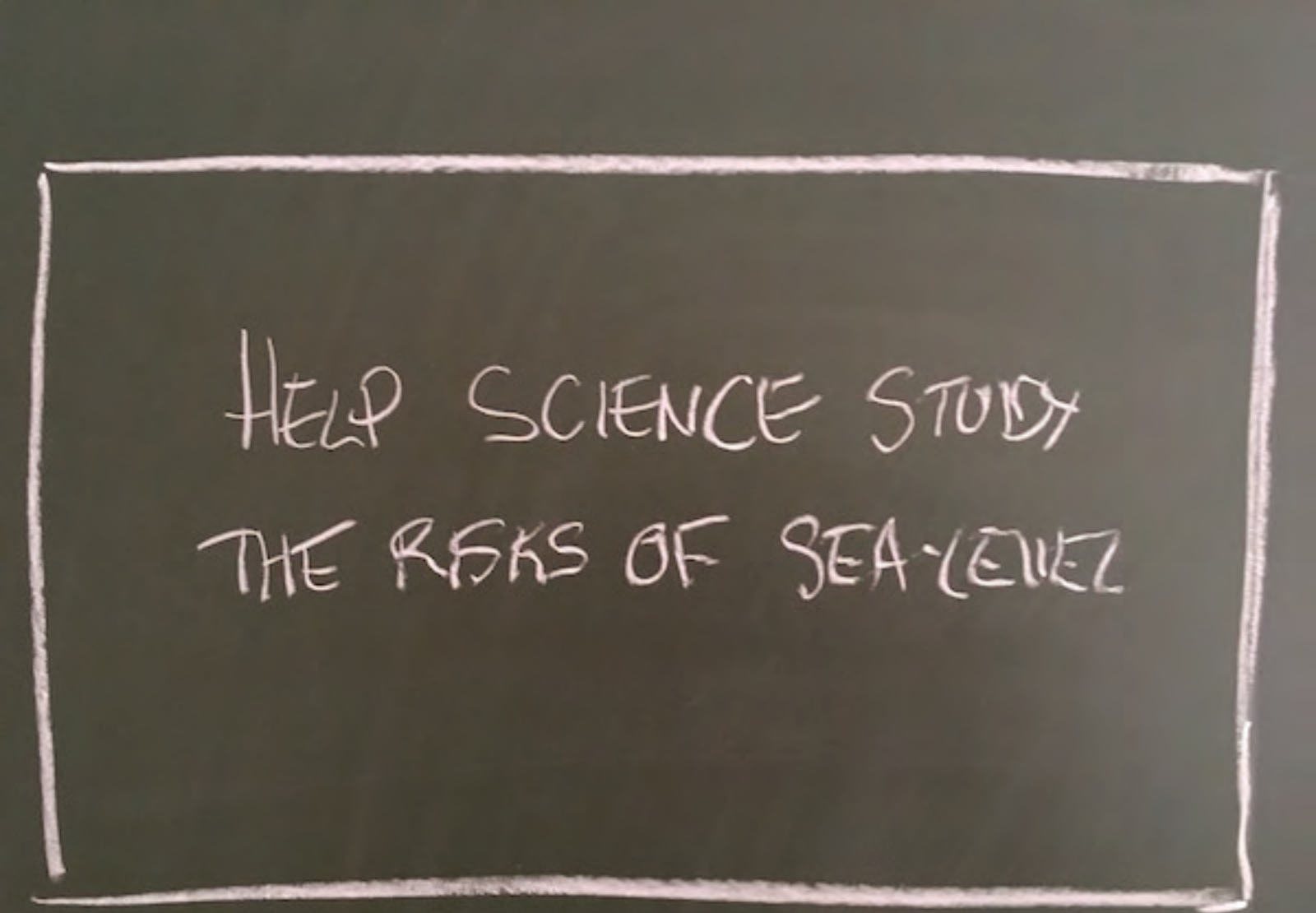


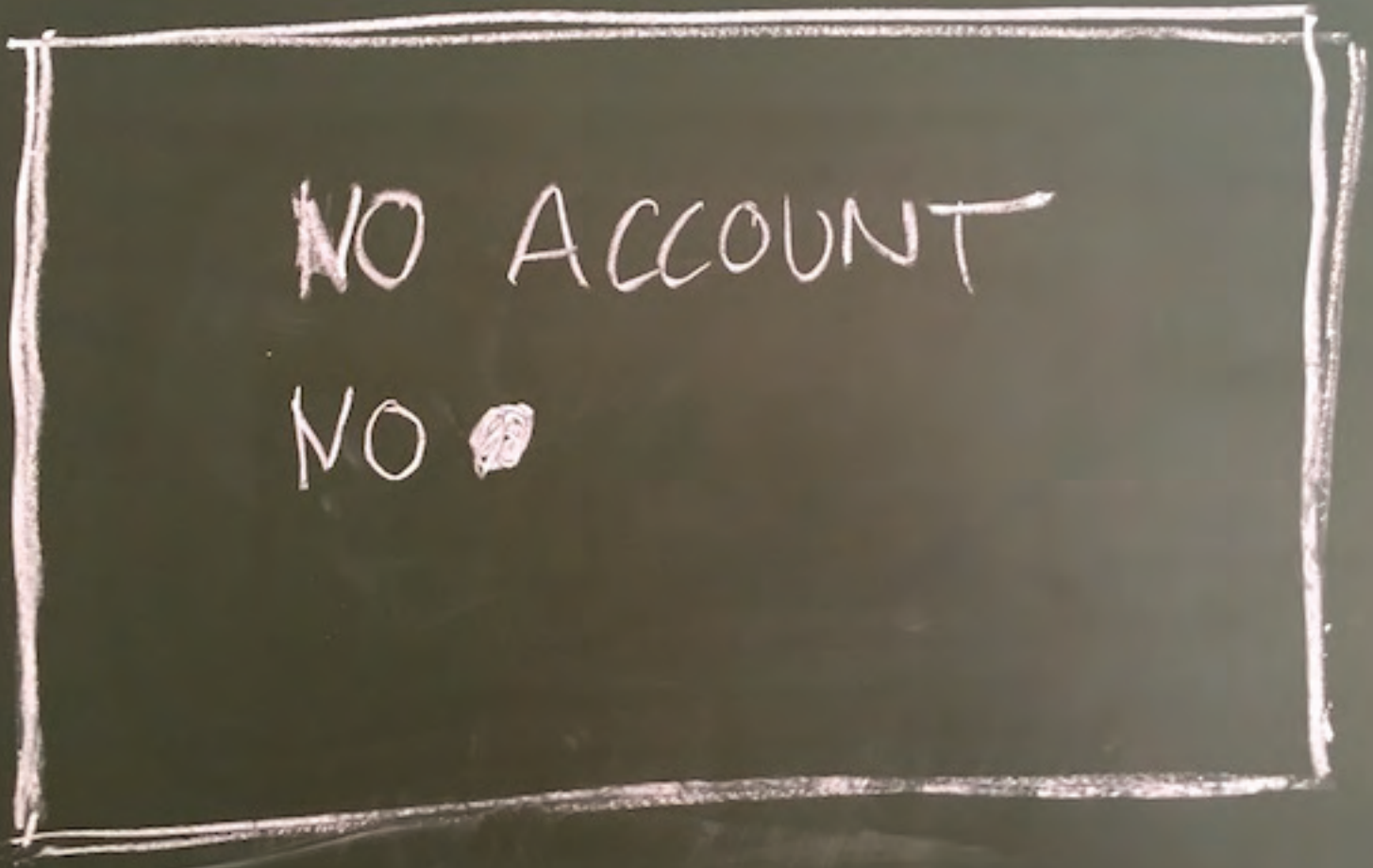
I think it is ok if the first few slides are text only. Is there some video 1.0 rule that speaks against that?

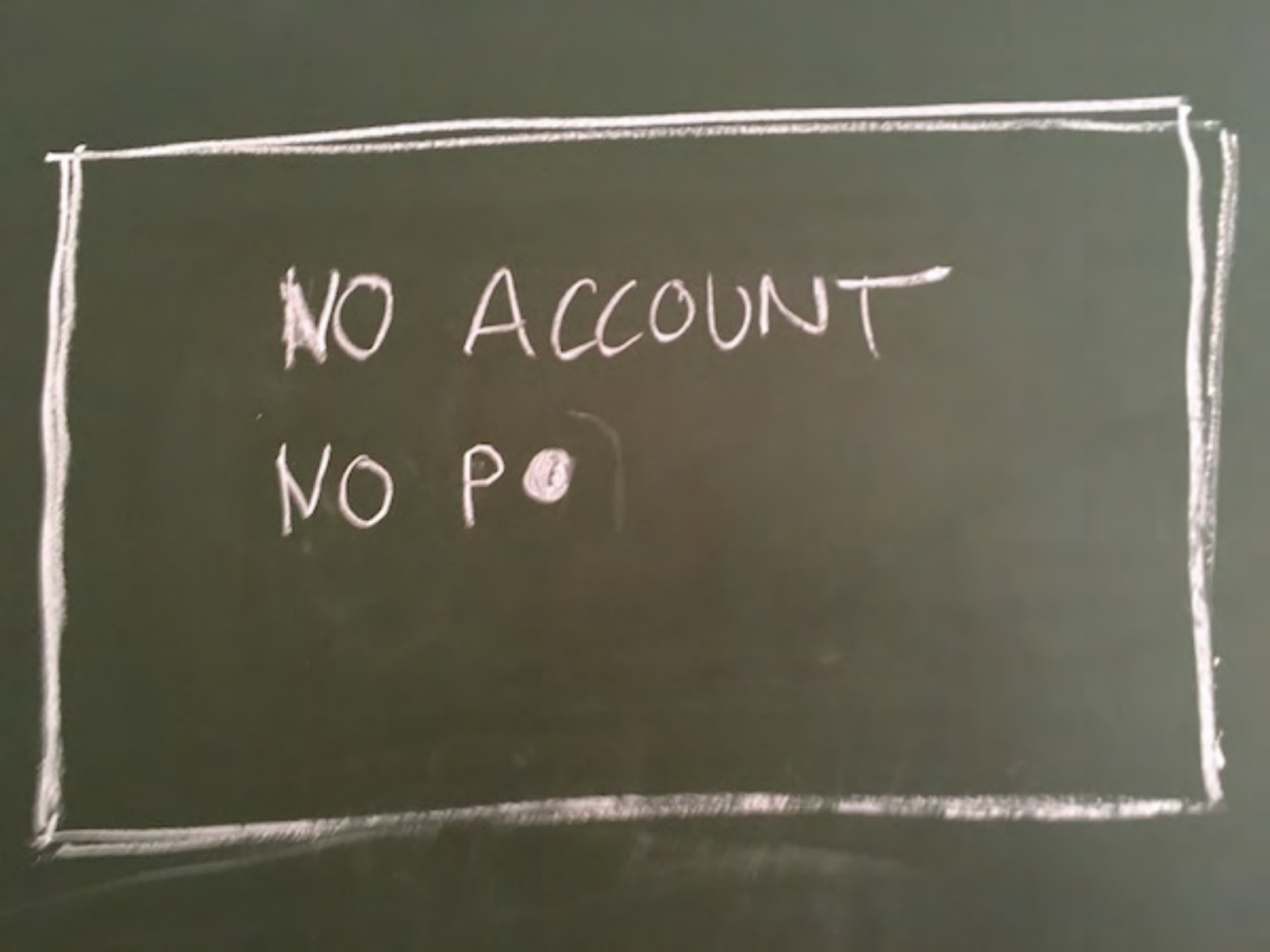
BY UPLOADING
PICTURES OF COASTS

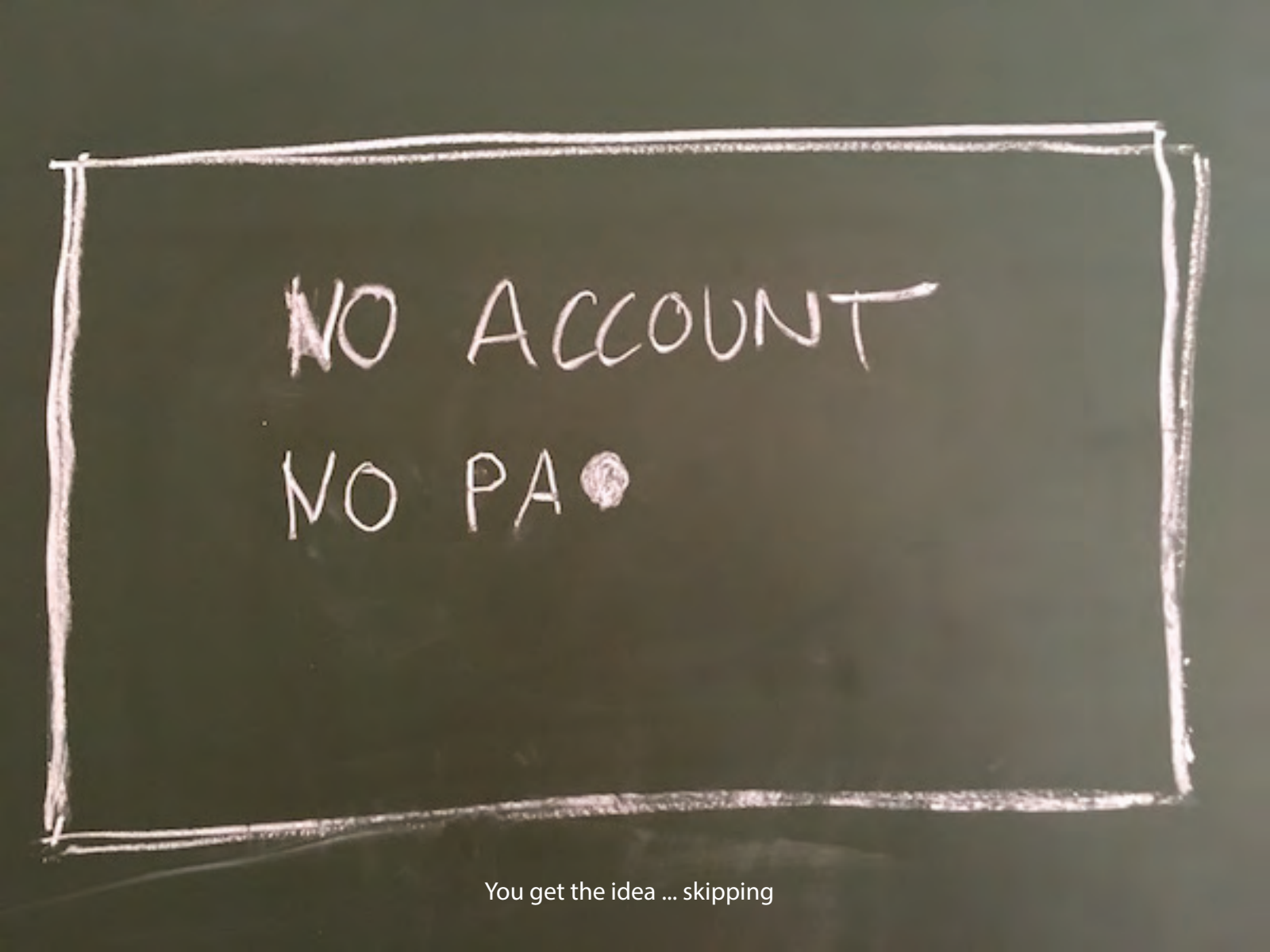
(We know you have Some)

