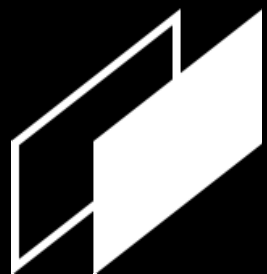


Workshop

TouchDesigner

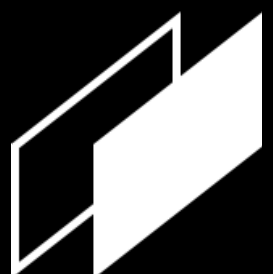


Rappels

En équipe de 2 à 4, faire une proposition d'installation interactive avec le logiciel TouchDesigner.

Pistes de réflexions :

- Quel type d'expérience je veux faire vivre au visiteur.se ?
- Quels sens utiliser / ne pas utiliser ?
- Quelles émotions on veut faire ressentir ?
- Comment les visiteurs naviguent dans l'expériences ?
- Je ressort de l'expérience avec quoi ?



Recherches conceptuelles



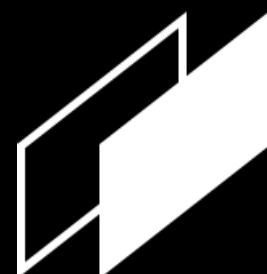
Archive dreaming -
Refik Anadol Studio



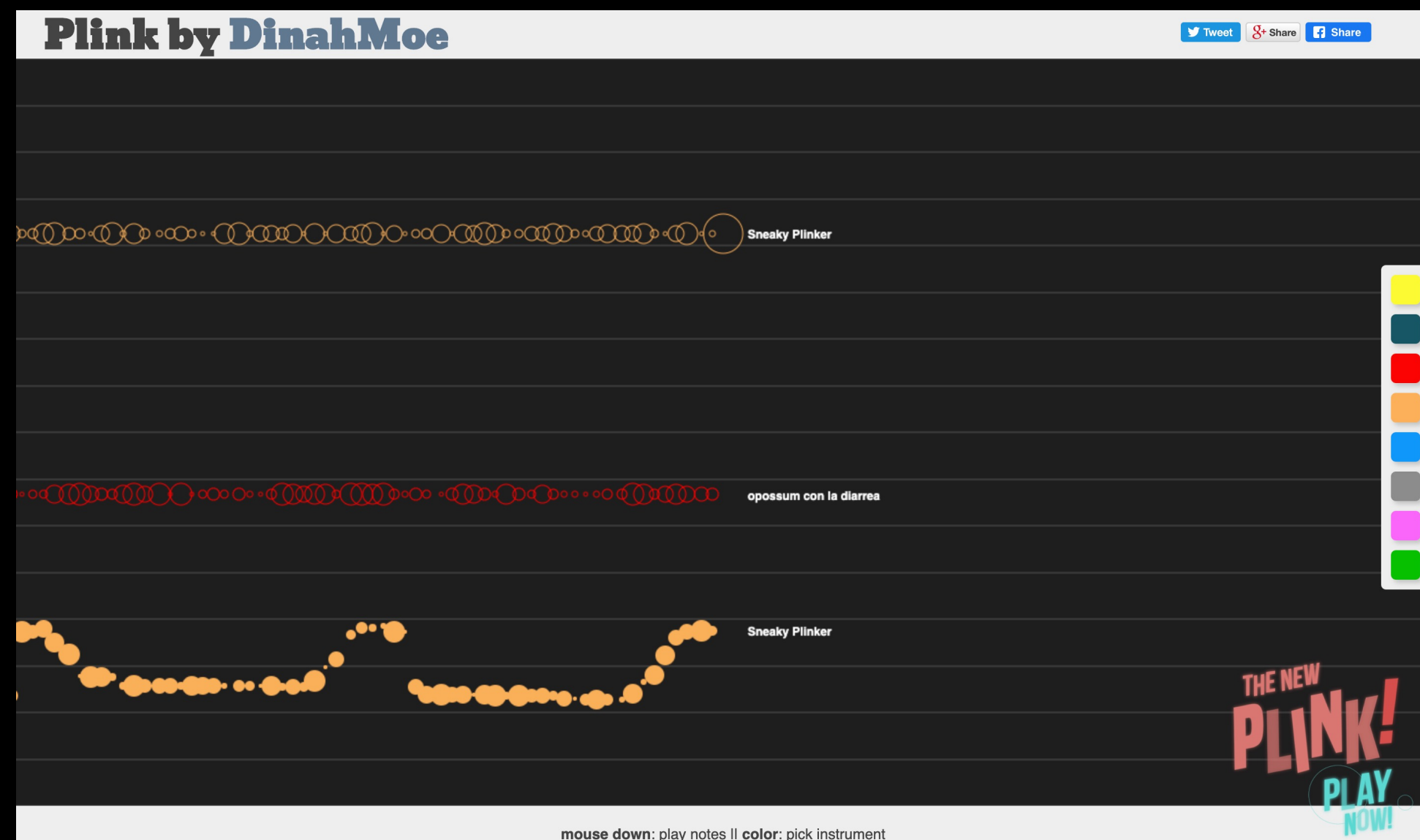
Simulateur de vol



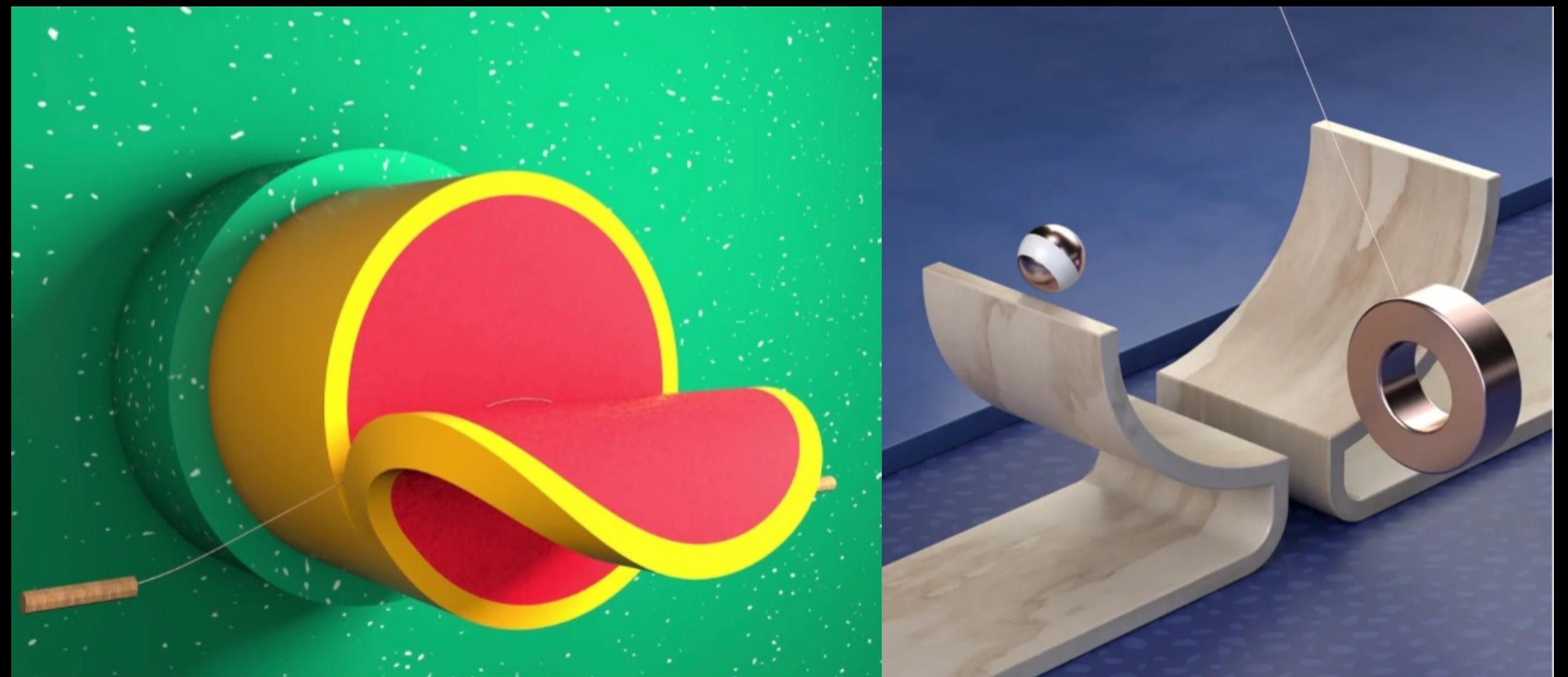
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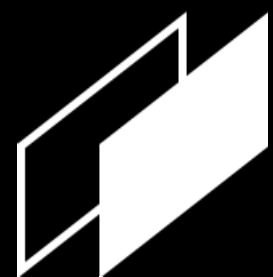
Recherches conceptuelles



Experience **Plink**



Satisfying



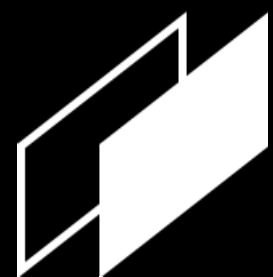
Recherches formelles



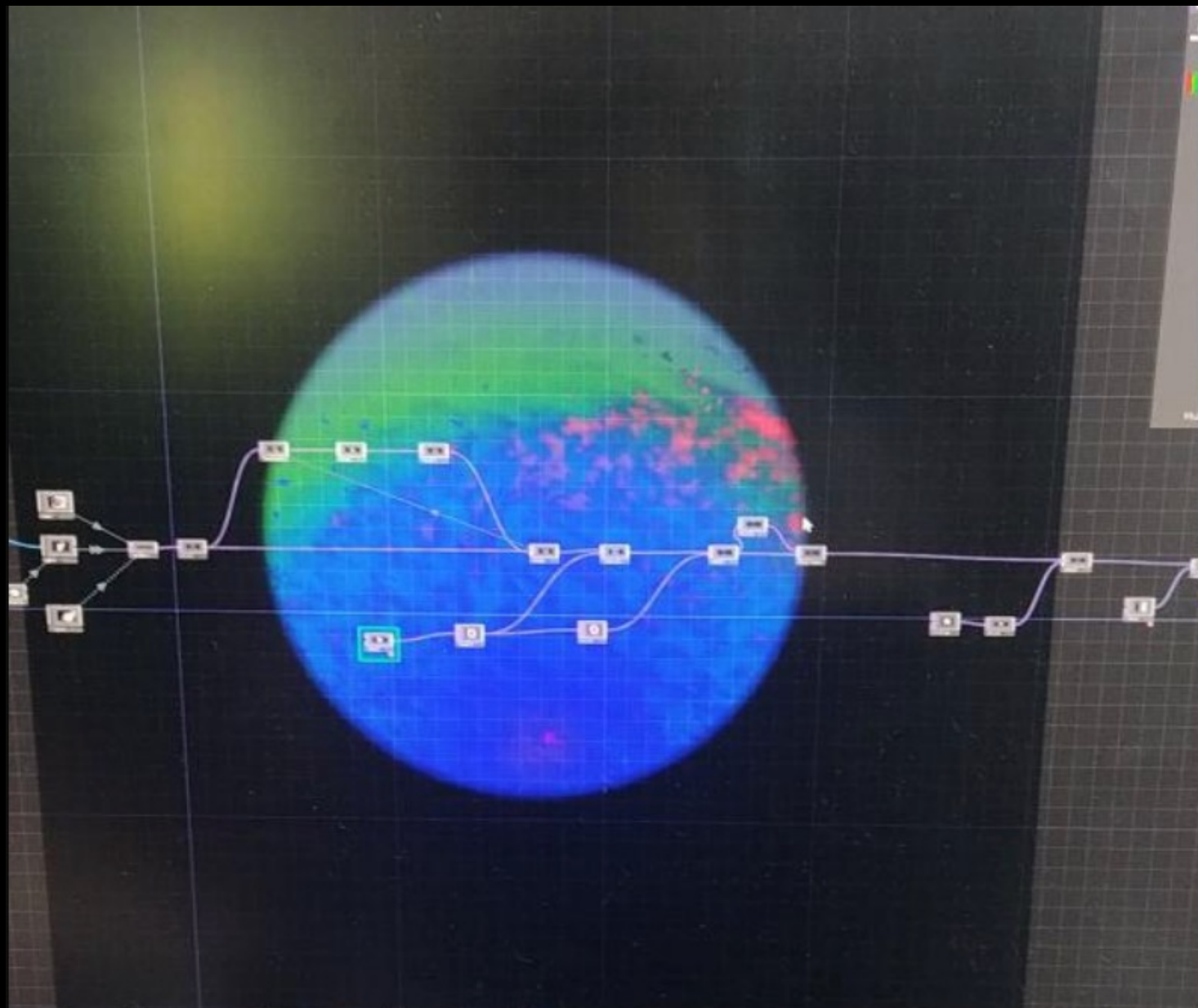