NO ACCOUNT

NO

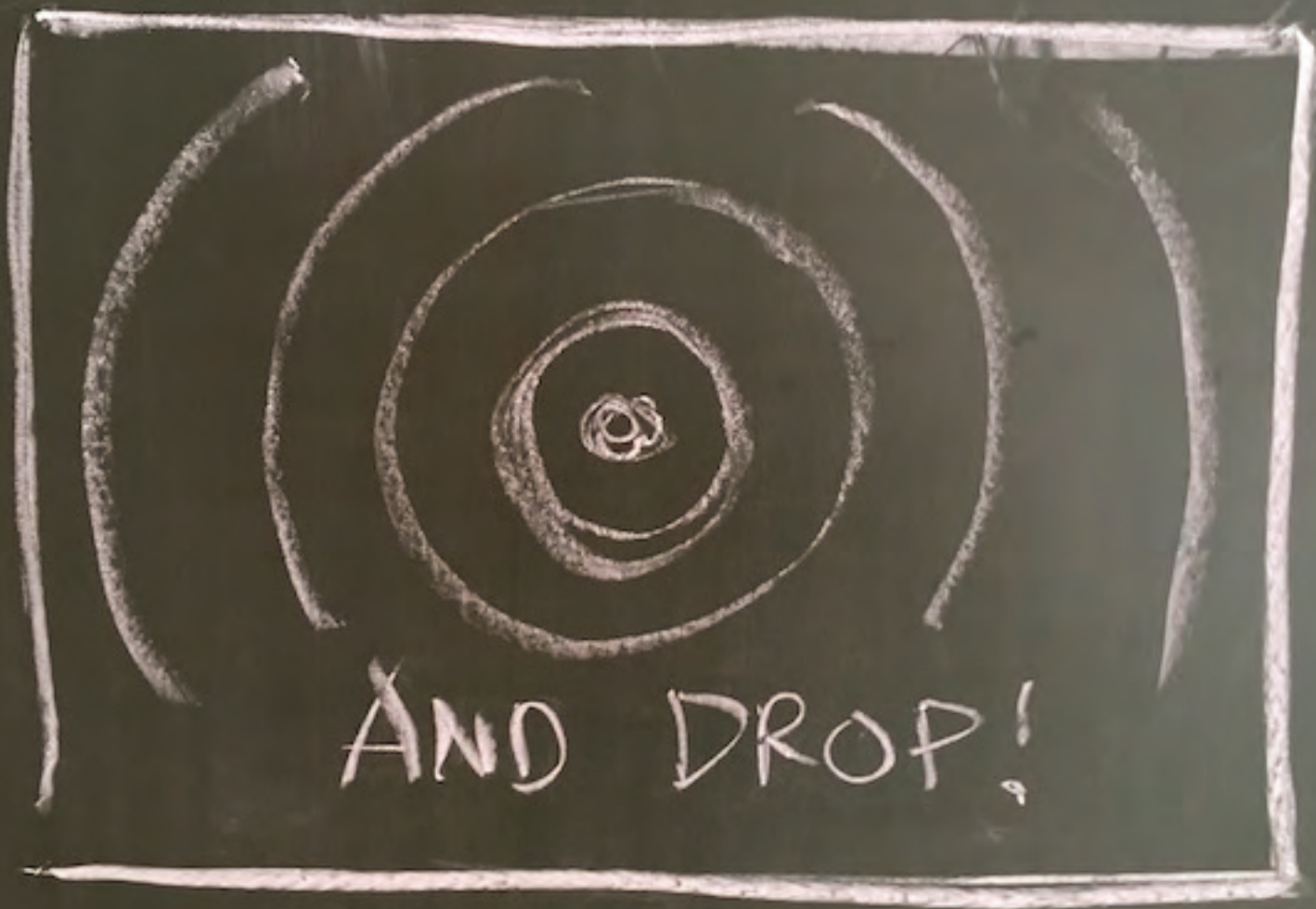

NO ACCOUNT
NO


NO ACCOUNT
NO P

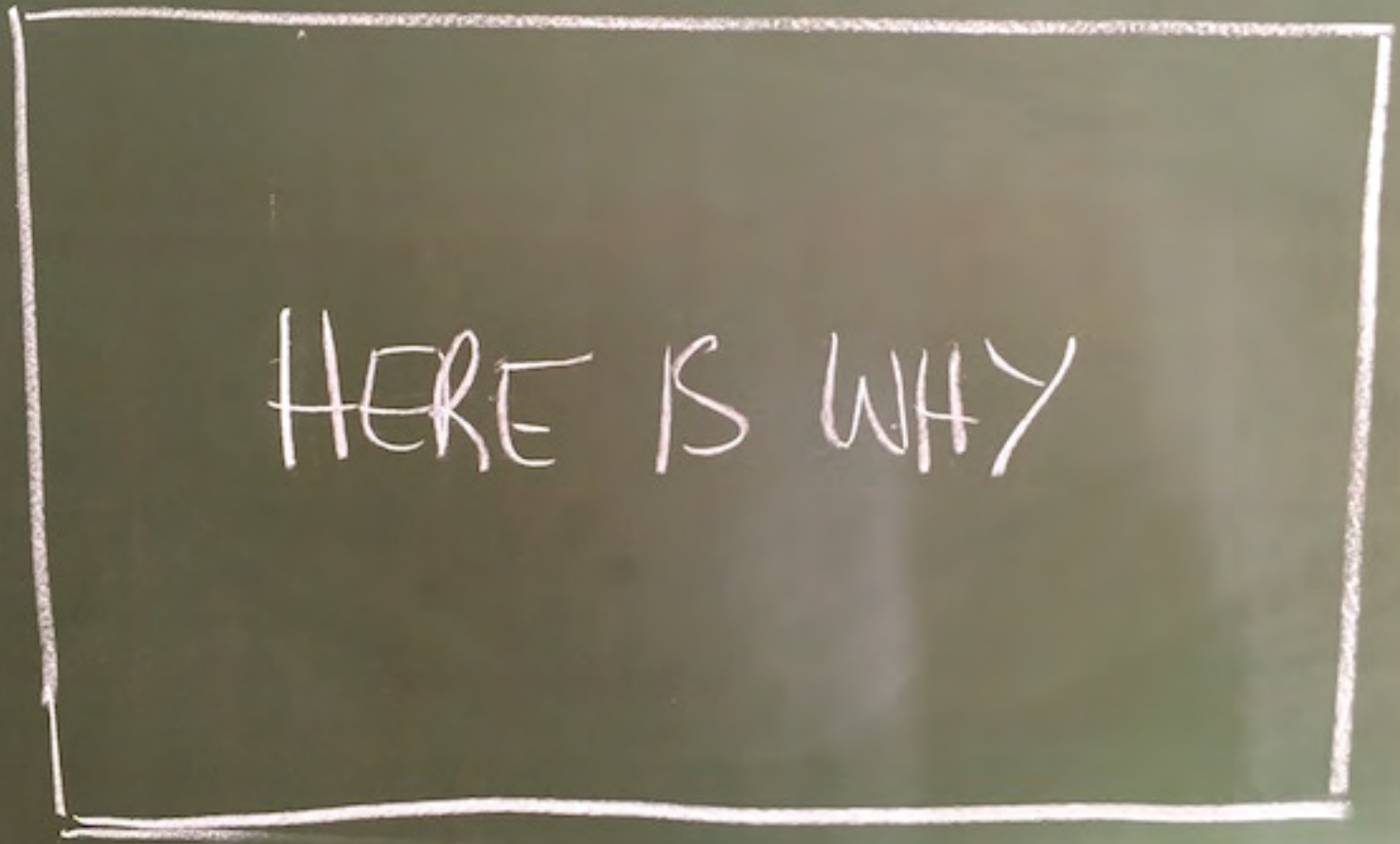


You get the idea ... skipping

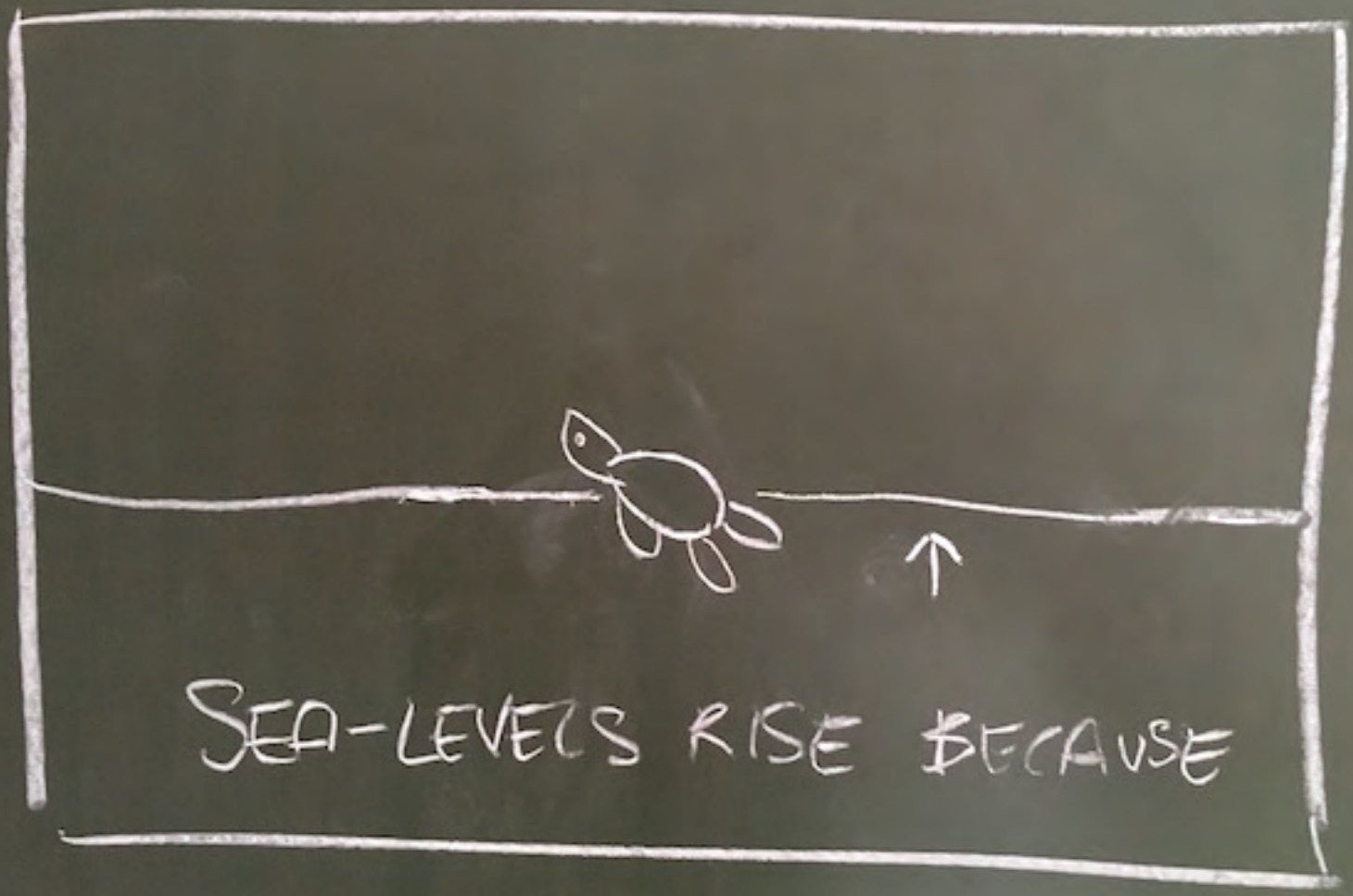
I will allow the user to drop images anywhere on the website.
A grey overlay will appear to indicate that it is safe to drop



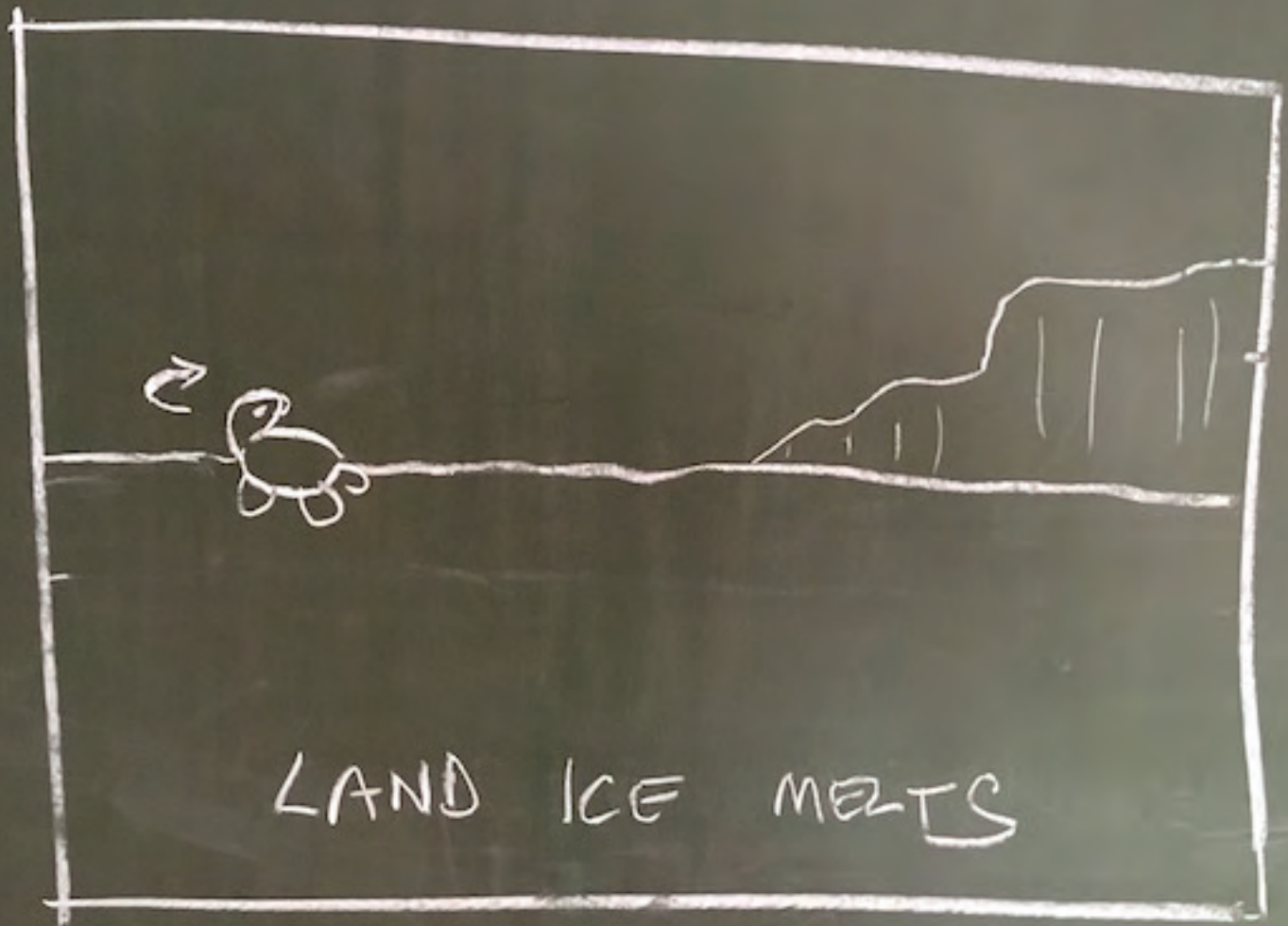
When the user drops the images there will be a ripple effect as if a stone was dropped in water.
Well, less sofisticated.



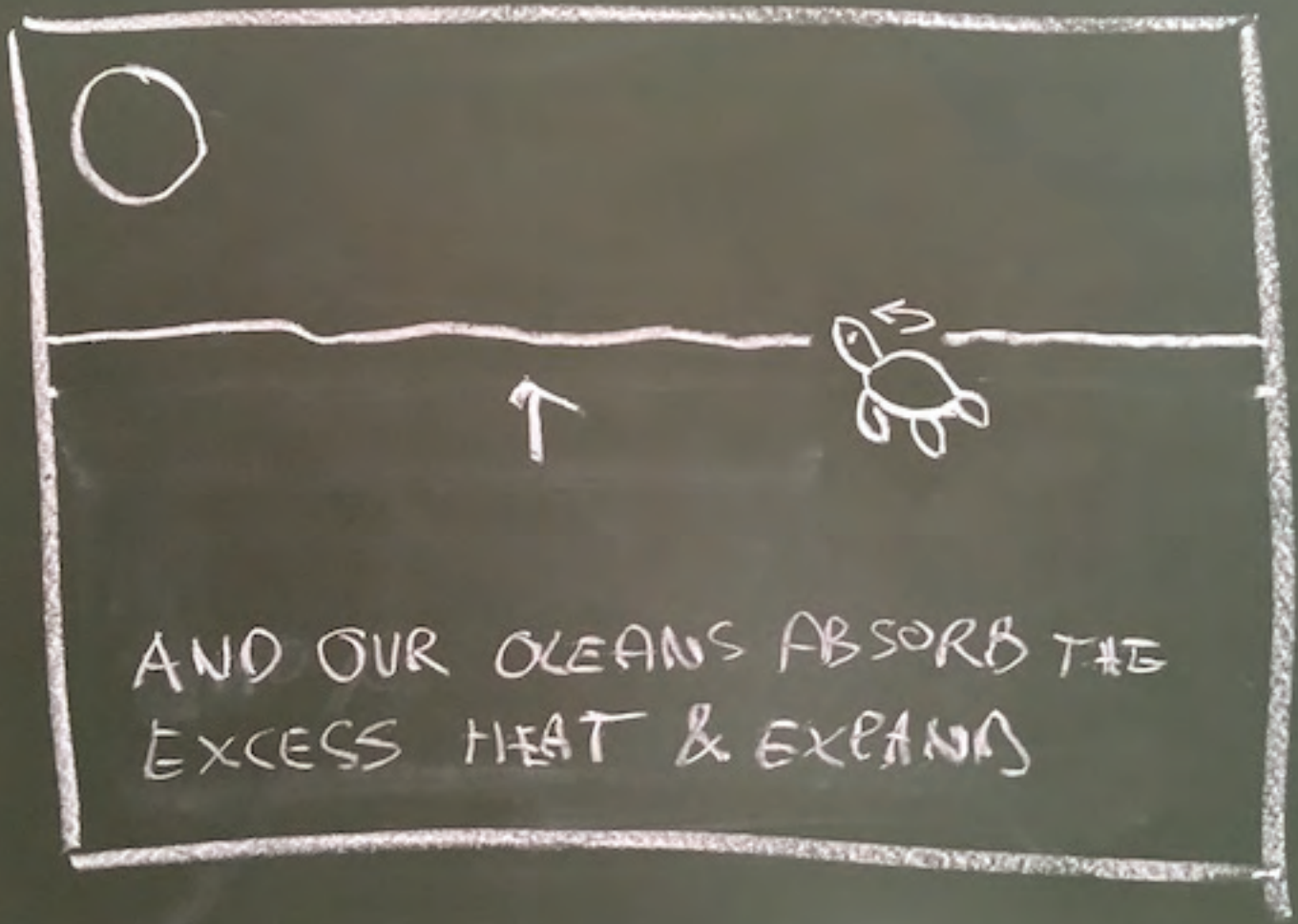
I feel like we need a sentence before we jump right into "Sea-lvels rise because .. ". What do you think?

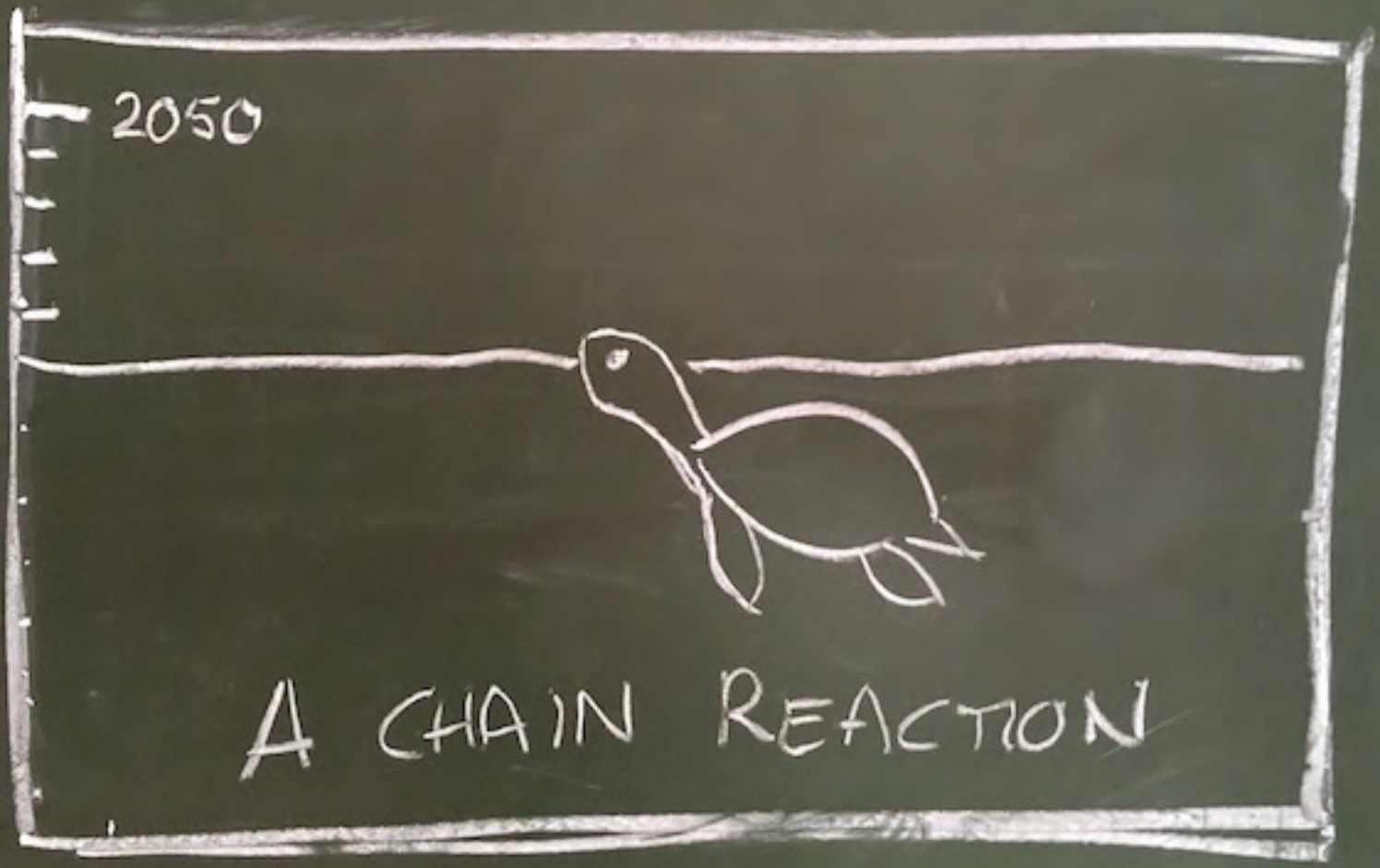


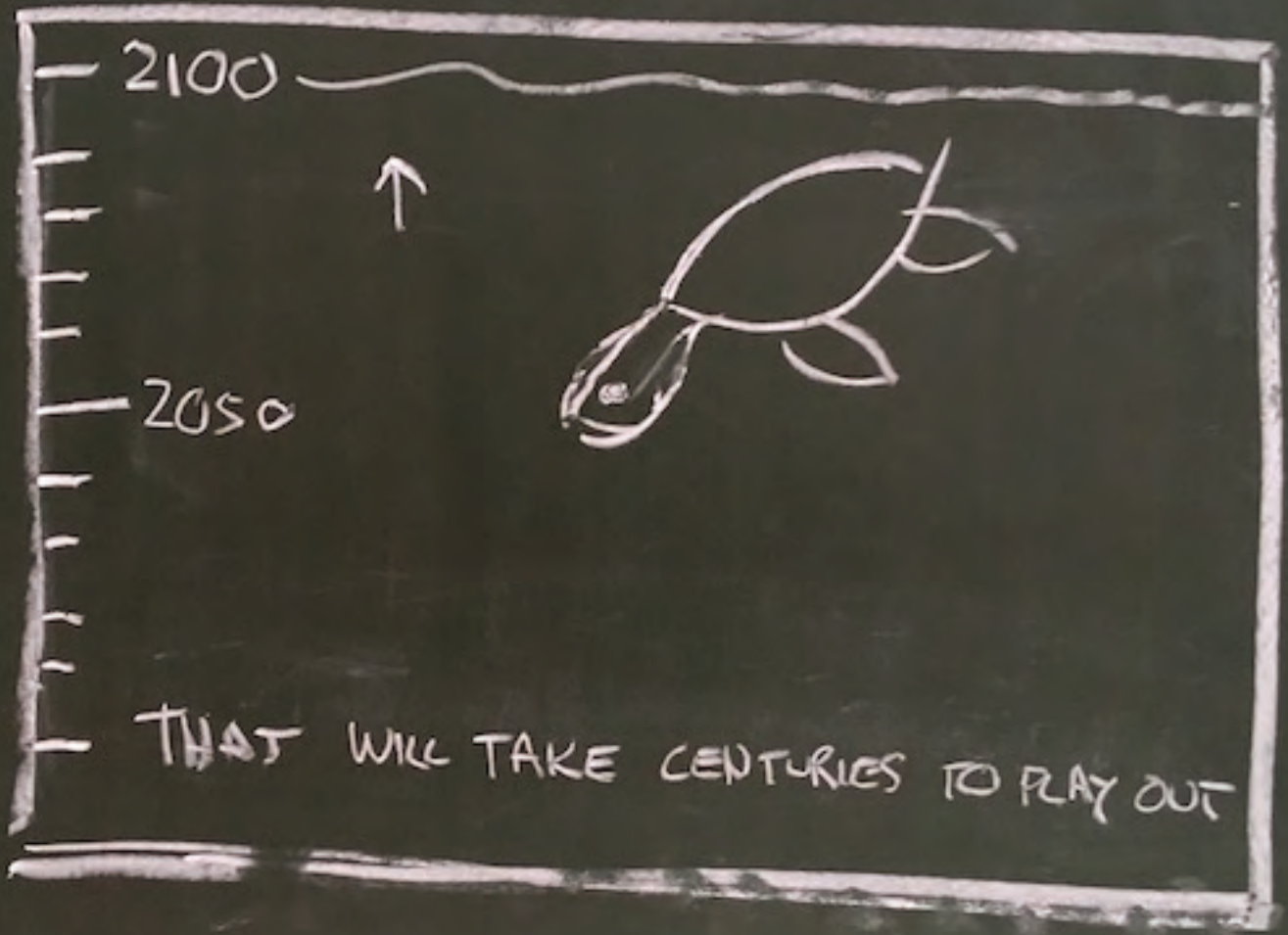
The turtle character ..