Seabord blocks - ROLI



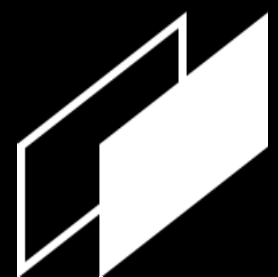
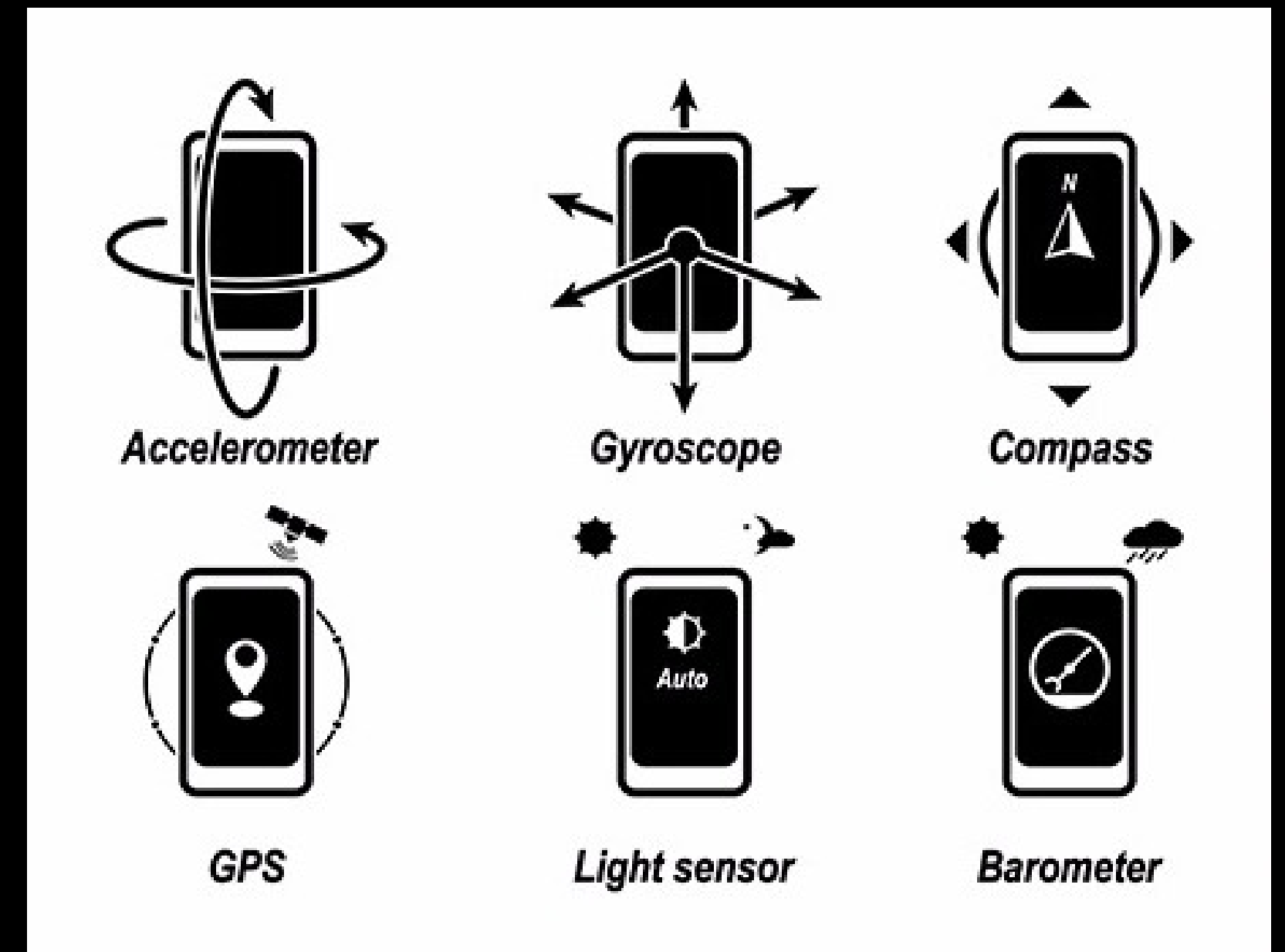
TIMO - Tangible Interaction Music Organizer