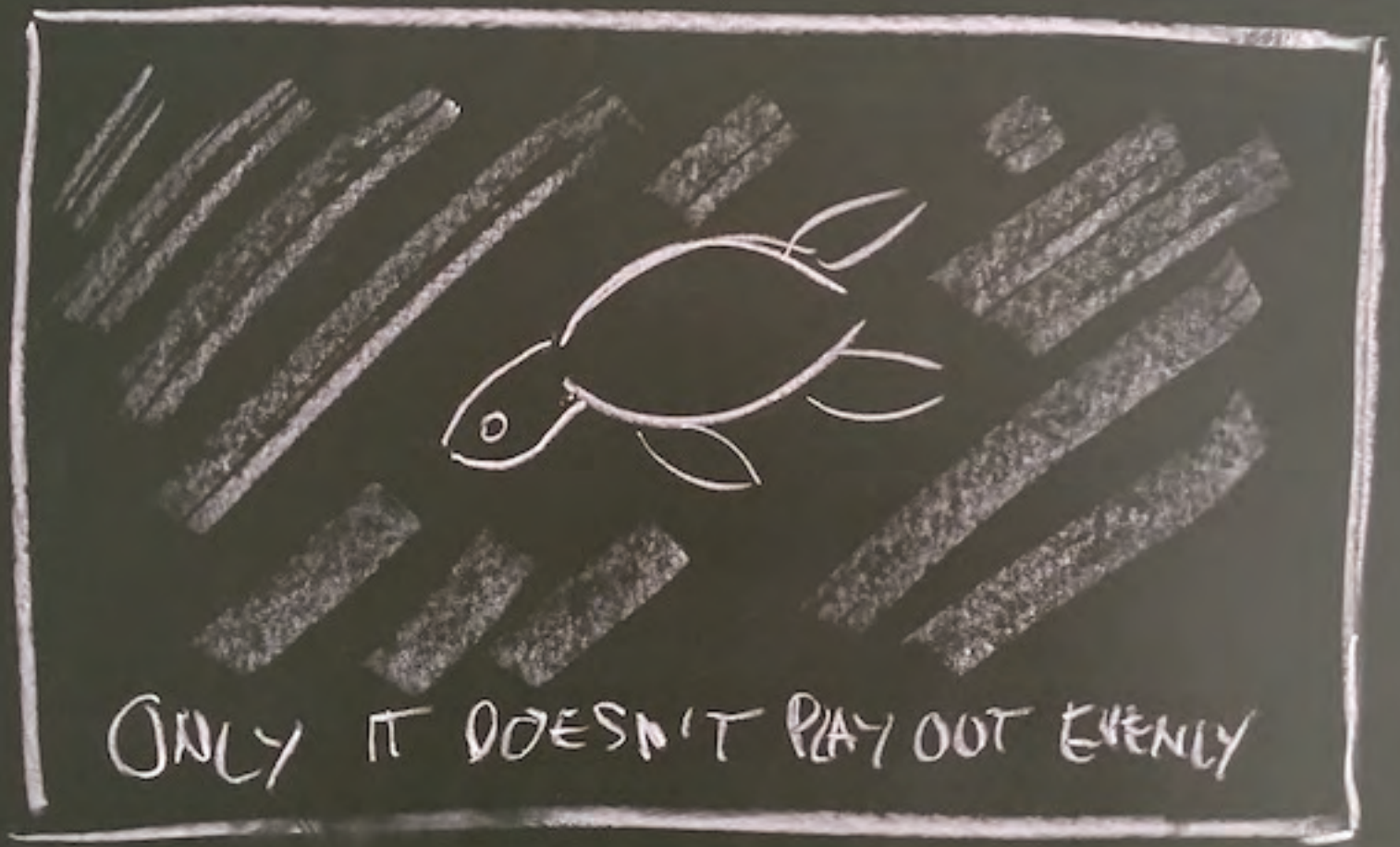
I liked the lonely ice block in the middle of nowhere a lot but it is actually incorrect. Sea ice does not make sea-levels rise because it's already in the water .. it's the water input from land ice. I'm not sure how picky I should be about this but since it is not too difficult to change, I think we should


AND OUR OCEANS ABSORB THE
EXCESS HEAT & EXPAND


2050
A CHAIN REACTION

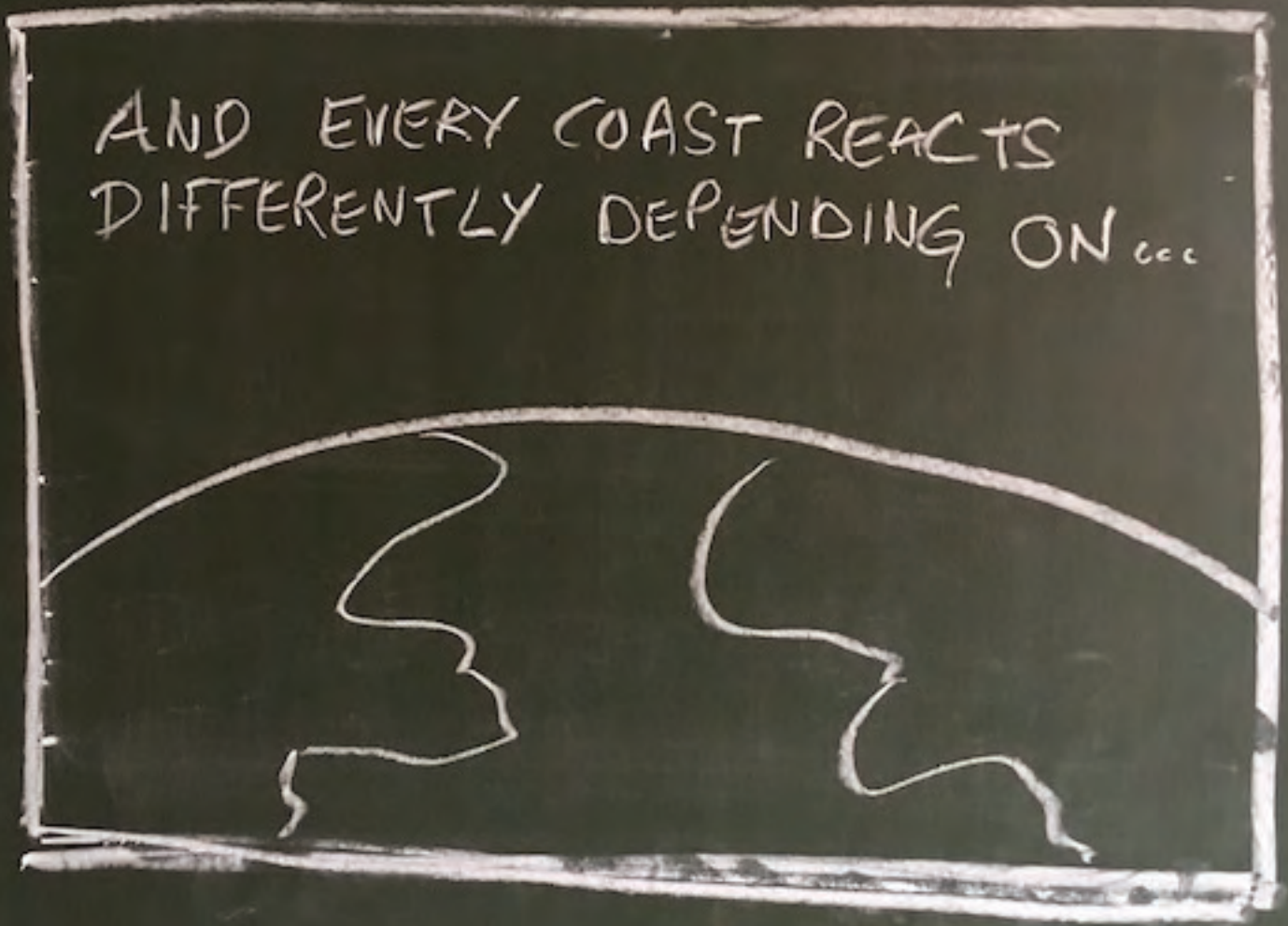


I changed that sentence back cos I like it better this way even though I assume you had a good reason I just can't see. What was it?

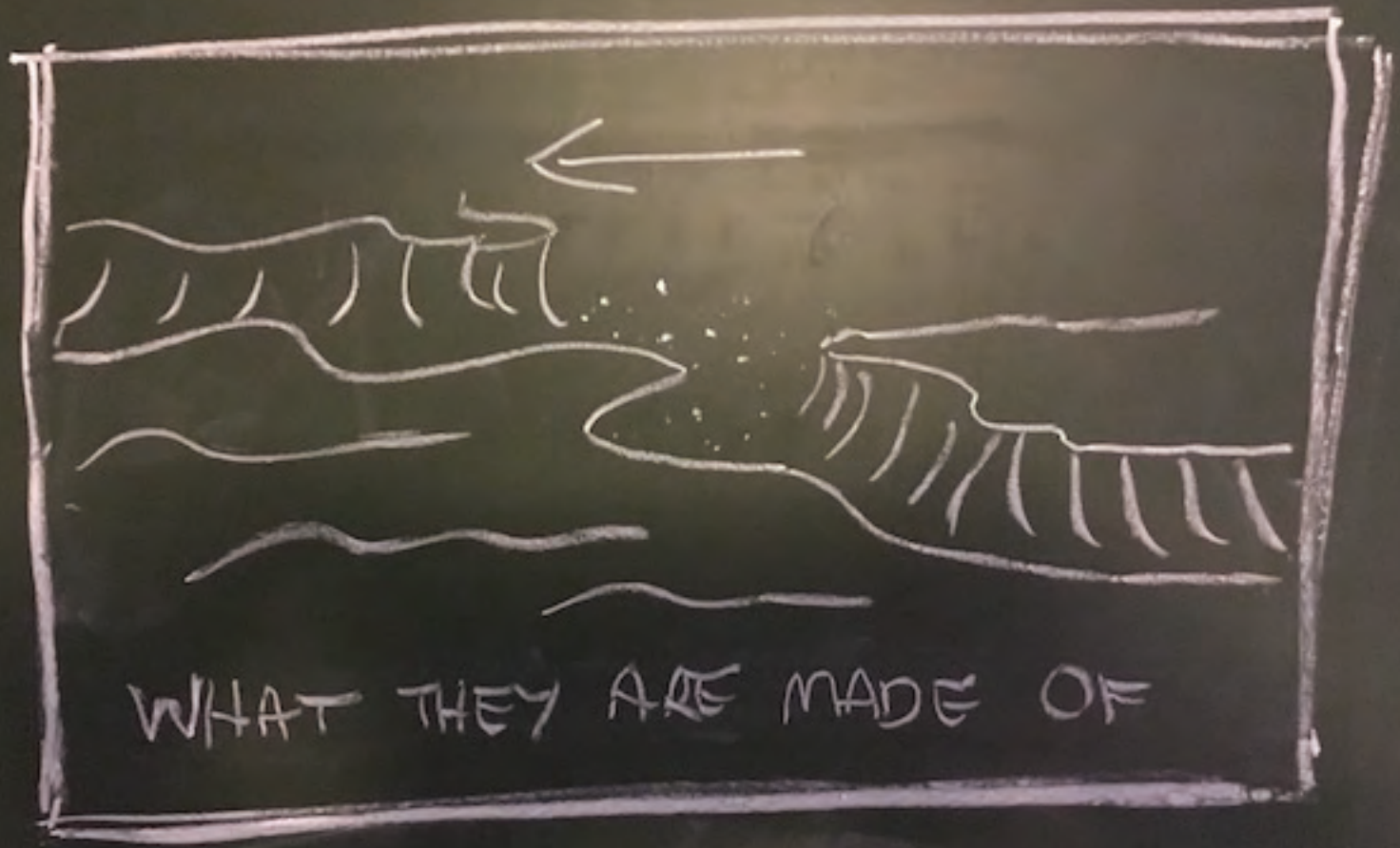


Loved that slide!

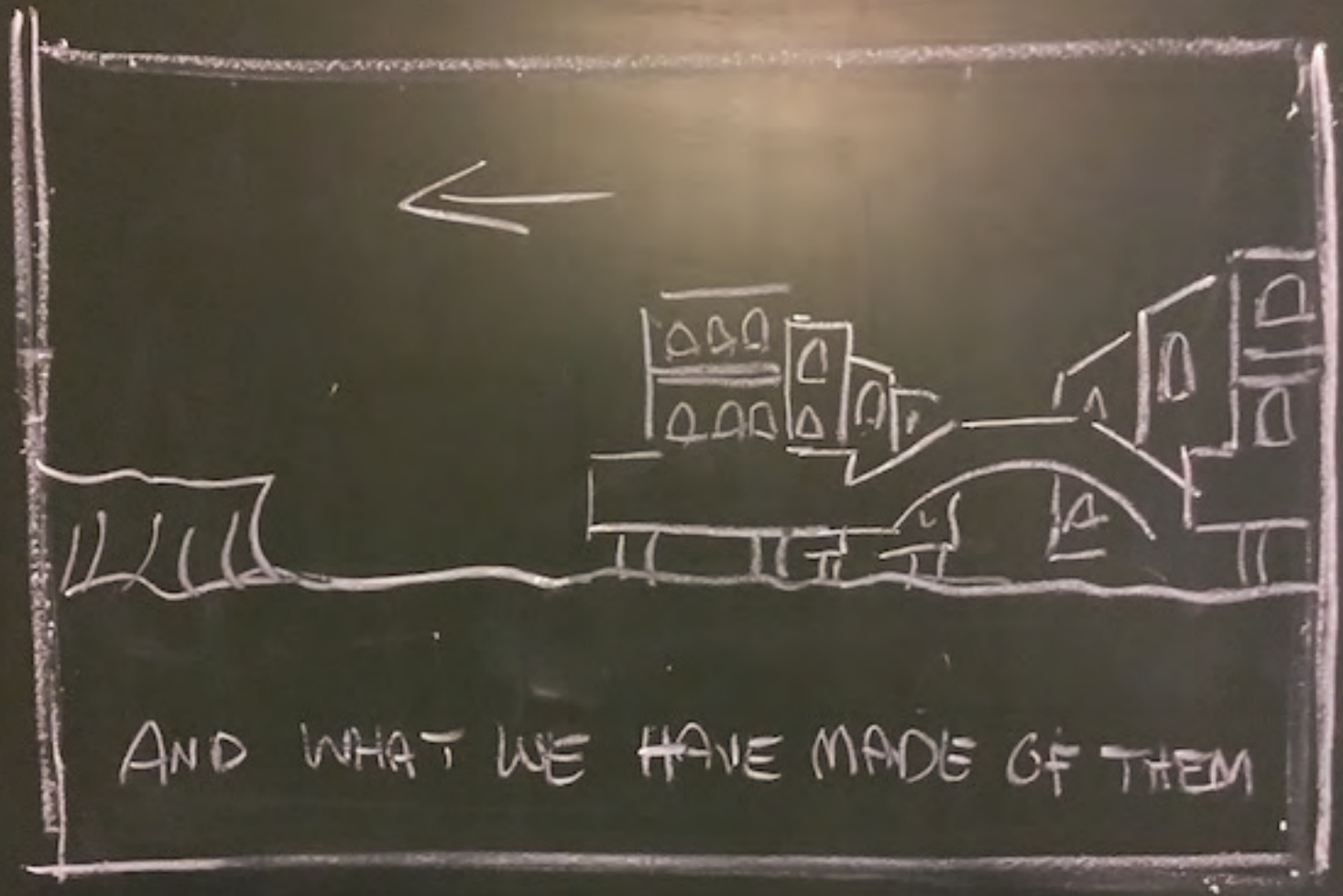
Solar system. Since we kicked that paragraph about the oceans being a massive body of water,
I would like the visuals to at least hint at it



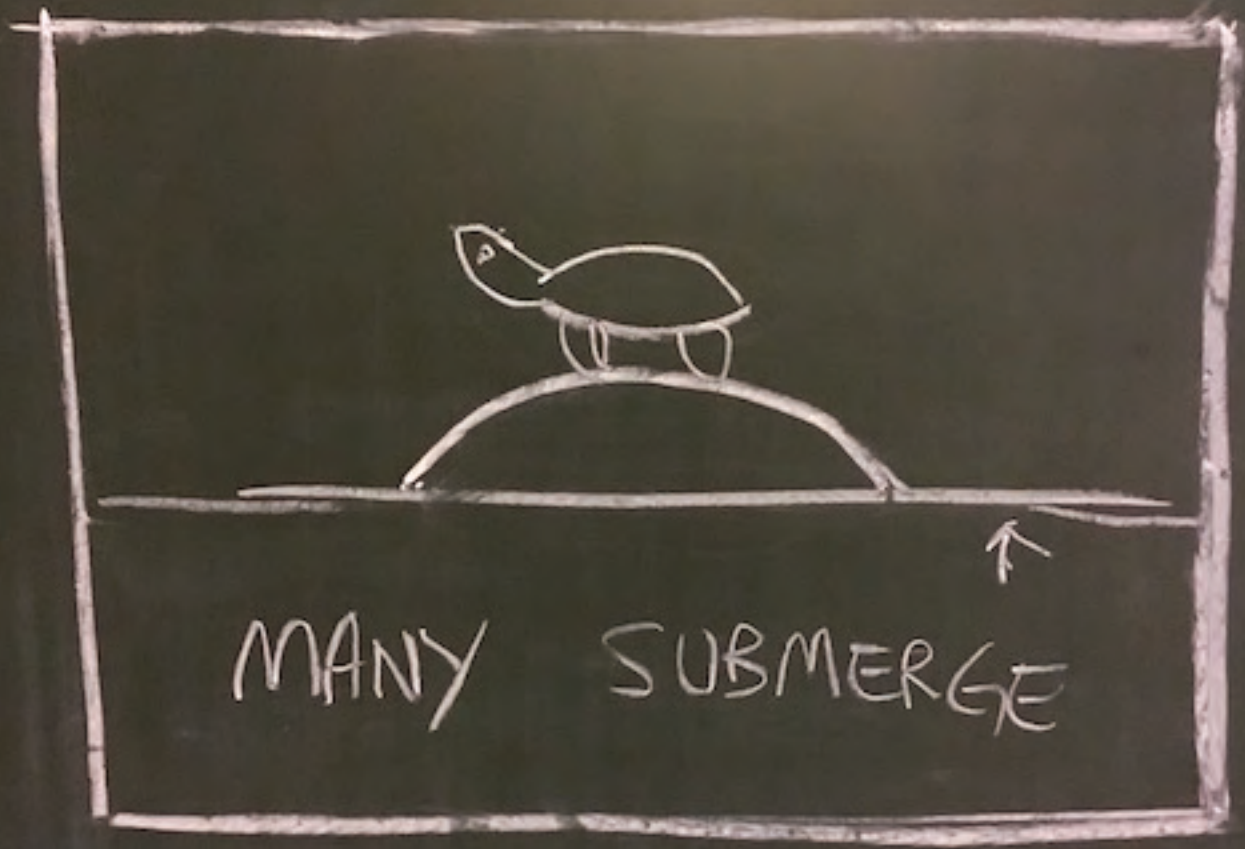
Fly back to earth ...



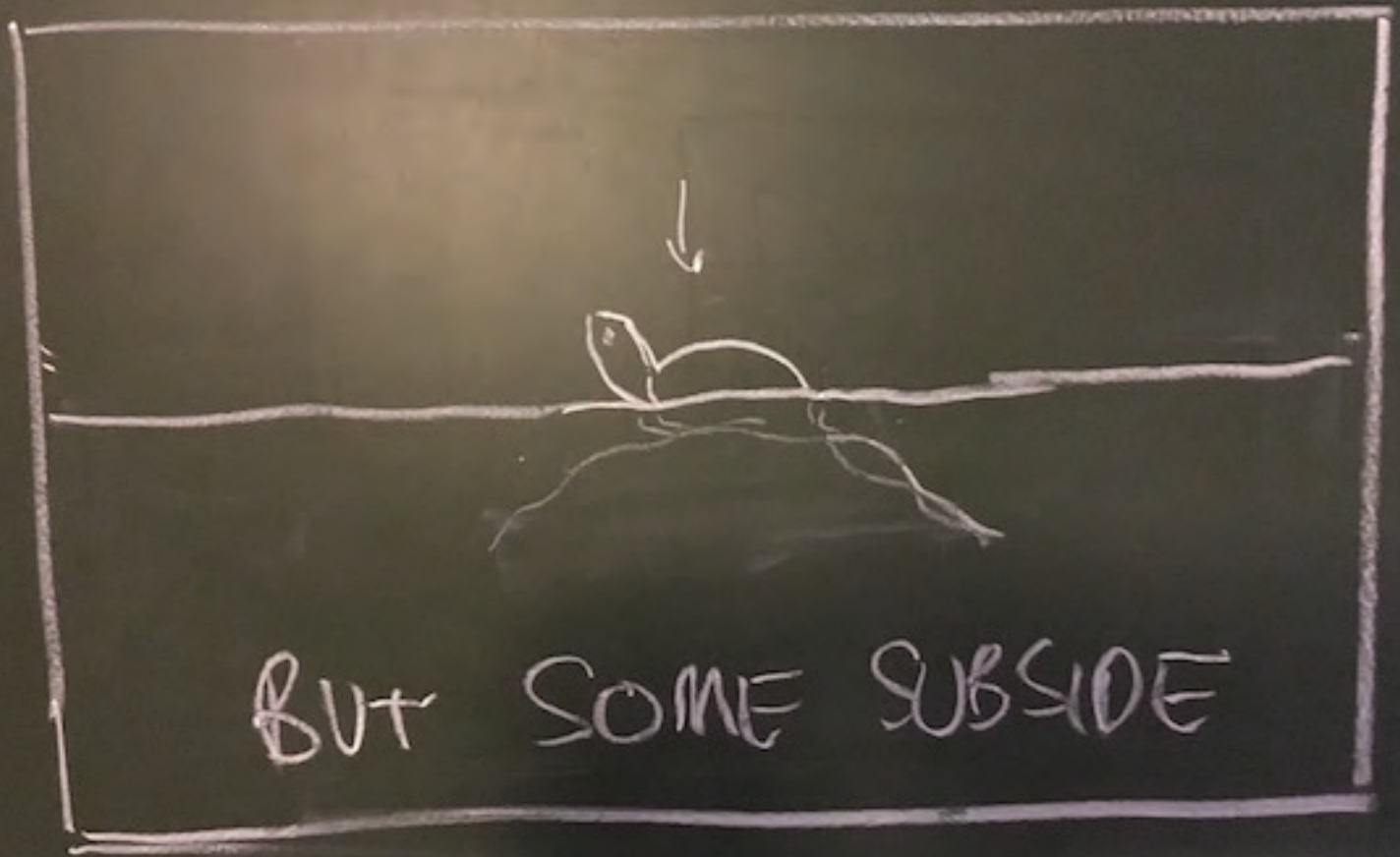
Fly by different coastal types ...



Of course, you are right. We show Venice. Who doesn't love Venice!

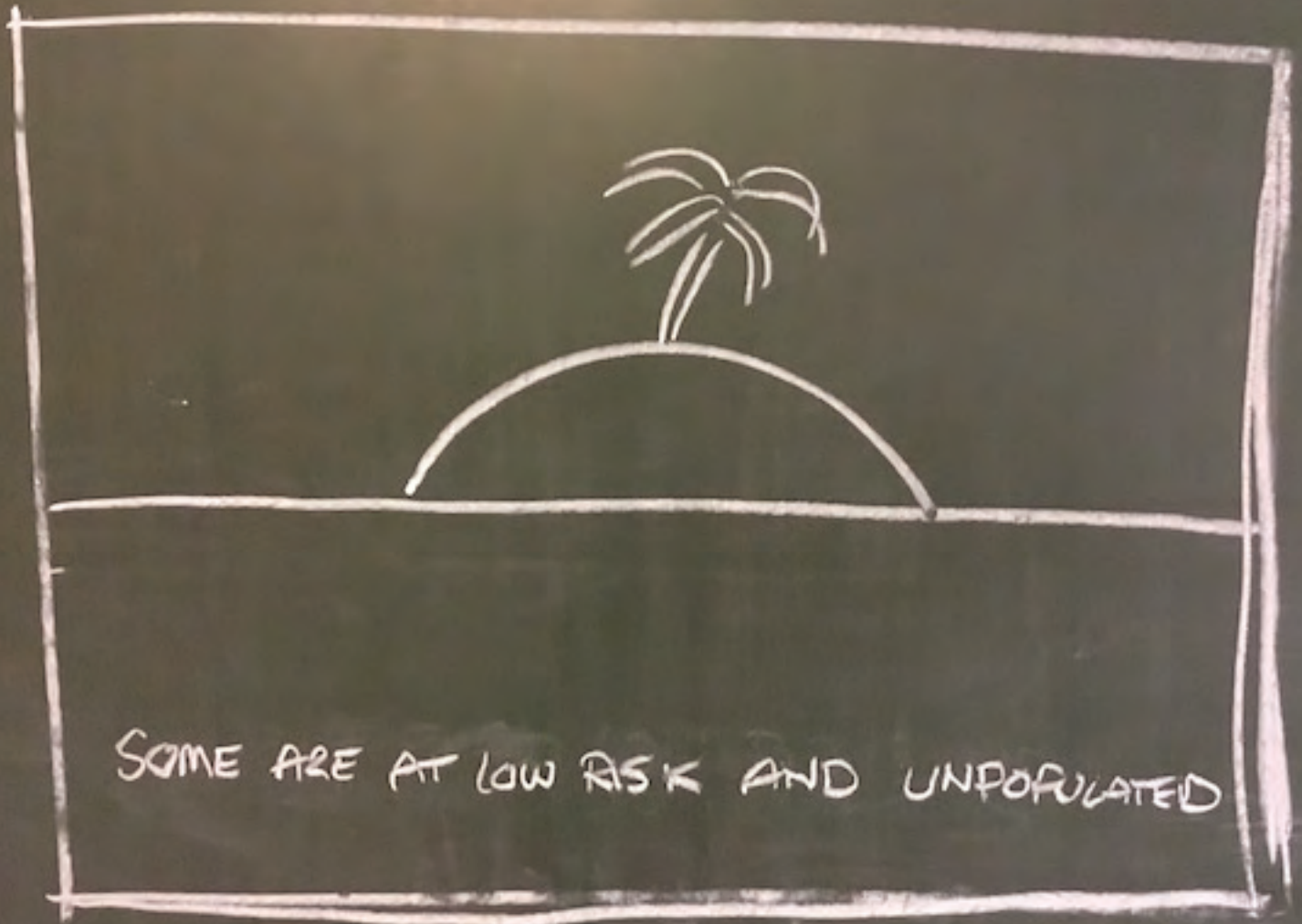


This is the only part I am not 100% sure about in the script because most coasts just submerge and that is where all the real problems follow. Salt water intrusion, erosion, loss of wetlands etcetc. Not that many subside, and even less uplift. I feel it is not representative. So I might talk to Nassos about that tomorrow.

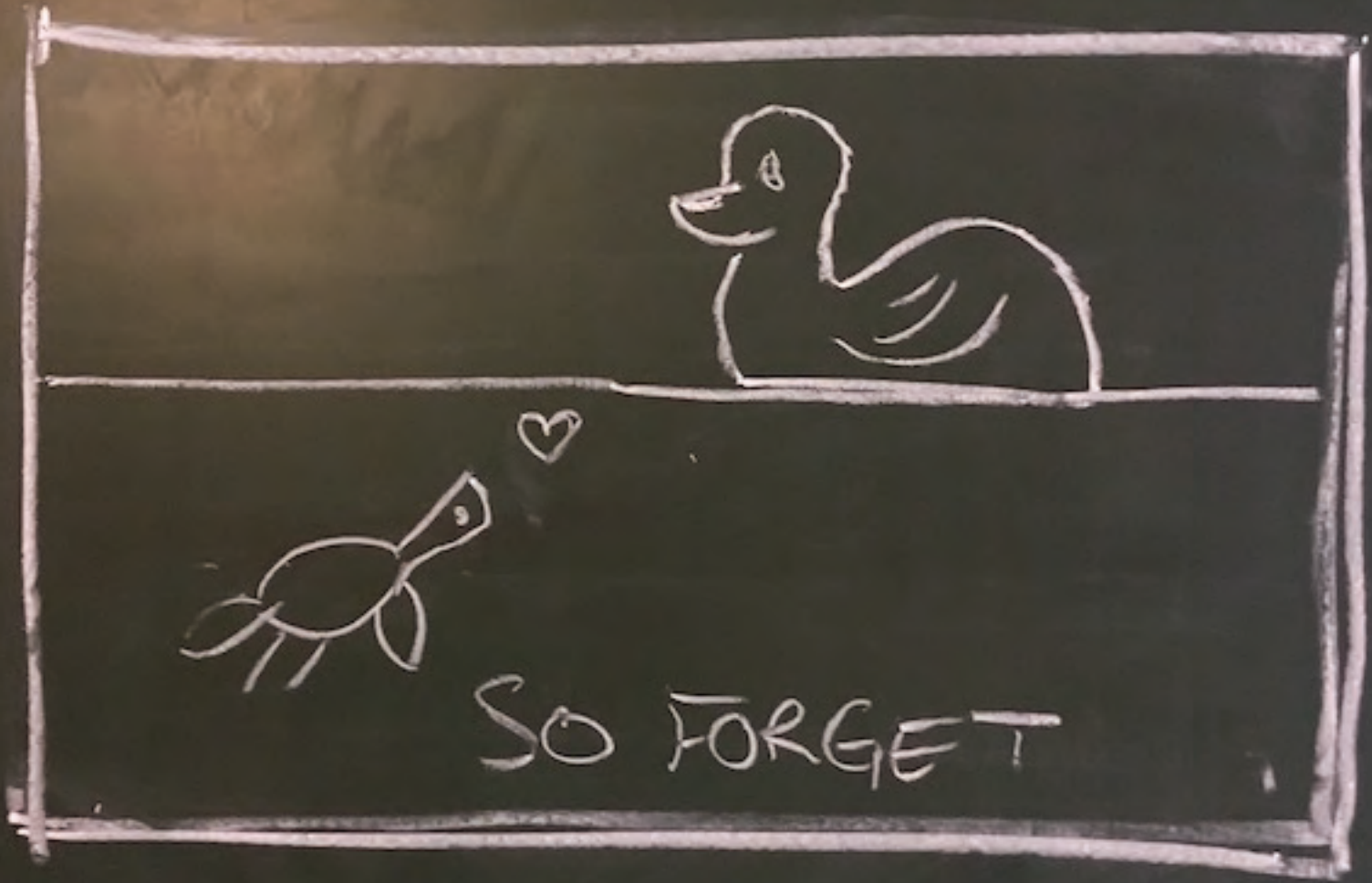


I liked the way you solved these next few slides but since my character is a turtle i couldn't really do that.
Or maybe we could ... anyway, this is an alternative

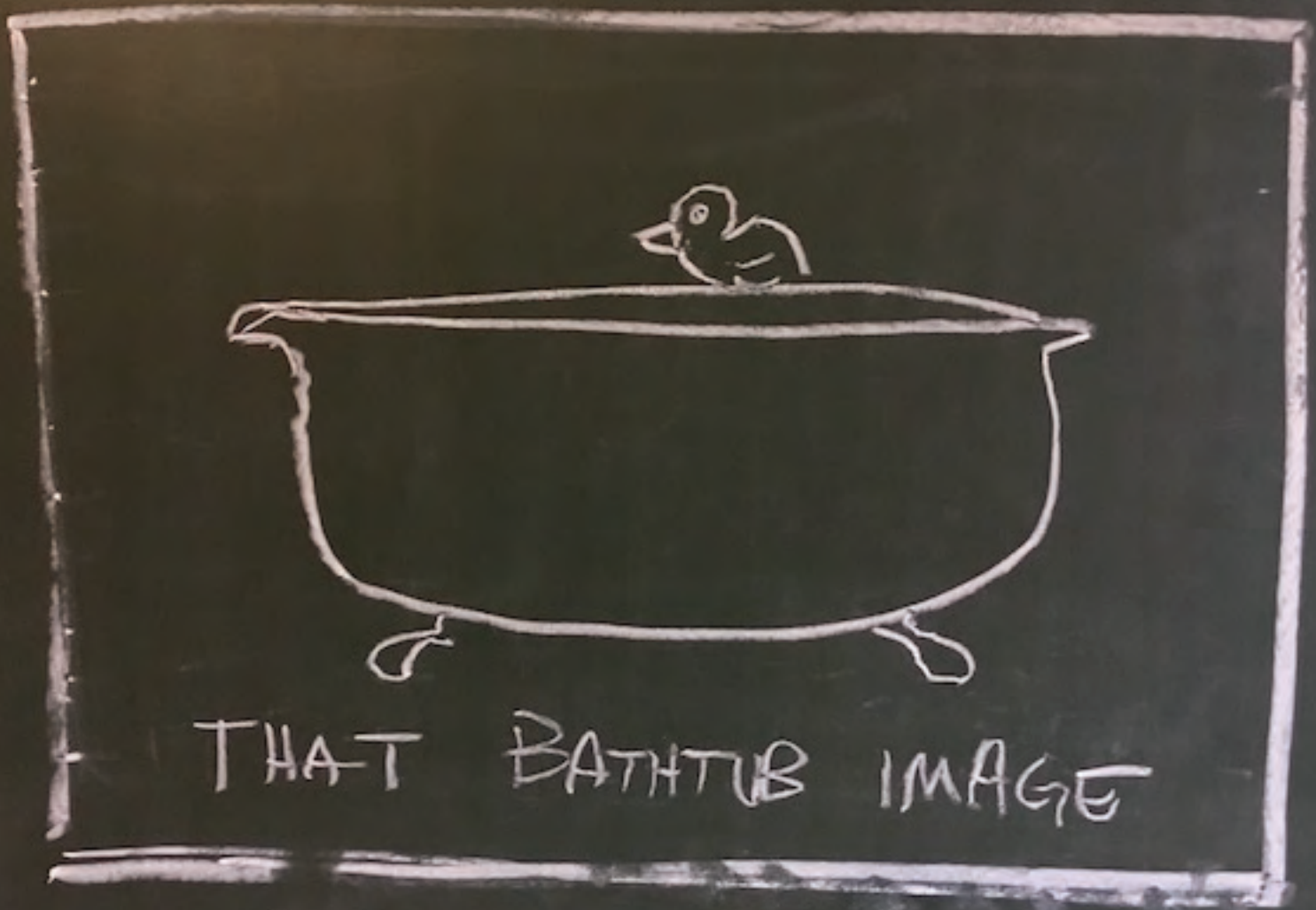

SOME EVEN UPLIFT


SOME ARE AT LOW RISK AND UNPOPULATED

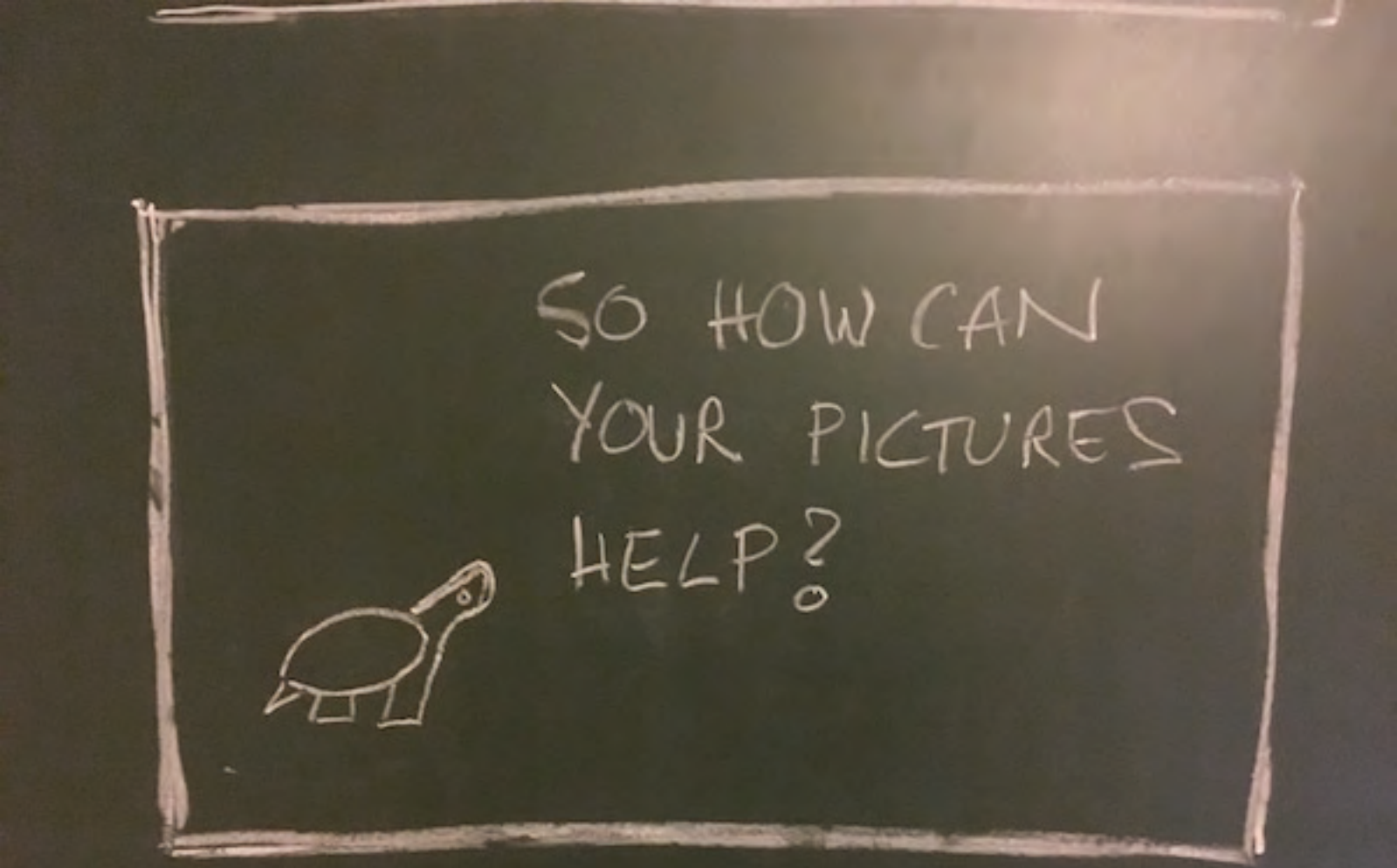
Same as your slide but with turtles, only one leaves to ....



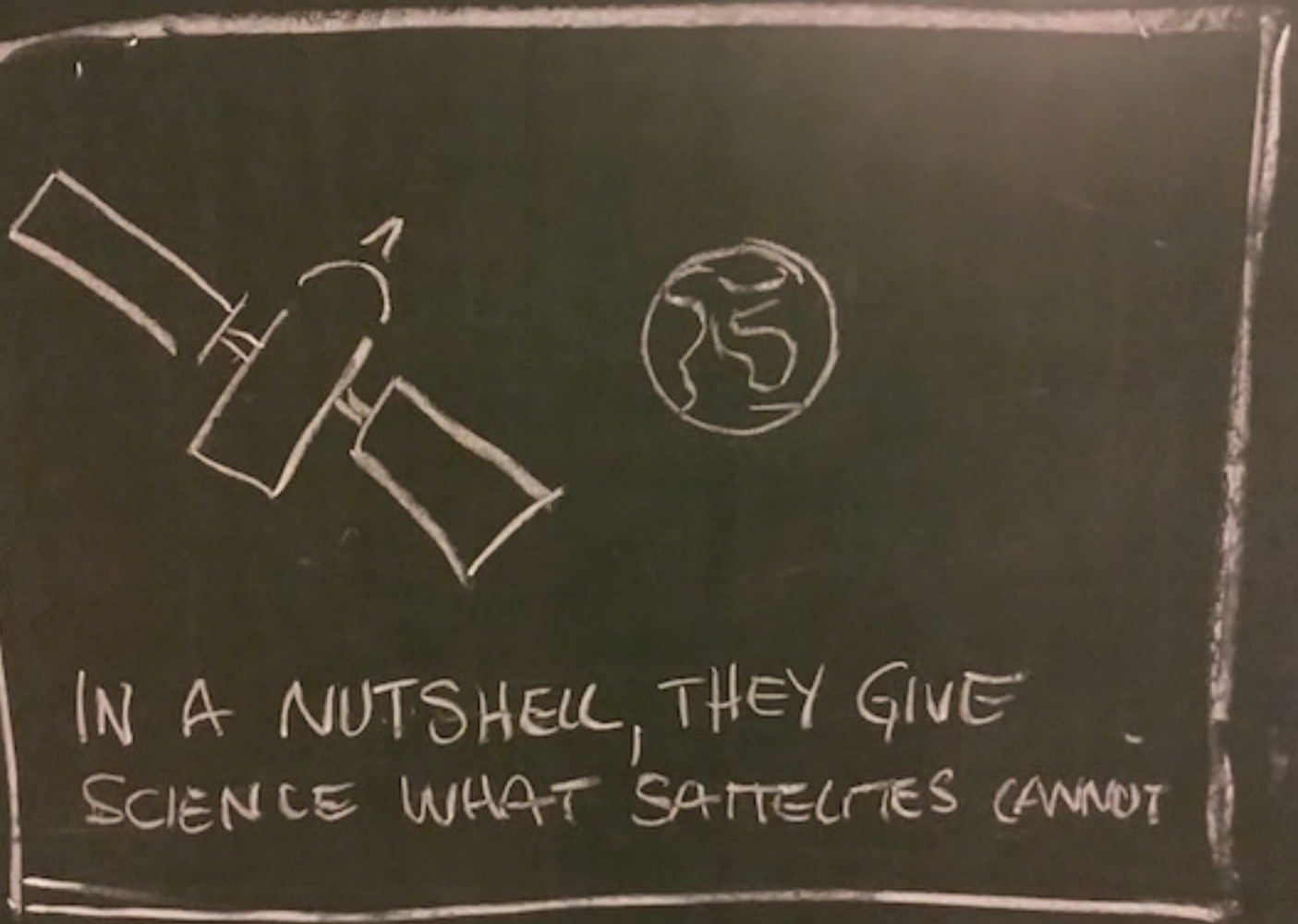
... fall in love with rubber ducky

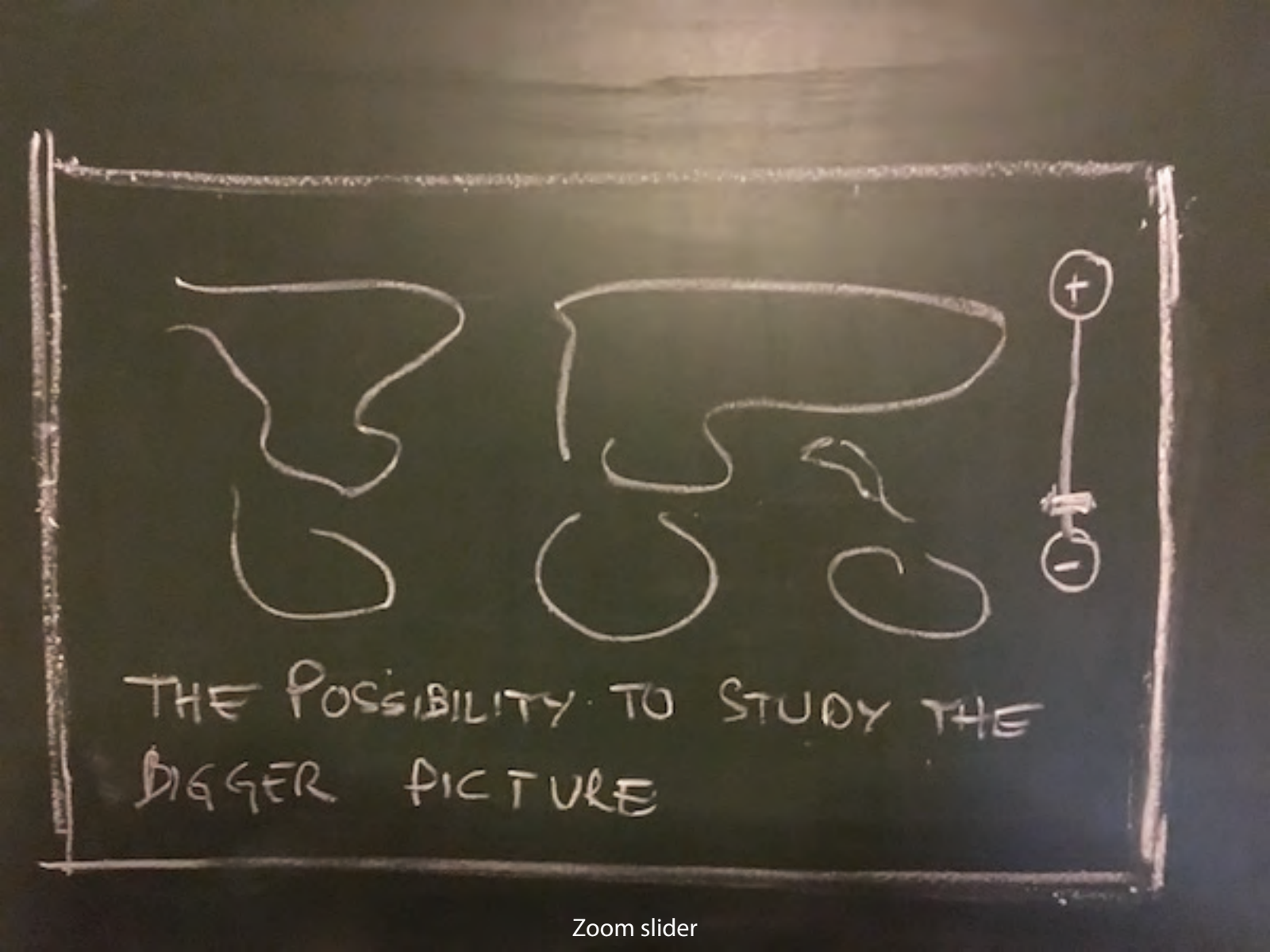

THAT BATHTUB IMAGE

Bathtub disappears just like in your version. Maybe rubber ducky should fall sideways...