Recherches techniques

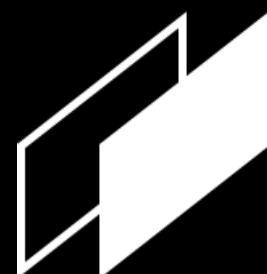


III≡Ableton

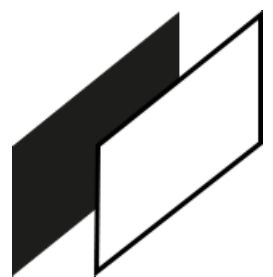
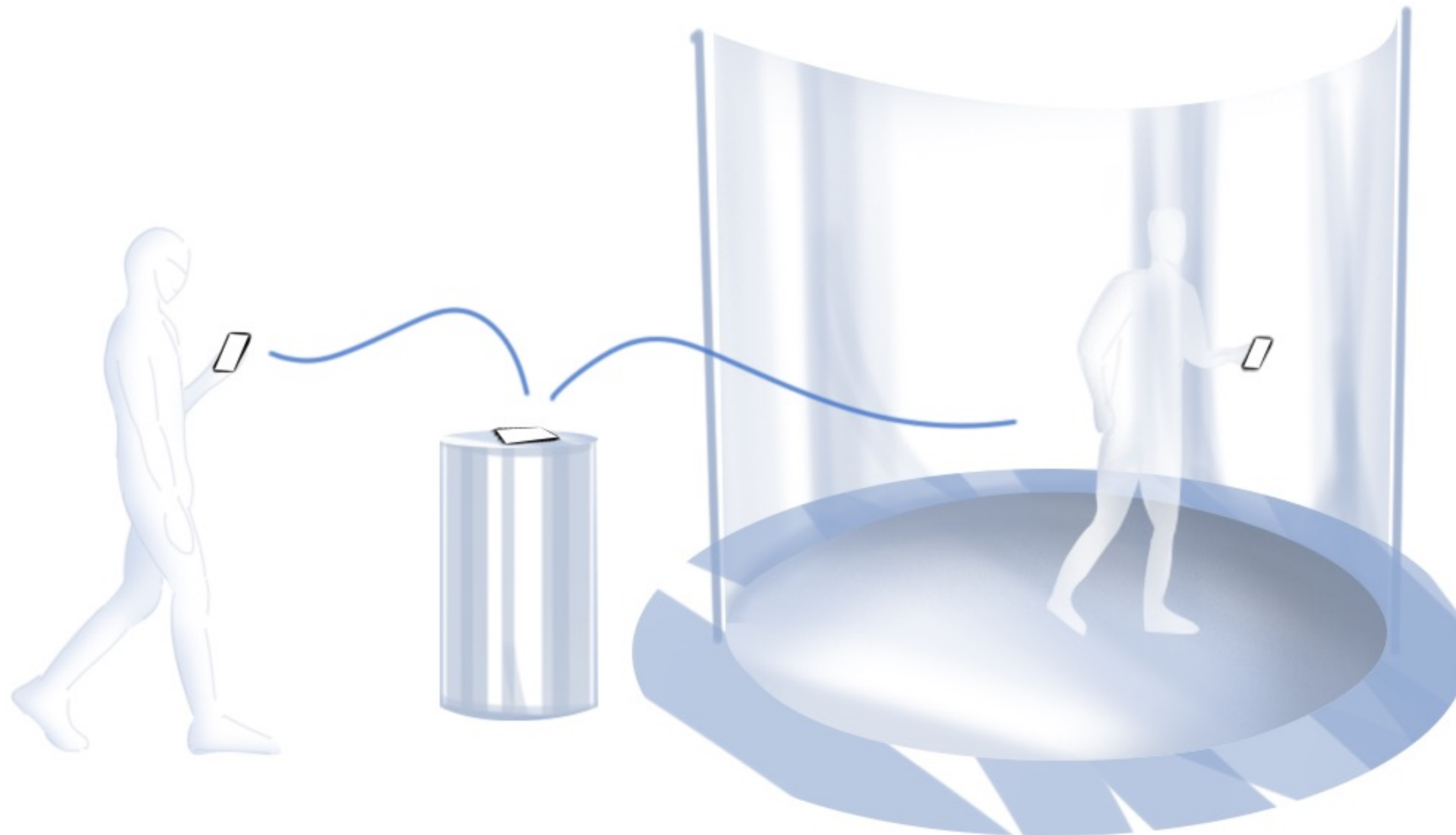