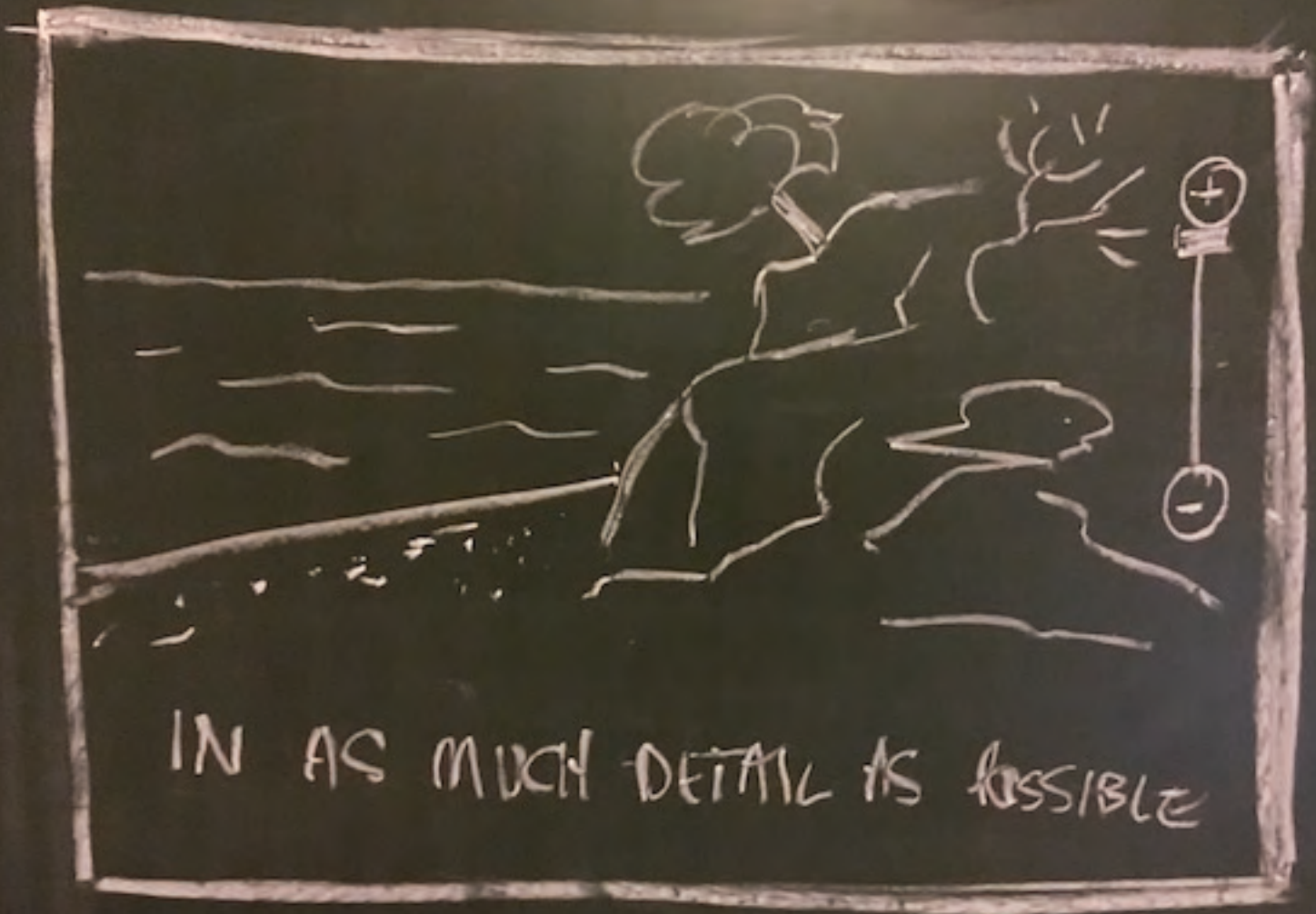


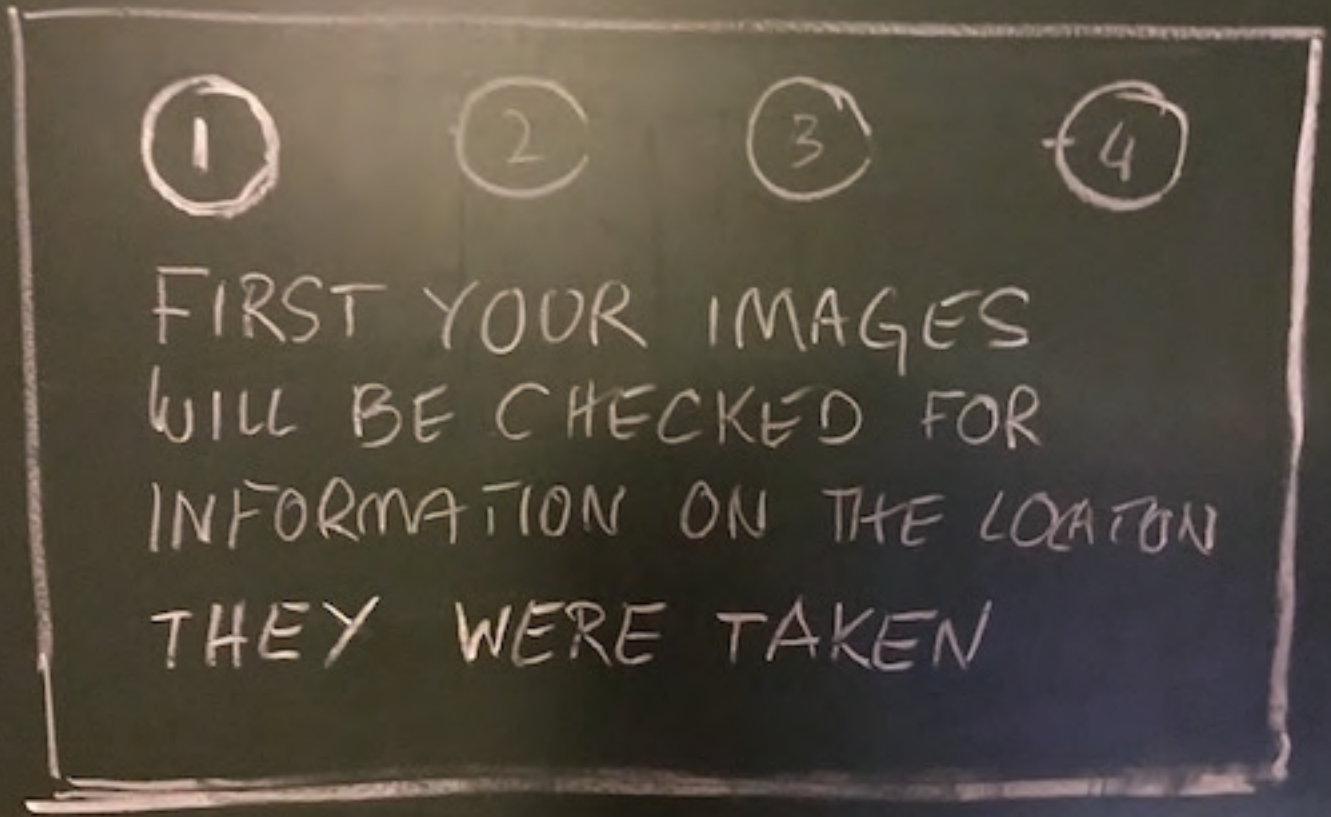
Here the turtle should freeze in the exact position the logo will be (if possible) cos this is where the project starts


IN A NUTSHELL, THEY GIVE
SCIENCE WHAT SATELLITES CANNOT



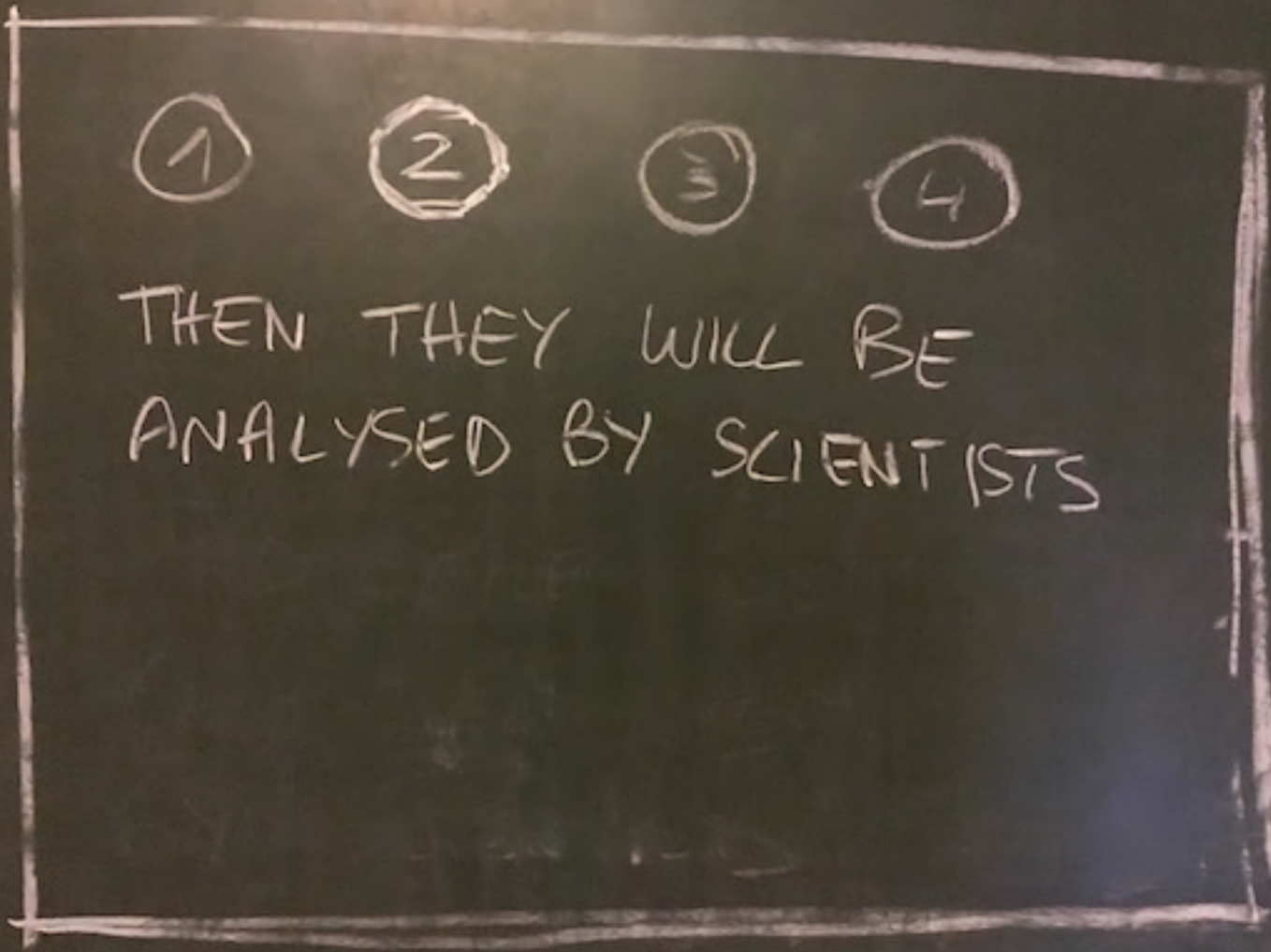
Zoom slider

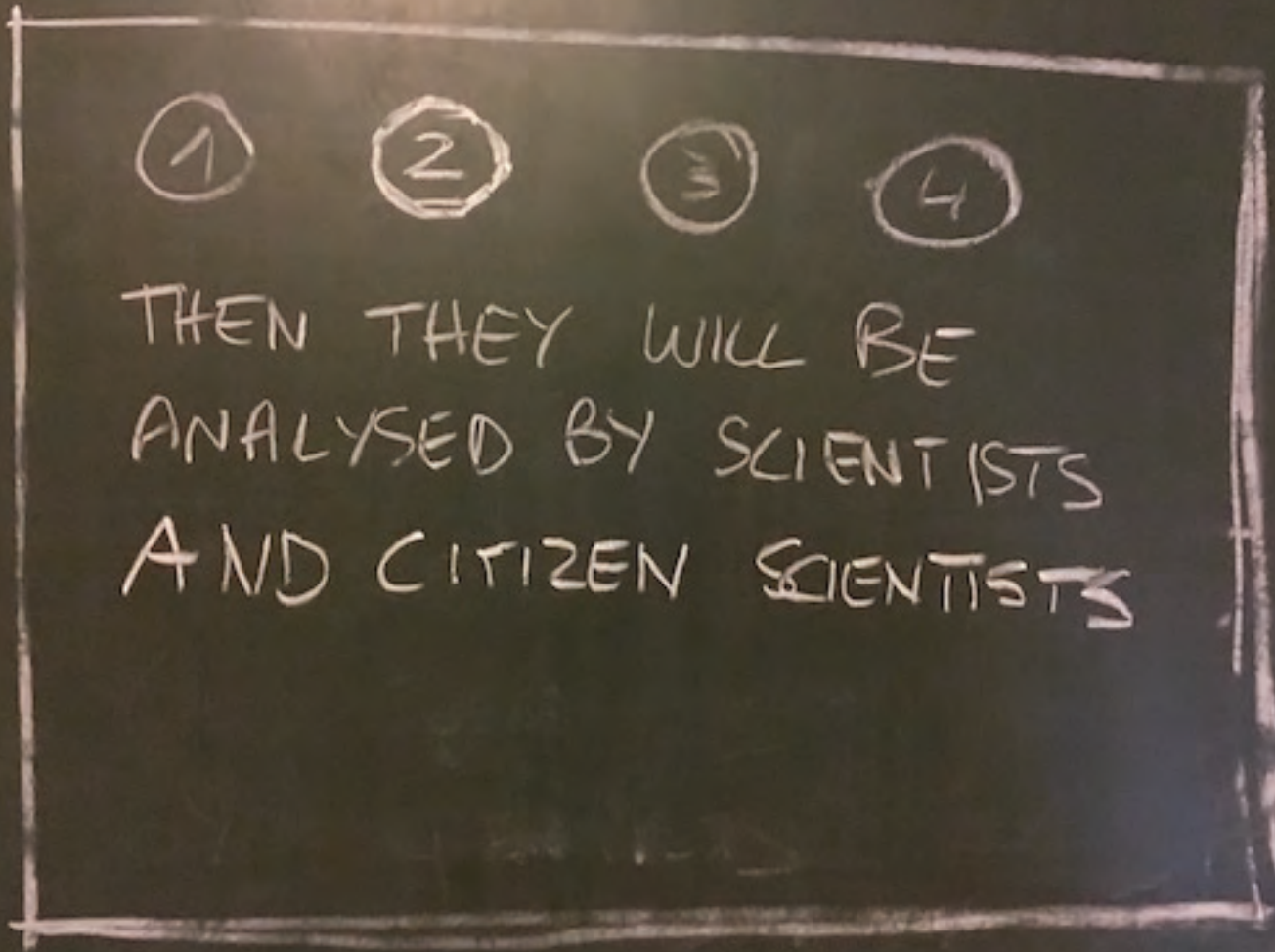

+
-
IN AS MUCH DETAIL AS POSSIBLE

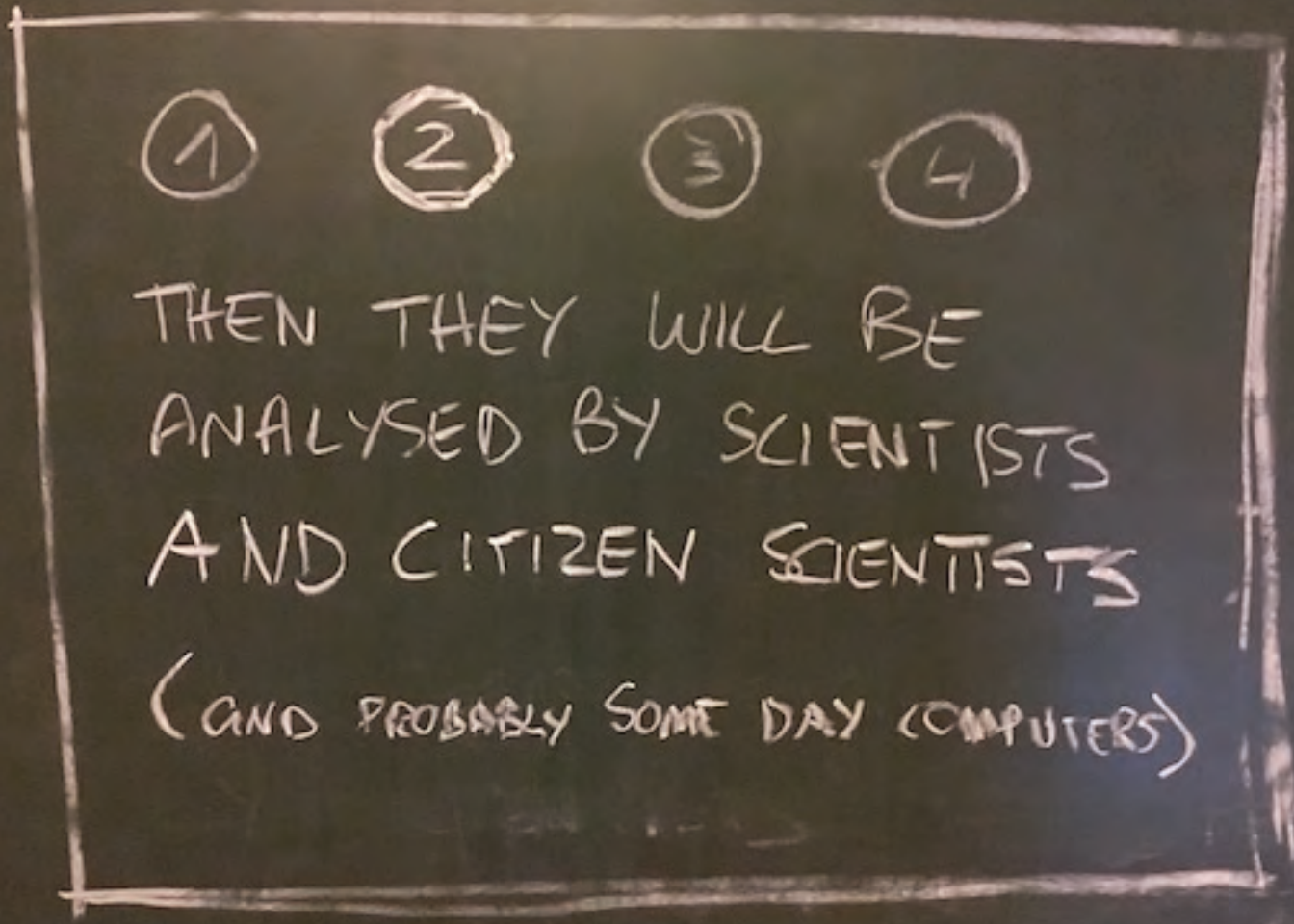


This is just an idea. I think it helps to divide the project into steps (though I am sure there is a nicer way to design it). I don't think we have to visualise how we extract the gps information but I don't really know

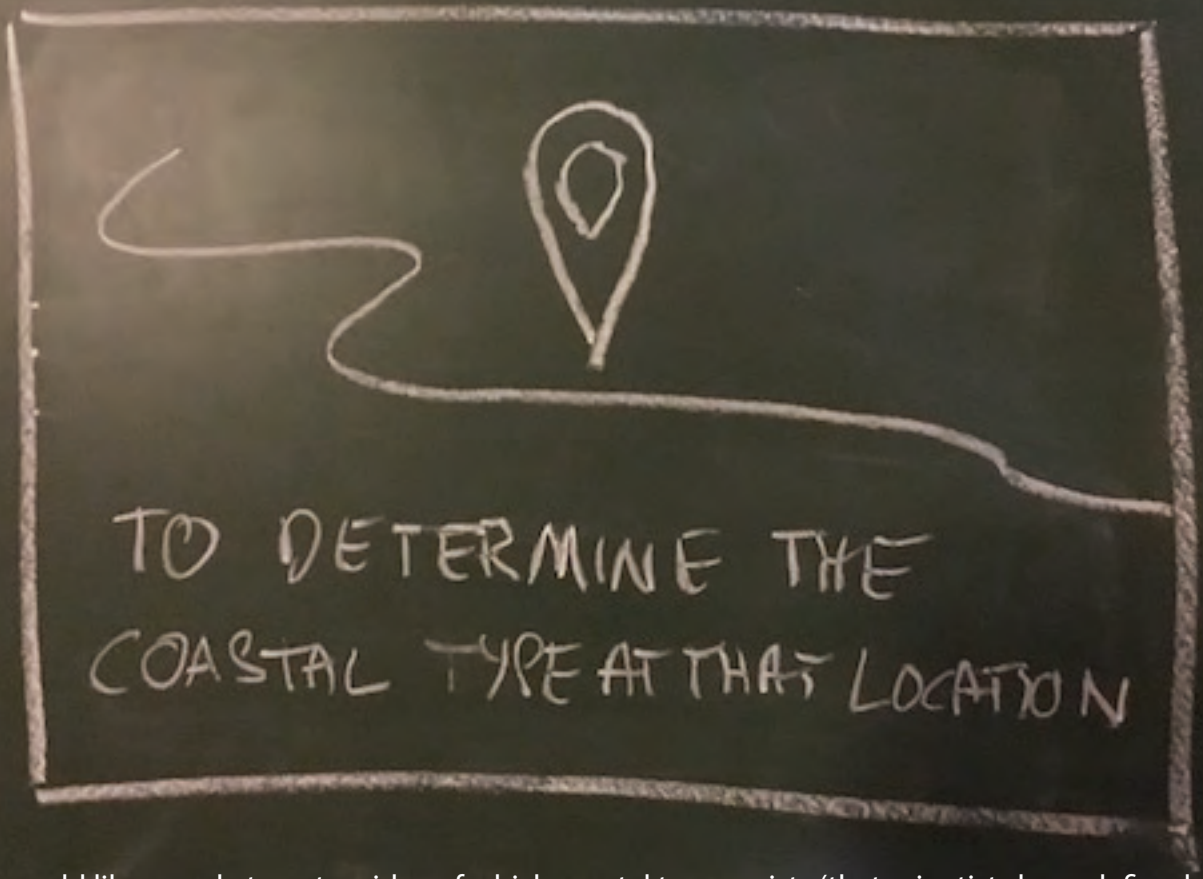
I just kept drawing and realised towards the end that I didn't include one visual of an actual picture (like your polaroid). They are represented by these location markers. You'll see ..