Brand

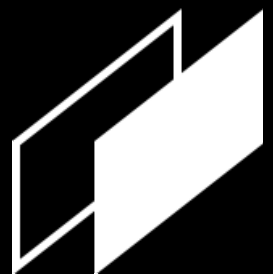
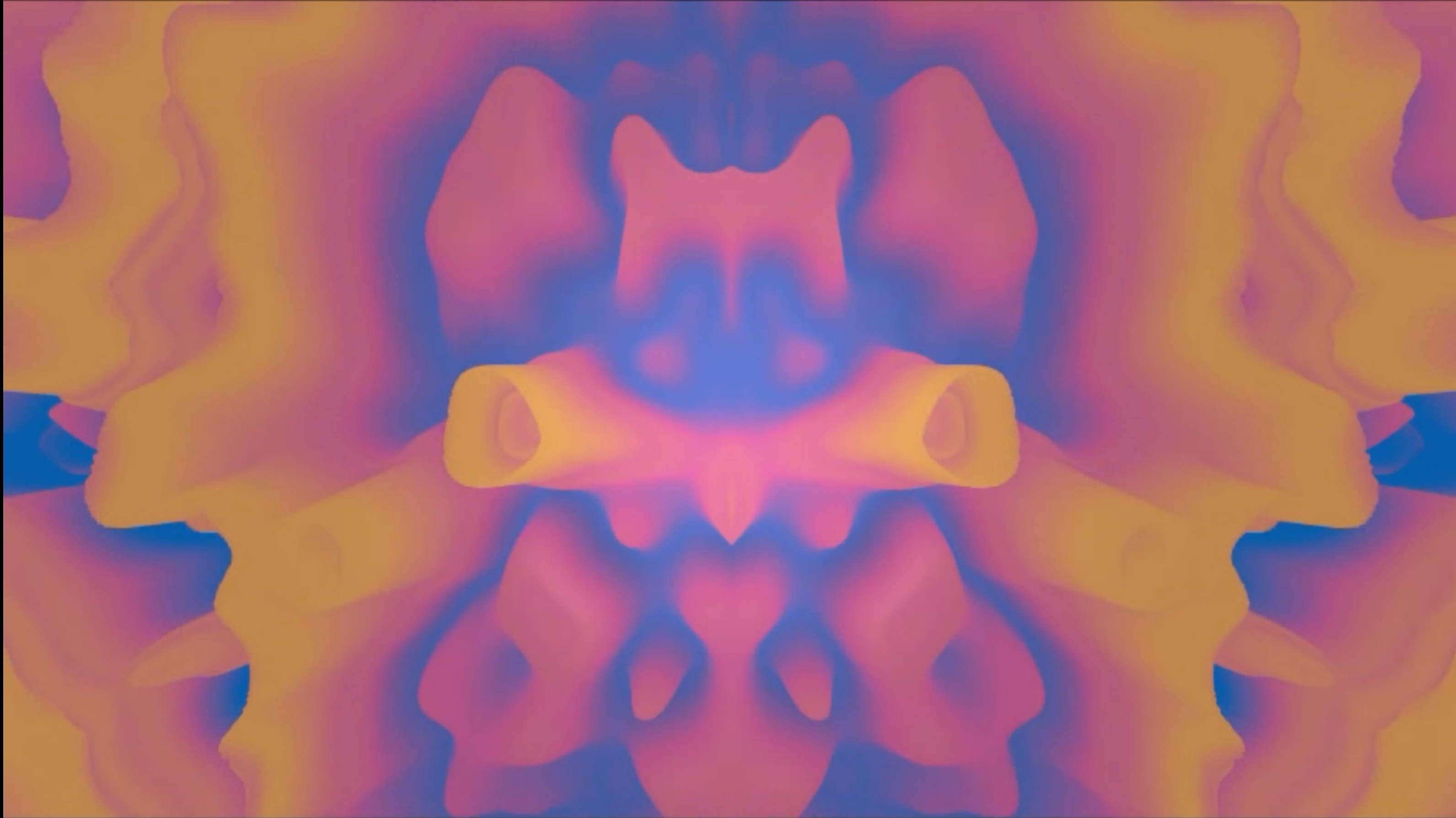
NOSC