1
2
3
4
THEN THEY WILL BE
ANALYSED BY SCIENTISTS

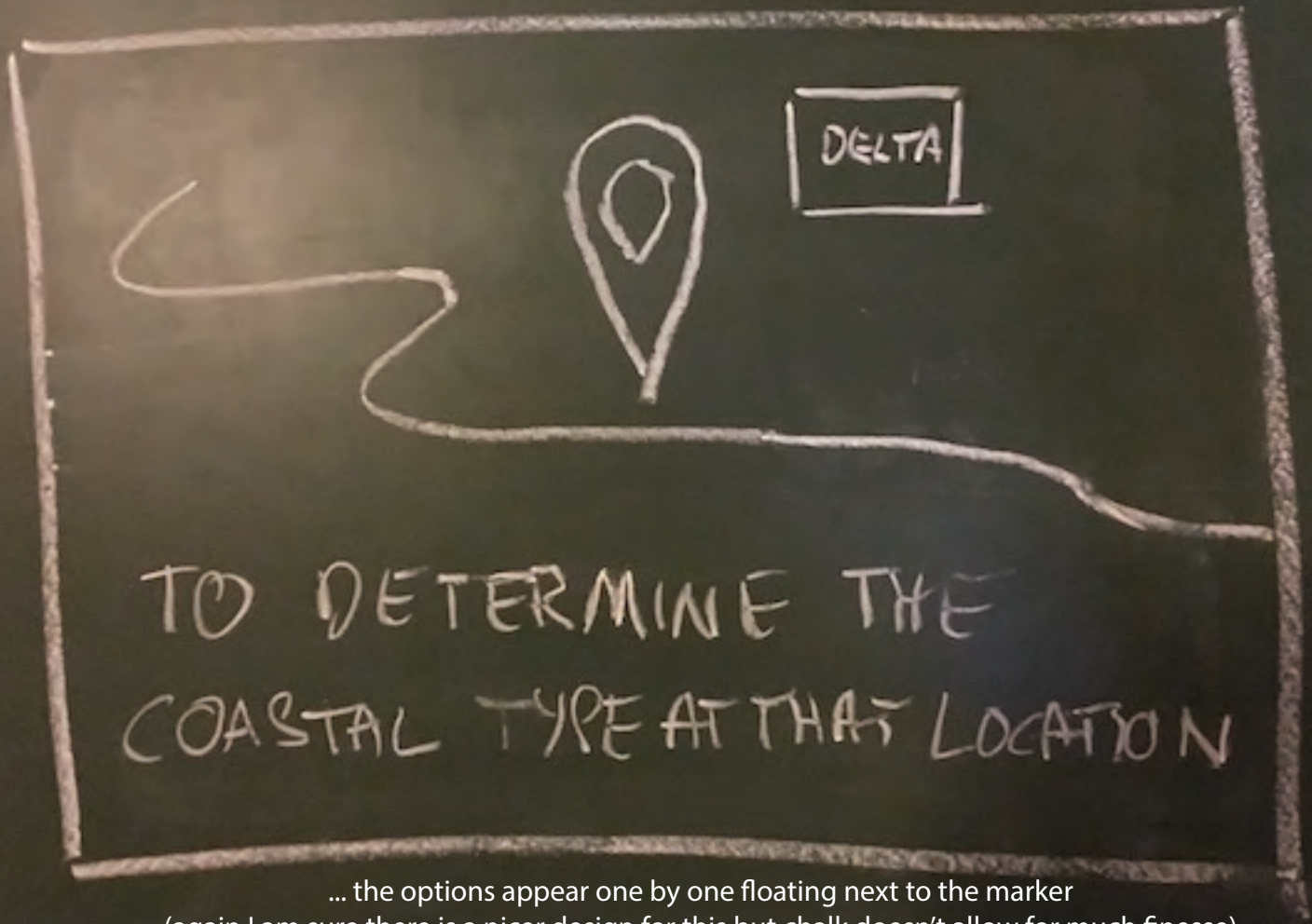

1
2
3
4
THEN THEY WILL BE
ANALYSED BY SCIENTISTS
AND CITIZEN SCIENTISTS



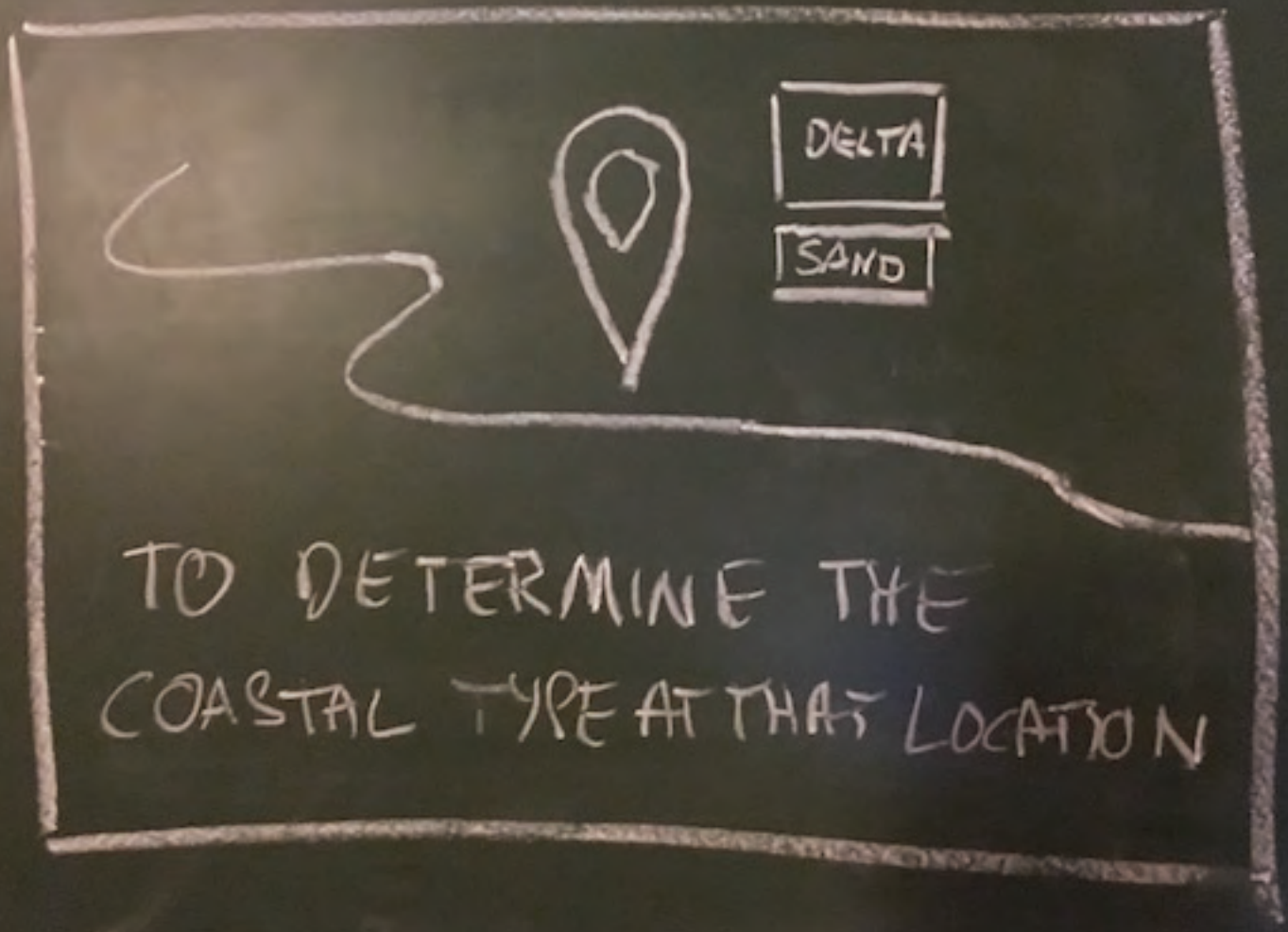
Again, not sure if this is too much text but the last option (computers) was meant to be a comment on the side, not an extra slide.

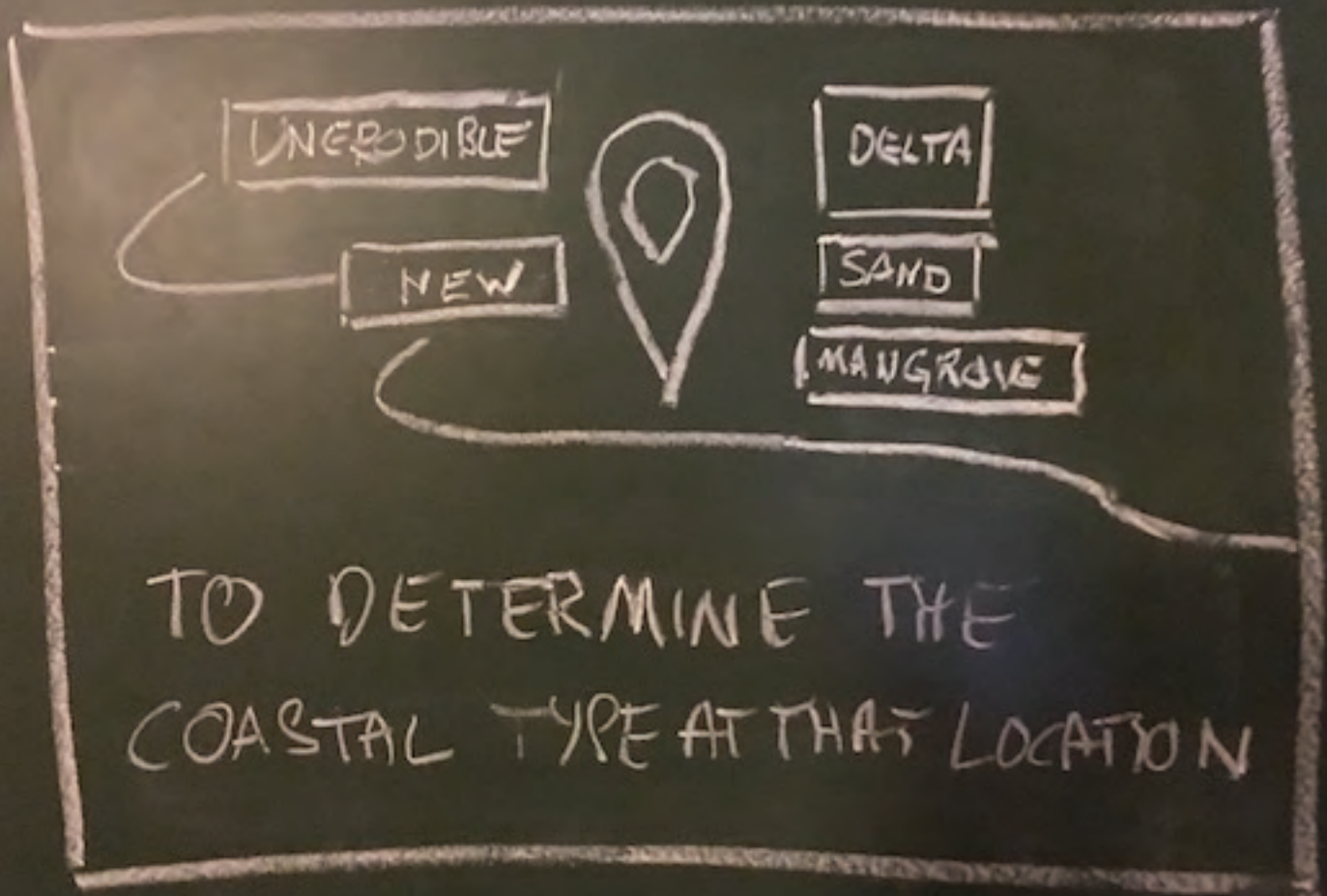


I would like people to get an idea of which coastal types exists (that scientists have defined so far), so I did the following ...

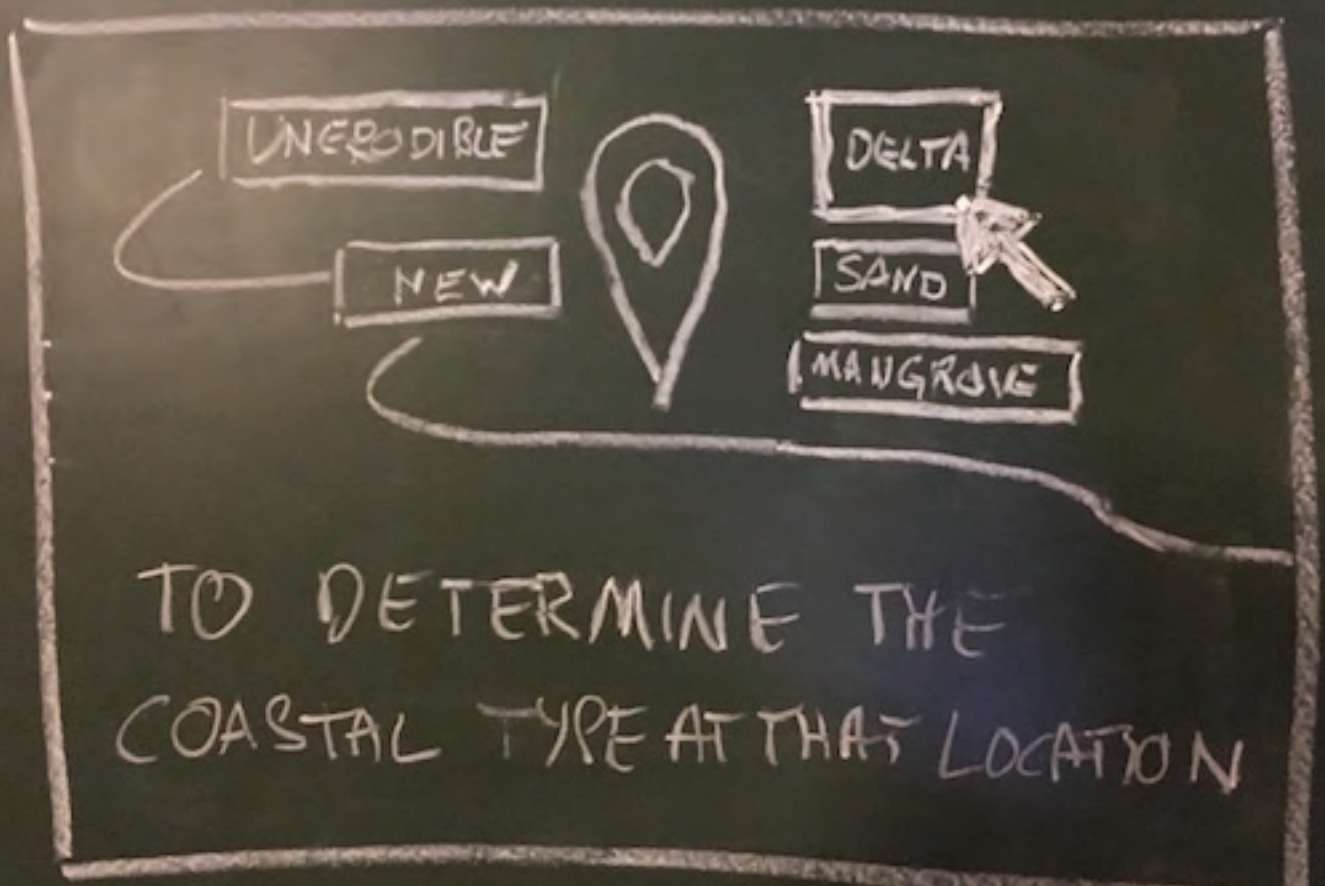


... the options appear one by one floating next to the marker
(again I am sure there is a nicer design for this but chalk doesn't allow for much finesse)

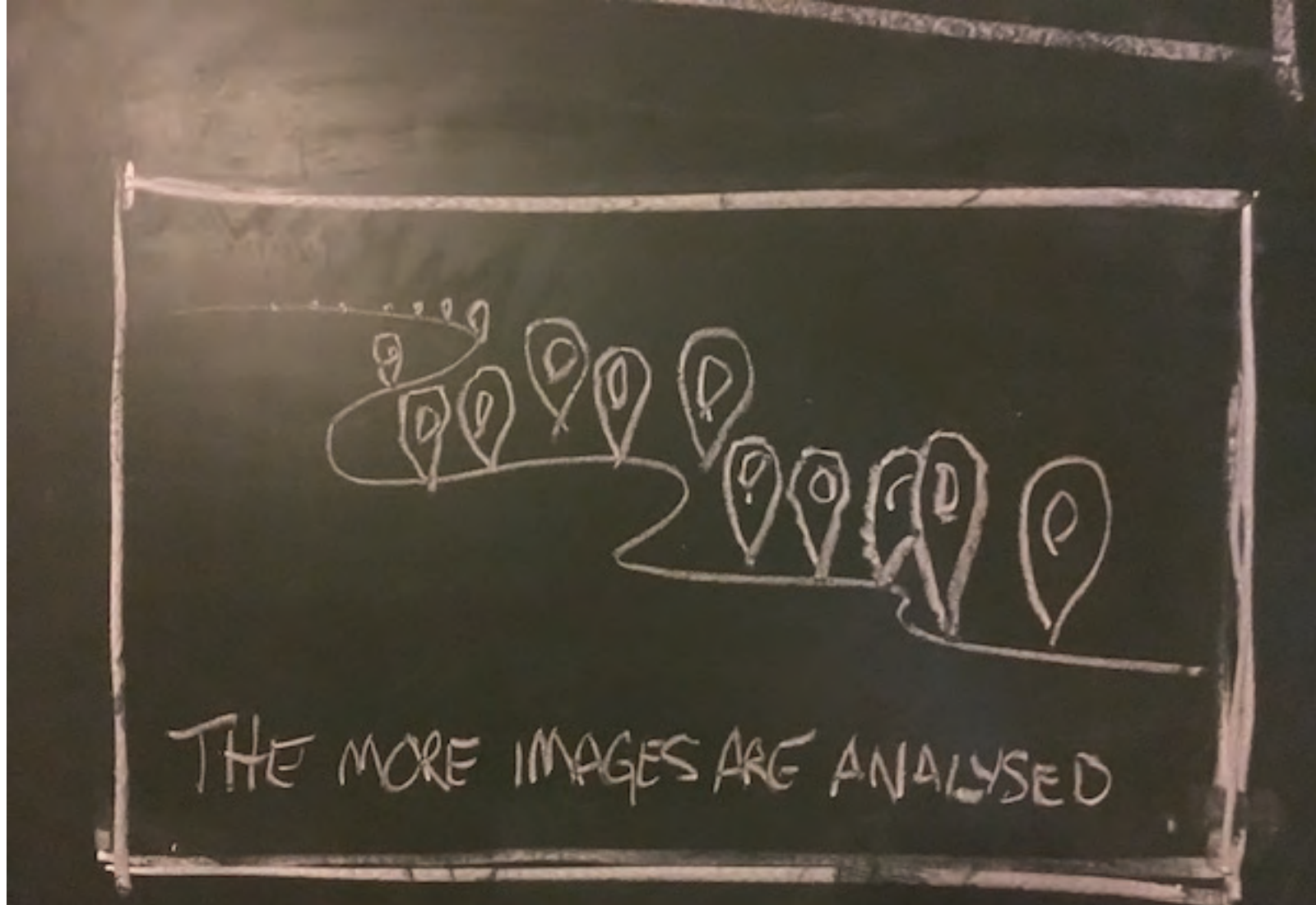

DELTA
SAND
TO DETERMINE THE
COASTAL TYPE AT THAT LOCATION



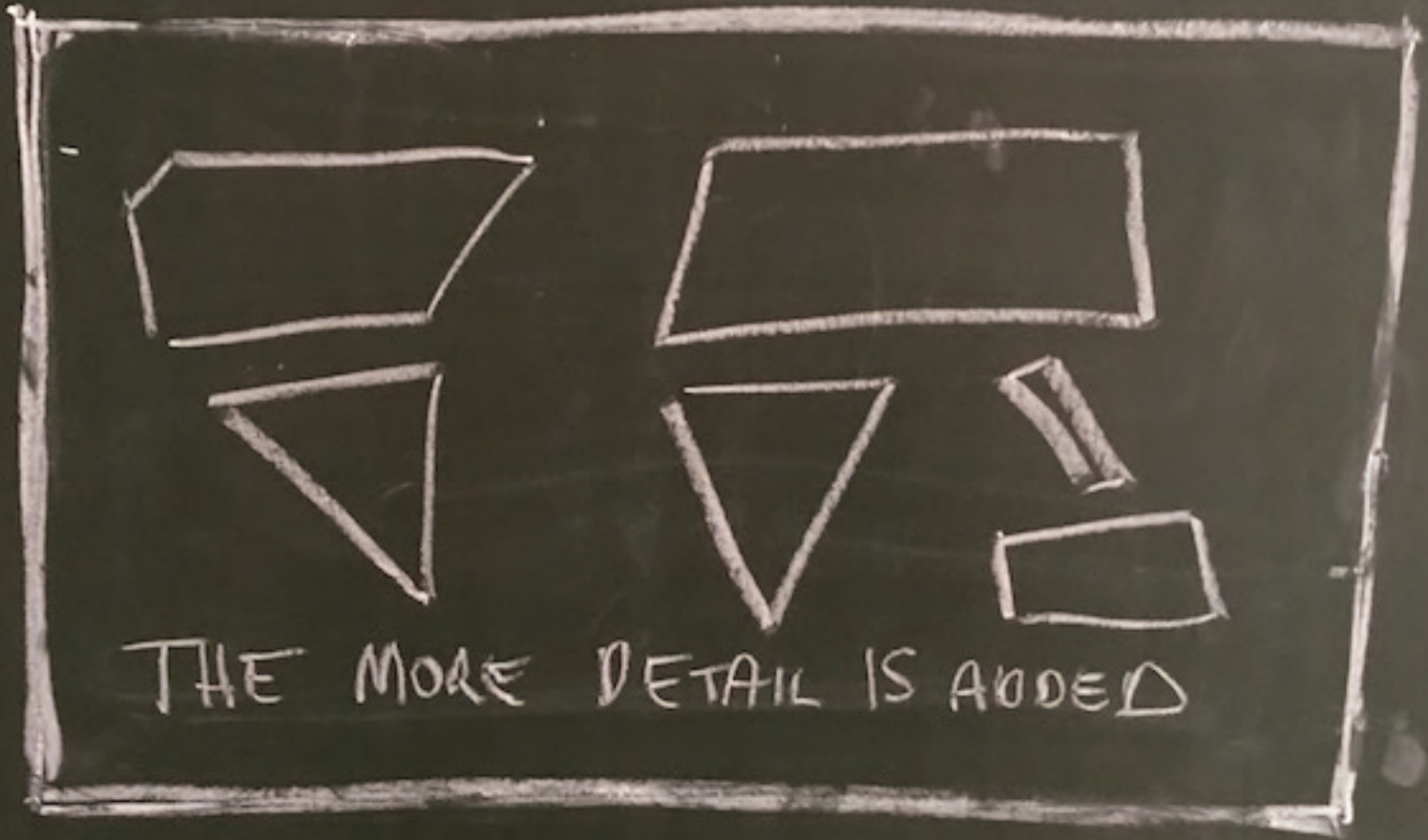
There is a real chance that new types of coasts will be defined with the help of people's pictures.
Which is why i put "New"



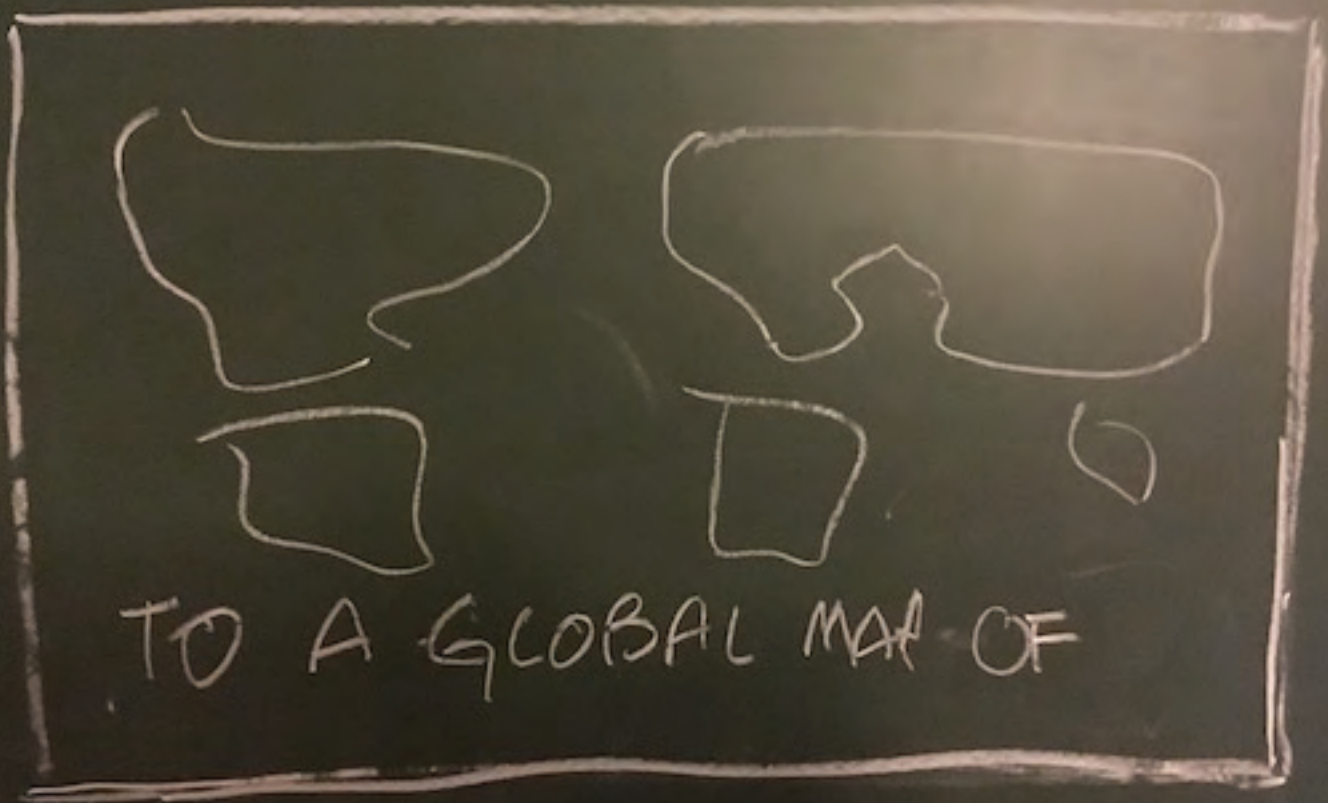
The different options are color coded (like in the real model) and once selected the marker turns that color

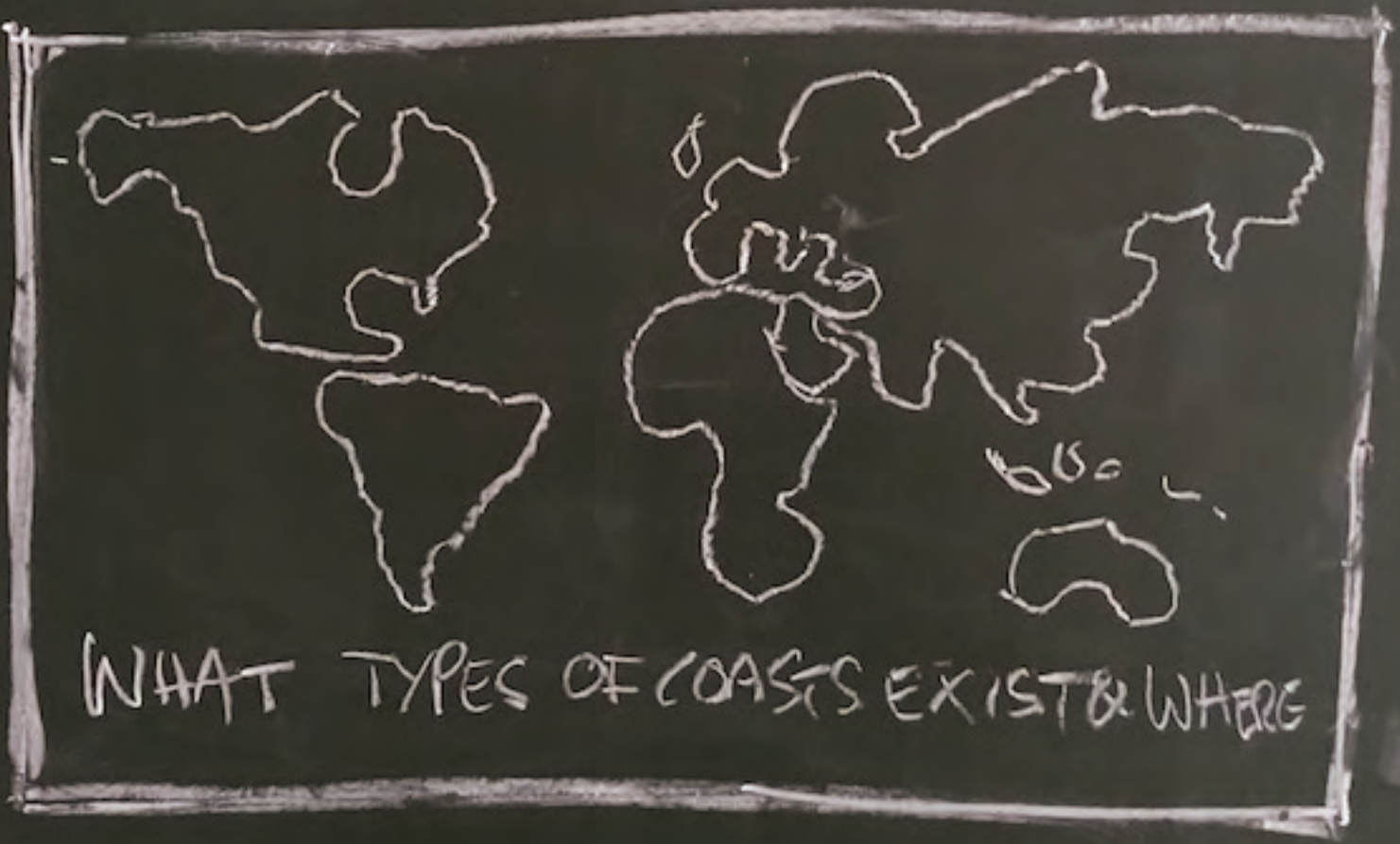


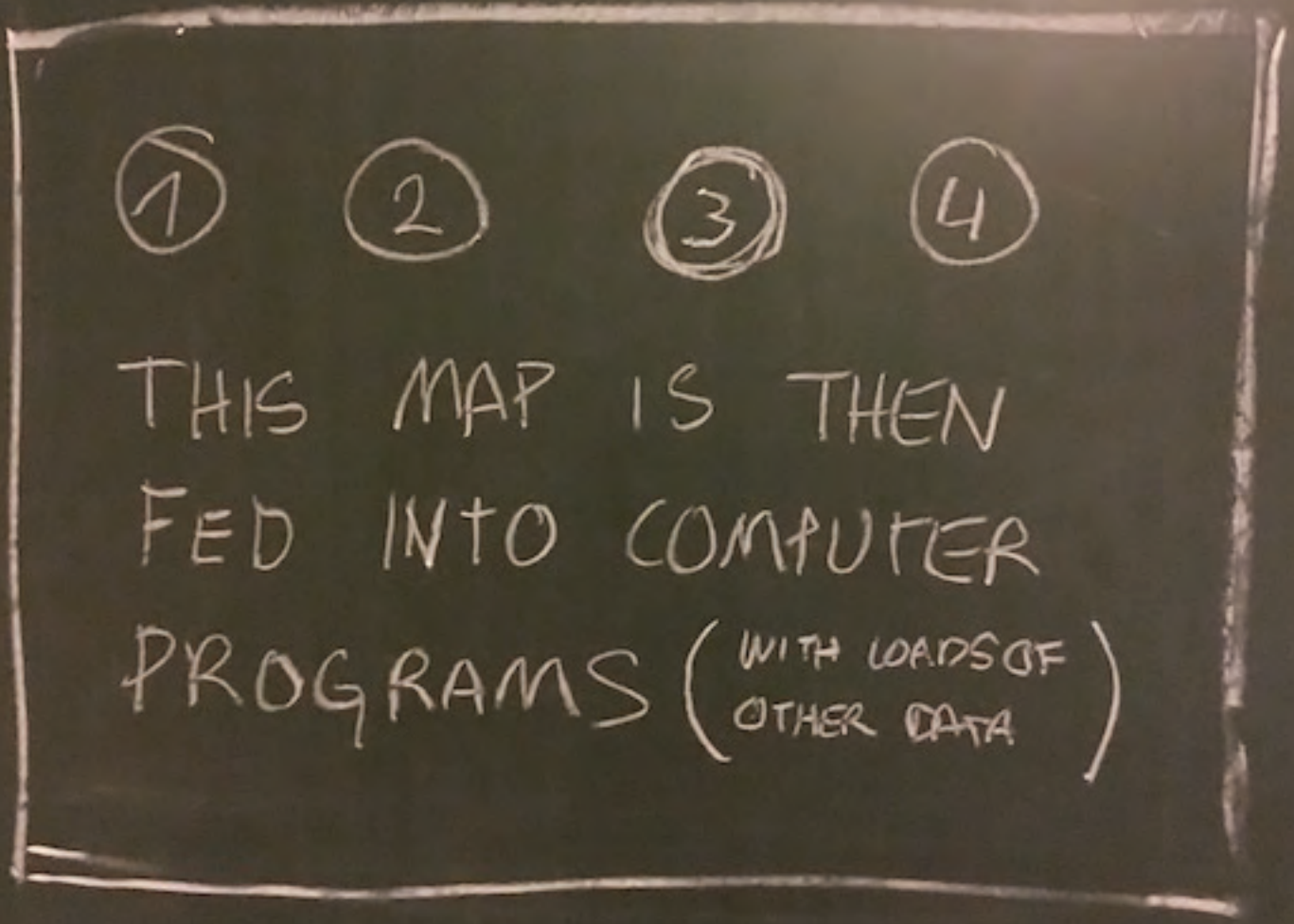
The idea here was to zoom out and have markers (with different colors) drop one after the other until you end up with a world map full of markers

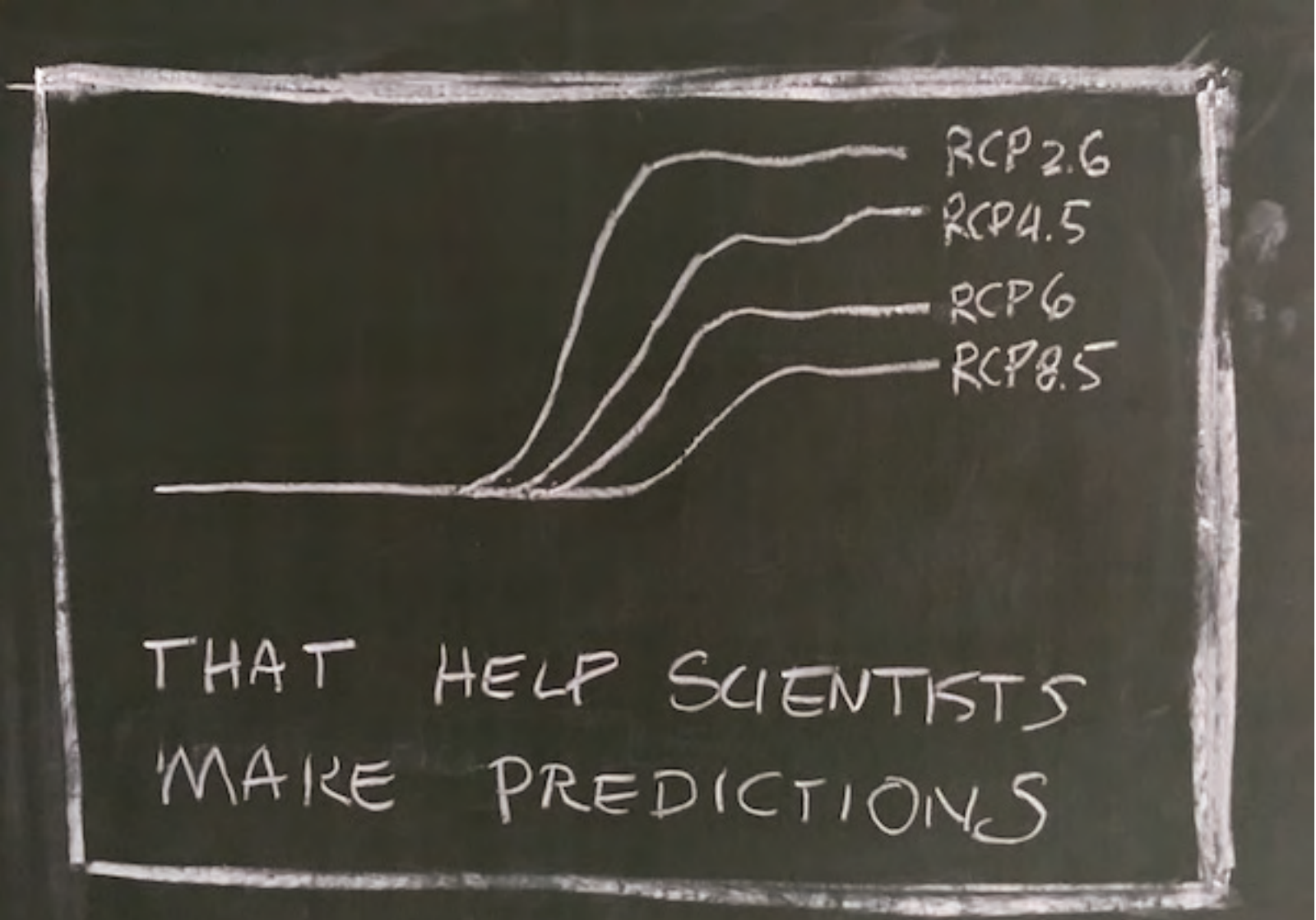


But i also like the idea of basic shapes getting refined, or a pixely image turning sharp. Many ways to explain that there is no finishing line or a minimum requirement. The motto is just: the more the better.

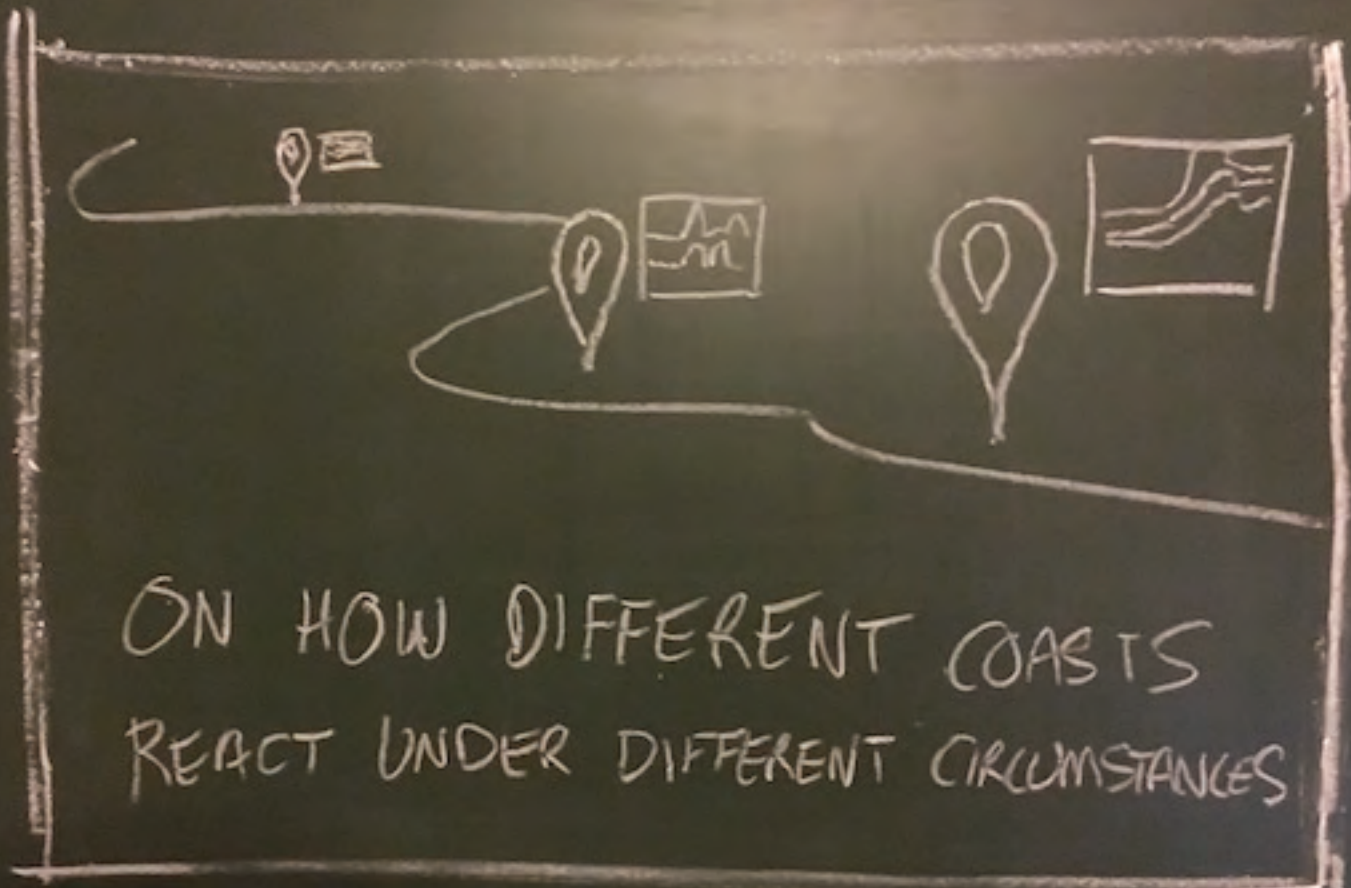

TO A GLOBAL MAP OF

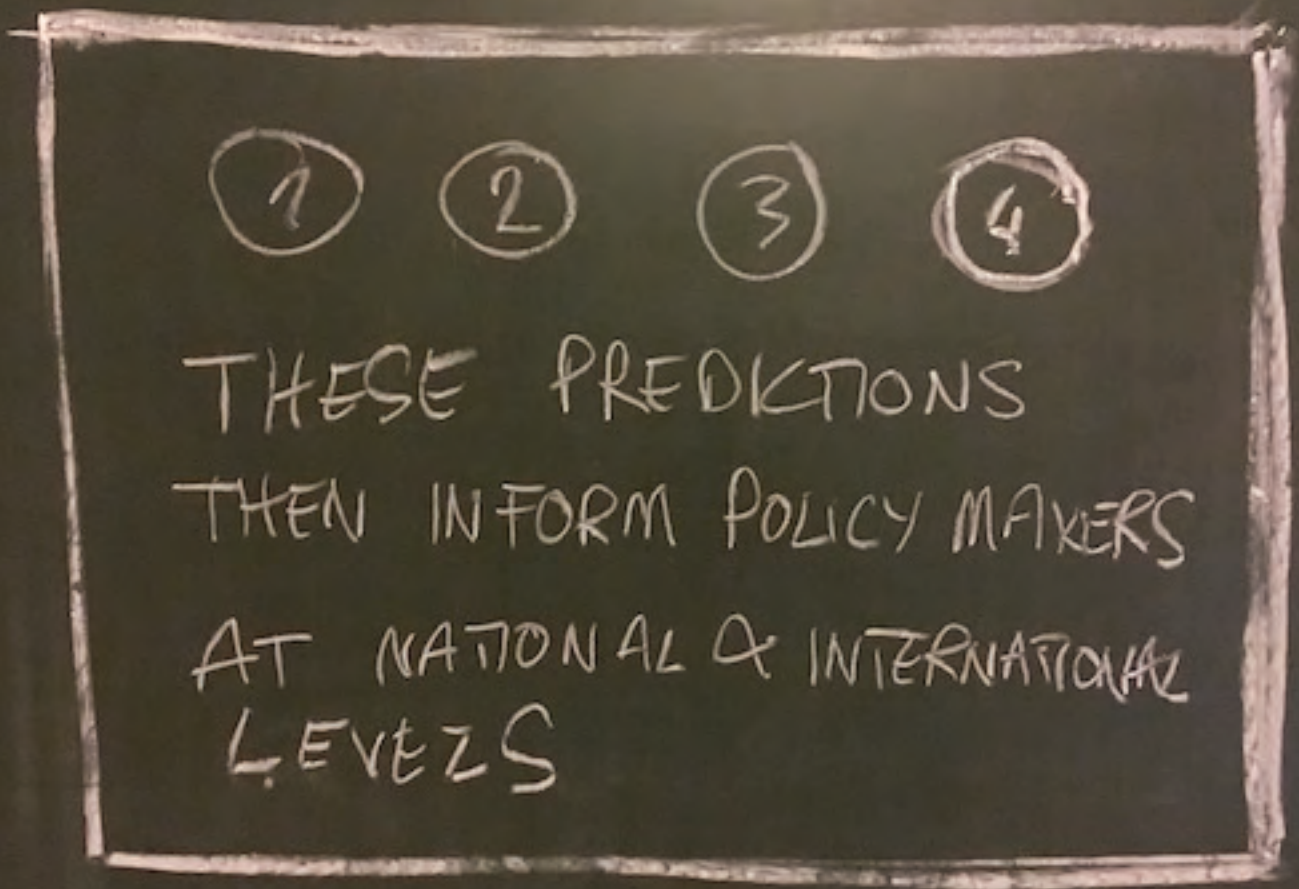

WHAT TYPES OF COASTS EXIST & WHERE

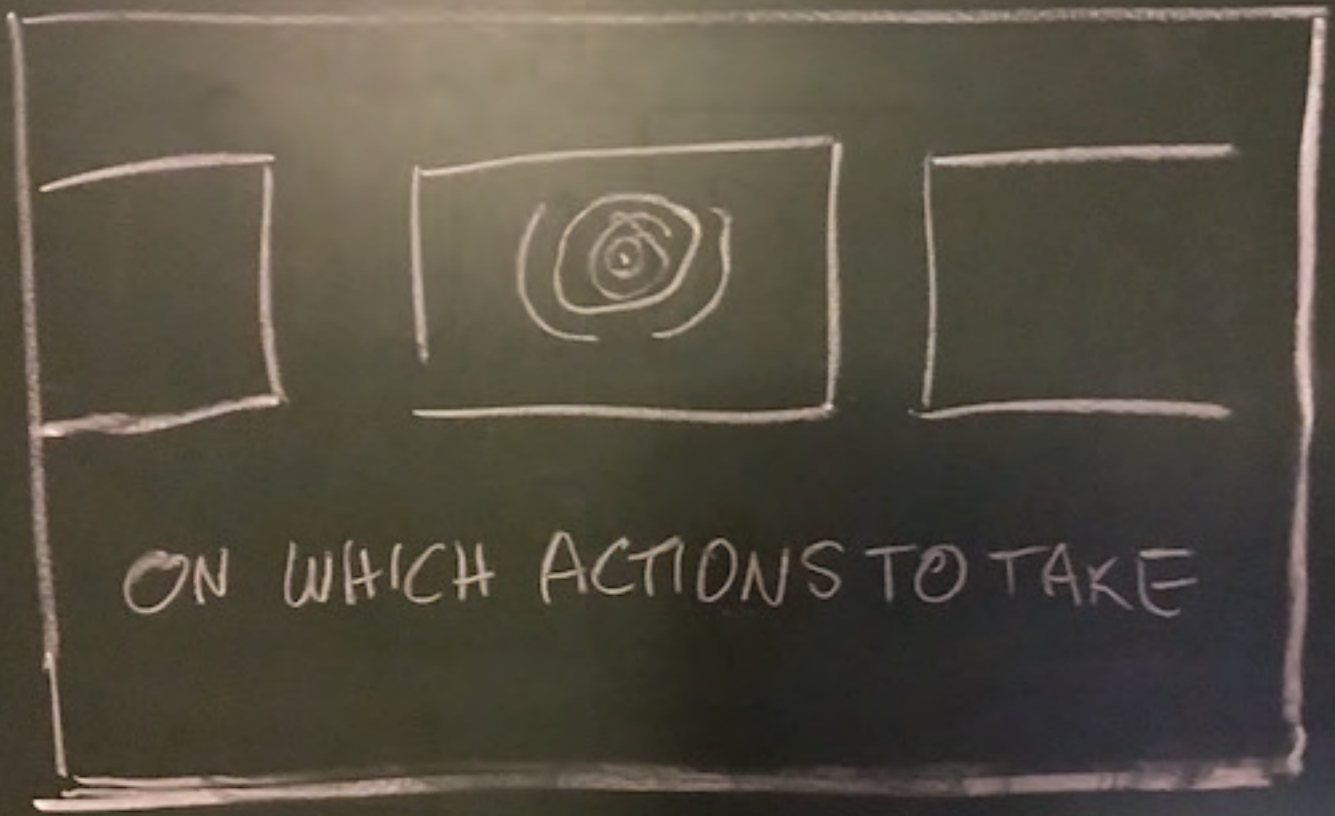

1
2
3
4
THIS MAP IS THEN
FED INTO COMPUTER
PROGRAMS (WITH LOADS OF
OTHER DATA)