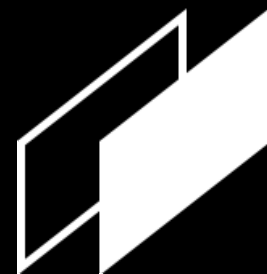
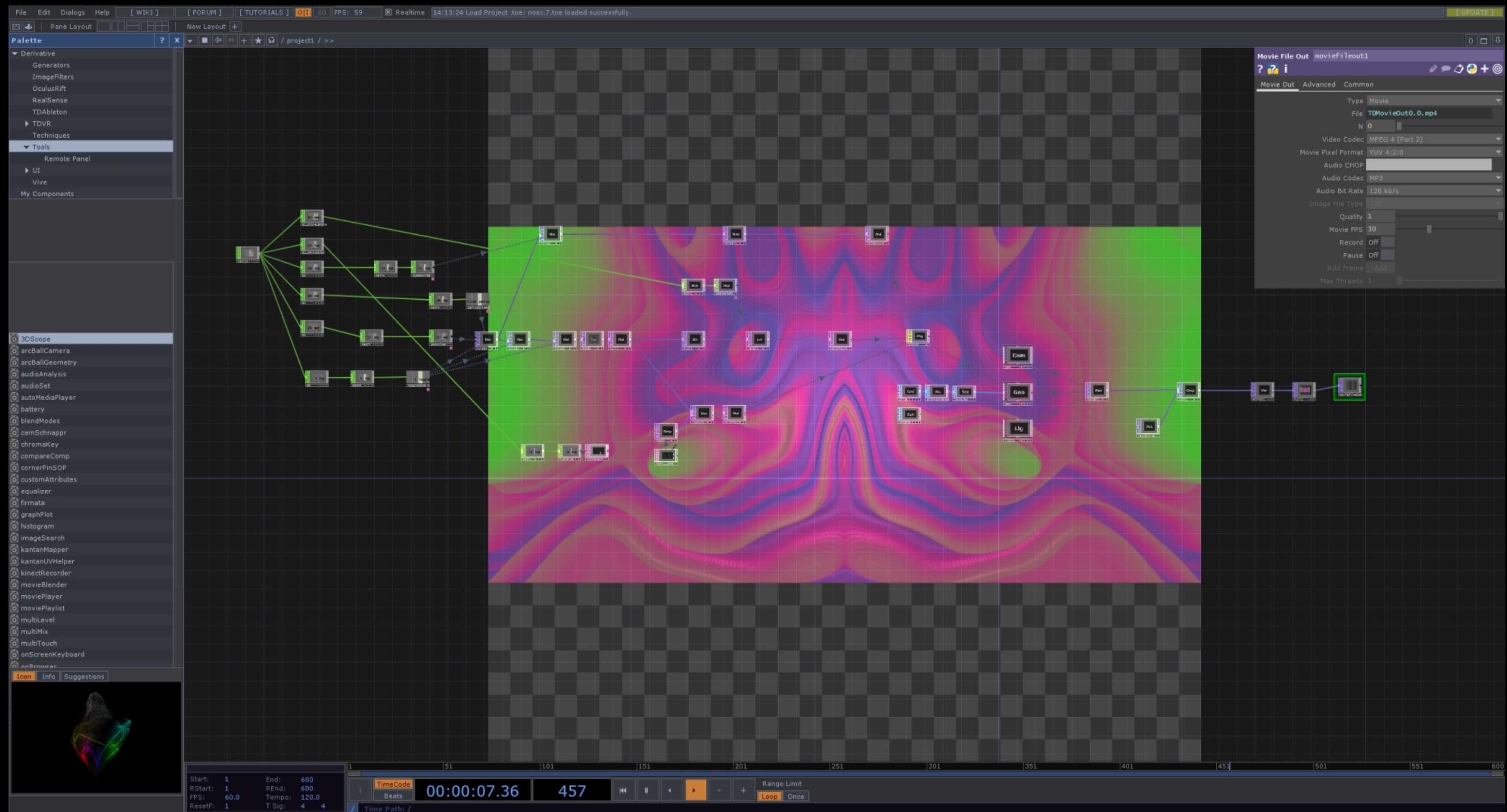
Scenario



Visuel



Projet final



Merci