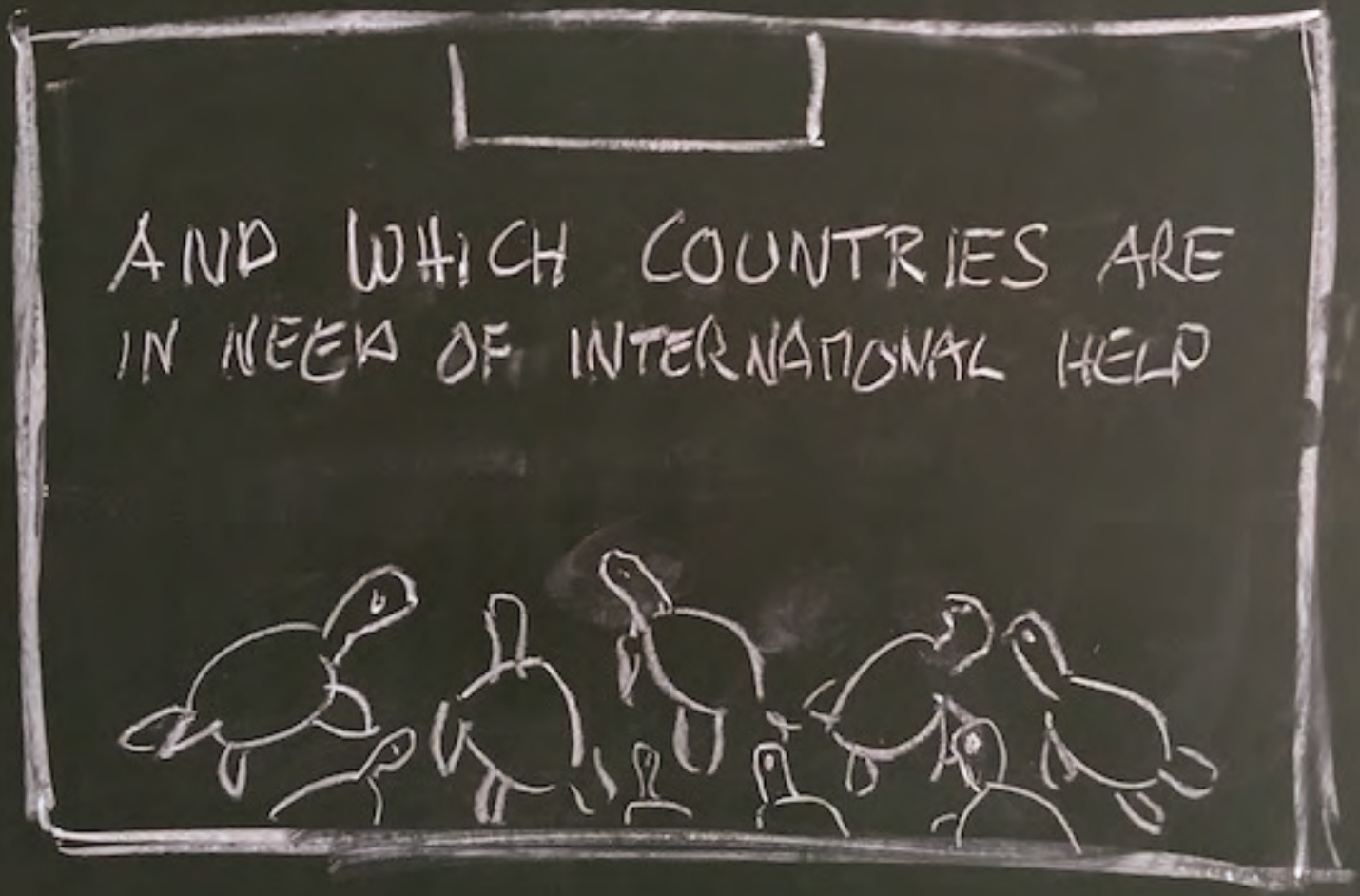


RCP 2.6 and so on are the actual pathways from the icpp that serve as guidelines for scientists worldwide to describe their finding in possible future scenarios


ON HOW DIFFERENT COASTS
REACT UNDER DIFFERENT CIRCUMSTANCES


1
2
3
4
THESE PREDICTIONS
THEN INFORM POLICY MAKERS
AT NATIONAL & INTERNATIONAL
LEVELS

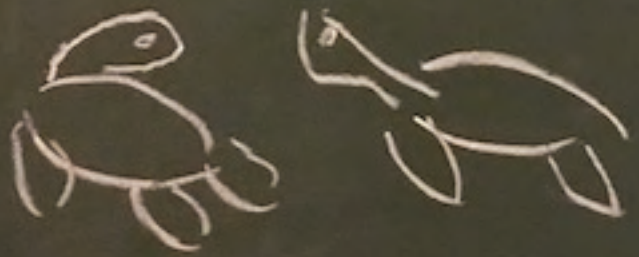

ON WHICH ACTIONS TO TAKE



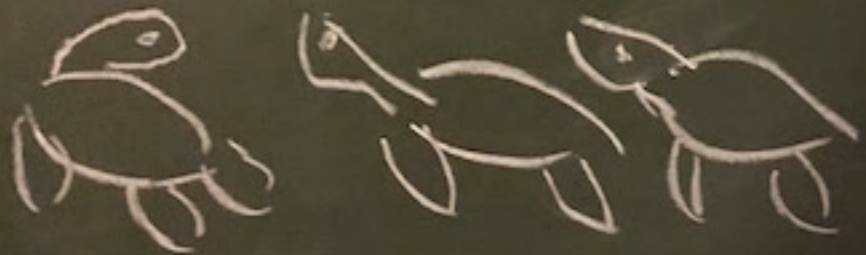
Ok, so here I have an idea I really like: Do you think it is possible to give these turtles differently shaped shells to show diversity but also make a reference to Darwin (weren't turtles for him, what the apple was for newton?)

YOUR IMAGES WILL HELP SCIENCE
GIVE THEIR BEST ADVICE

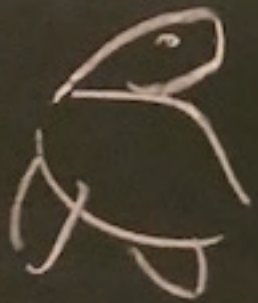
ON HOW TO BEST PROTECT OURSELVES

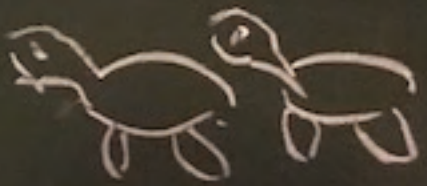


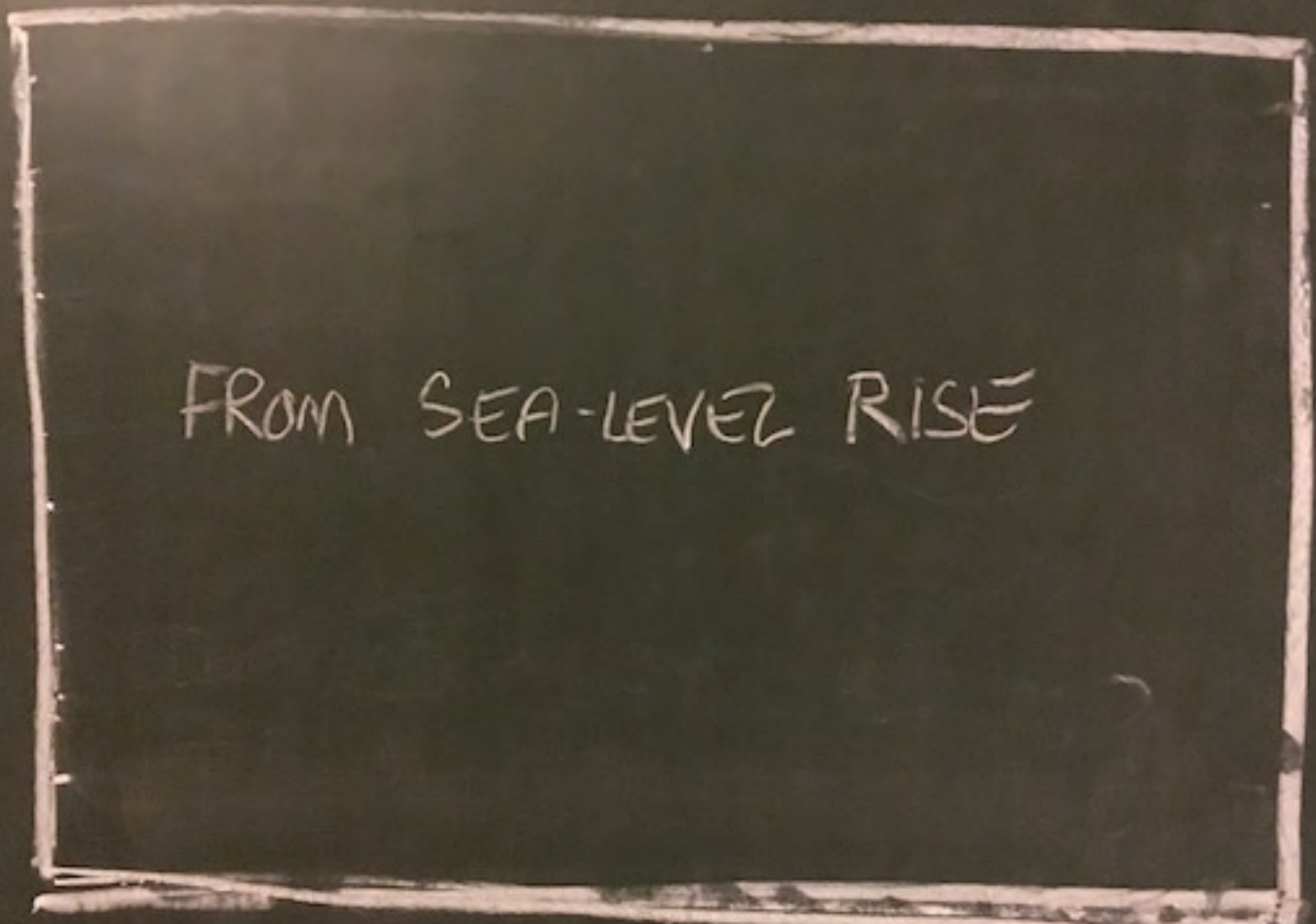
OUR CHILDREN



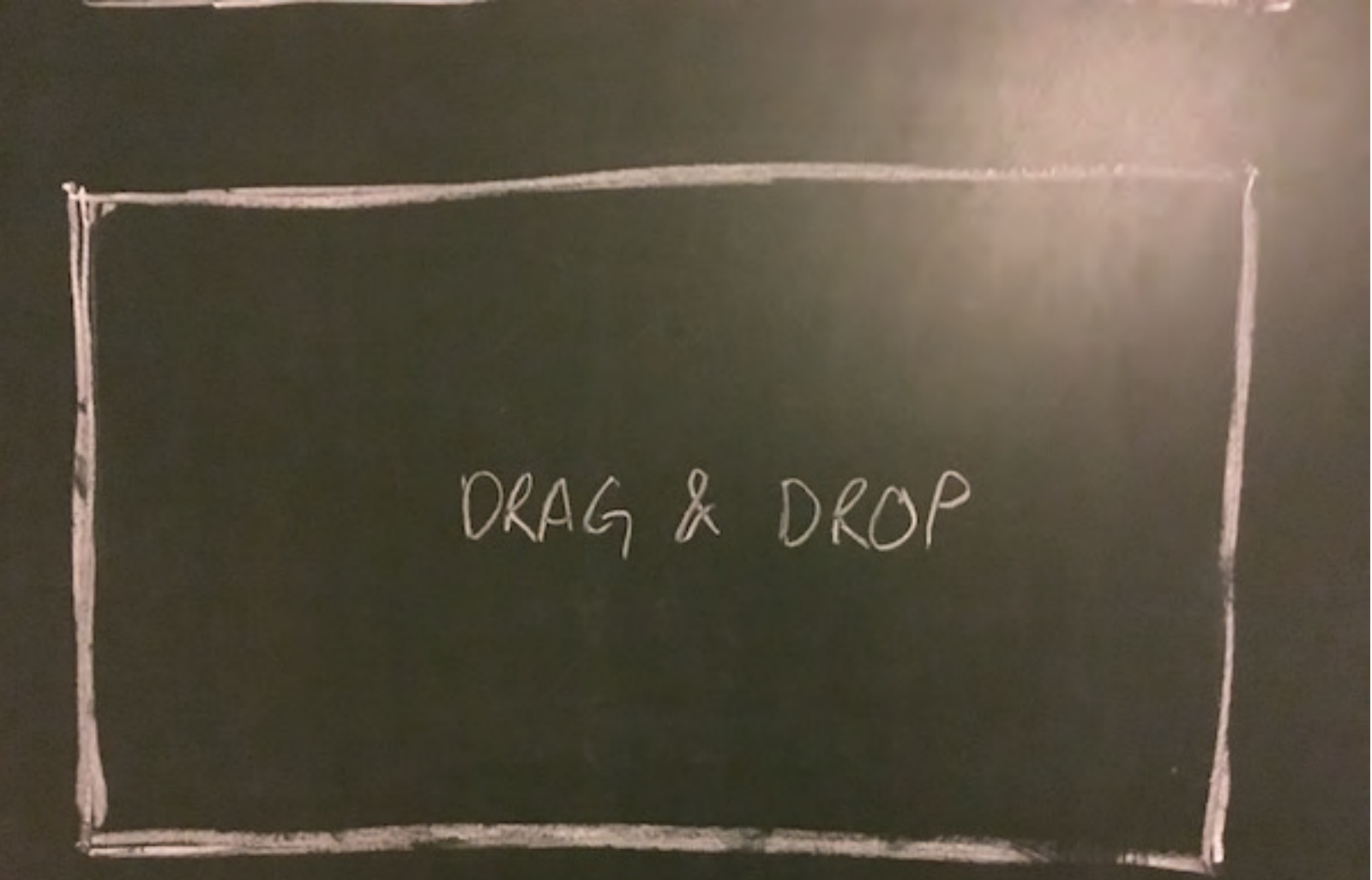
AND OUR GRANDCHILDREN



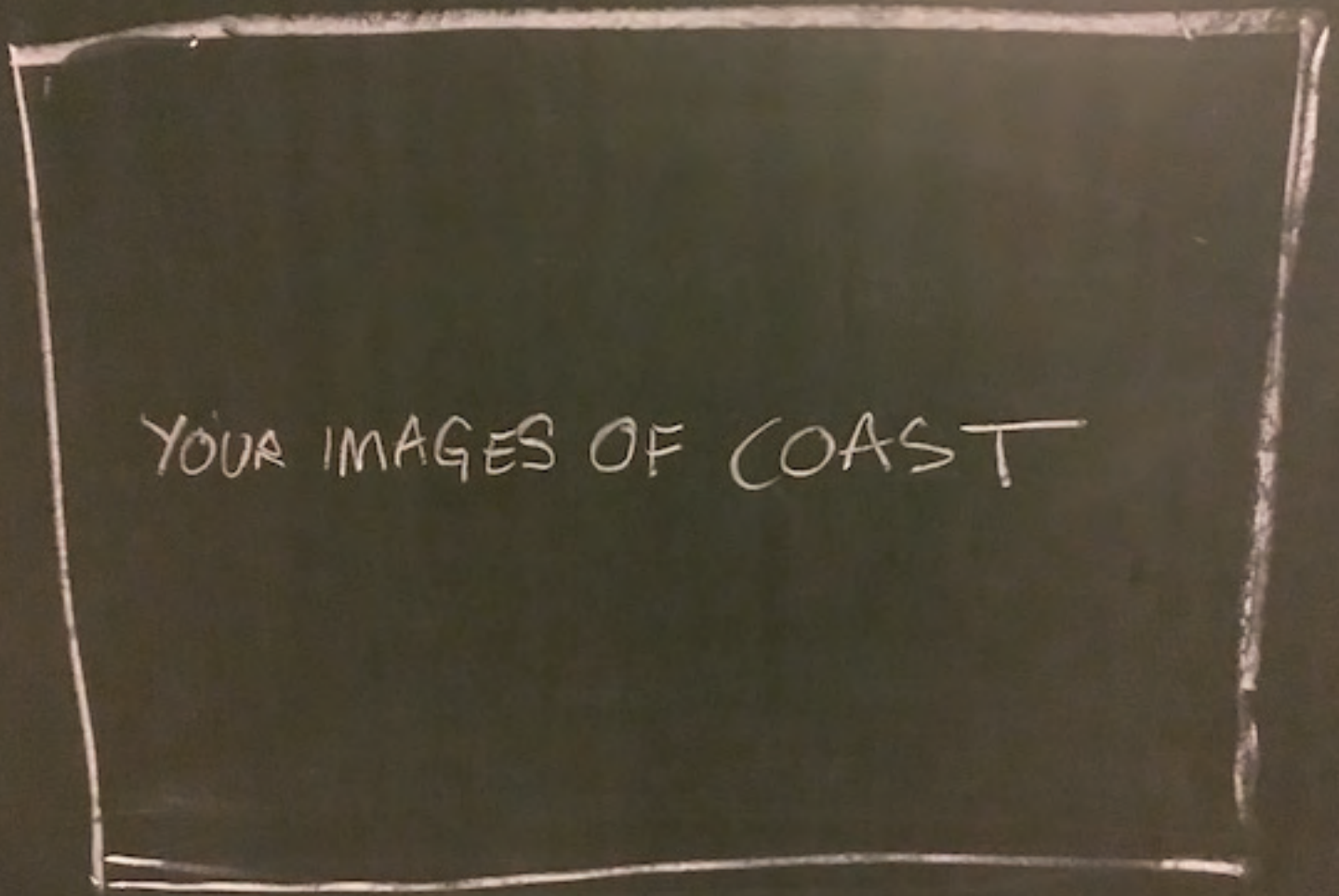


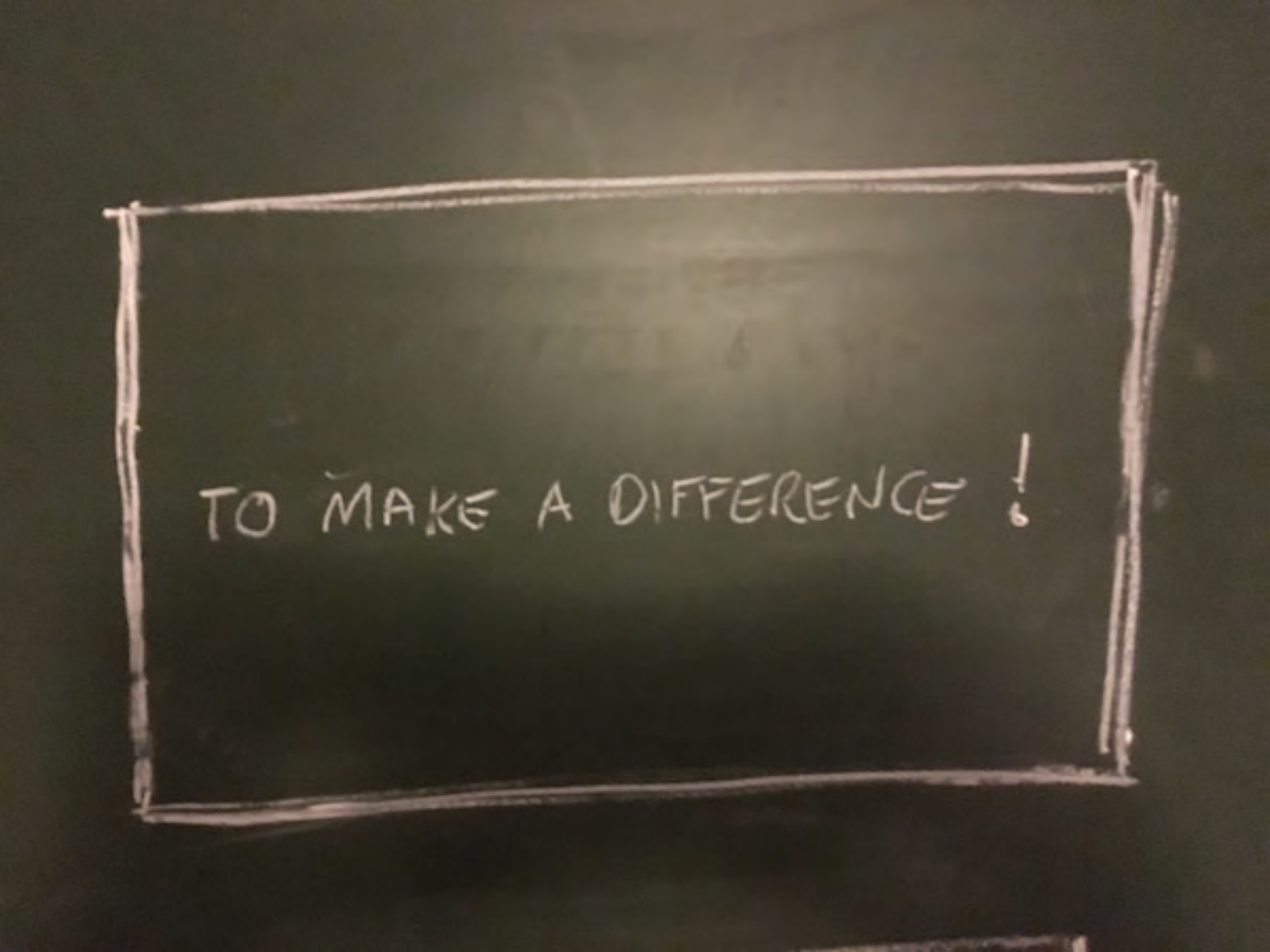

FROM SEA-LEVEL RISE

TOGETHER WE CAN CREATE THIS MAP



The next three slides are an alternative to what we have in the script. I think I like the script better. What do you think?


YOUR IMAGES OF COAST


TO MAKE A DIFFERENCE !