

WORKSHOP MAPPING CINÉTIQUE

Alix LE BAIL - Hortense MAUNY - Jules MORICE - Annaëlle NEMSGUERN
MO_3

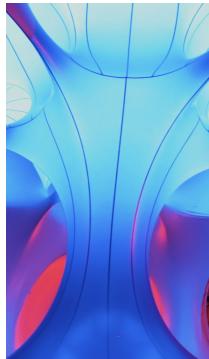
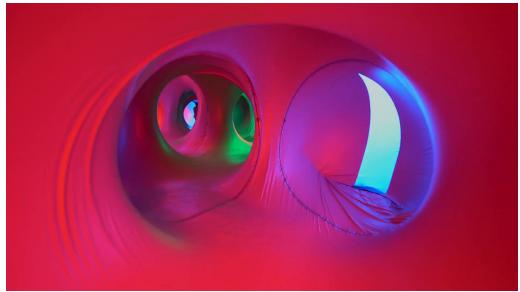
INTERVENANTS : Bérenger RECOULES - Maël PINARD

PREMIÈRES RÉFÉRENCES

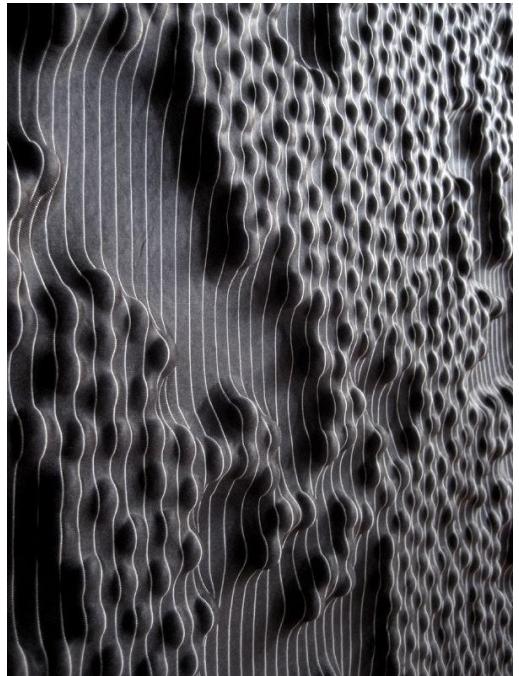
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Digital art museum in Tokyo
Exposition permanente



Tastemade Travel - Arboria in
Melbourne



Rowan Mersh

INSPIRATIONS CINÉTIQUES

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Diffusion Choir

Une structure cinétique qui révèle une envolée d'oiseaux invisible.

Hypersonic
Plebian Design



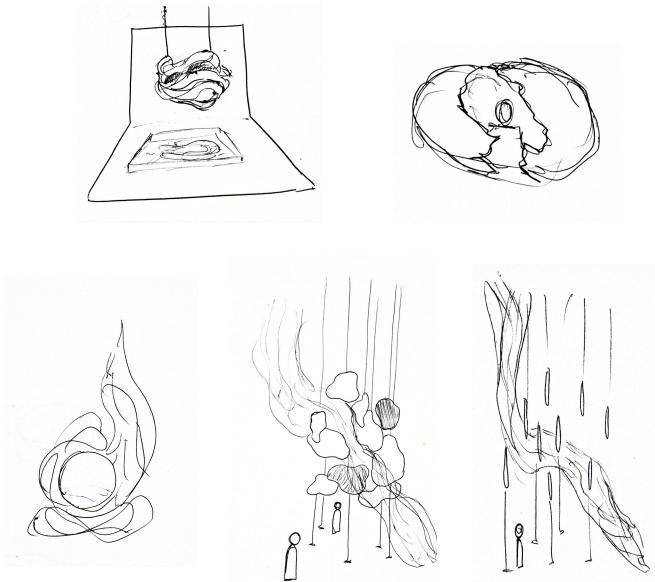
ANIMISTIC IMAGERY:
A DIGITAL ART EXHIBIT
Moment Factory

XYZT

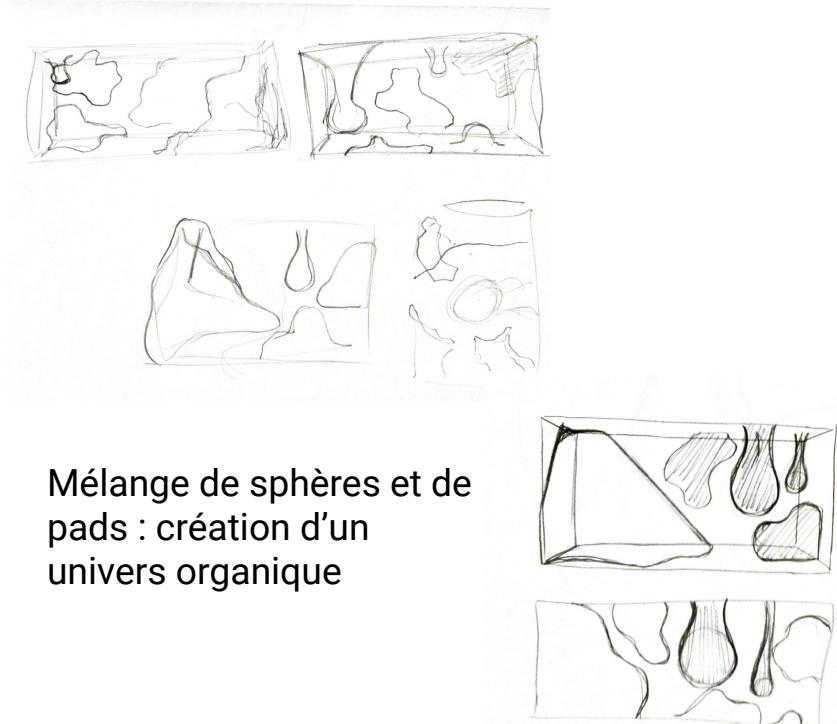
Les paysages abstraits



CROQUIS



Idée de cocon, de pads formant un foetus (anamorphose)



Mélange de sphères et de pads : création d'un univers organique

INTENTIONS

- Travail sur des formes naturelles et organiques
- Importance des courbes des dégradés et de la fluidité.
- Création d'un univers coloré et texturé
- Travail du textile souple/léger
- Plusieurs surfaces pour mapper (Fond , Formes : modules et les 3 sphères)
- Double projection. Limiter les ombres

MISE EN CONTEXTE

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PLANÉTARIUM



Tokyo's planetarium cafe launches



WONDER MOMENTS - WATER -
LUCENT



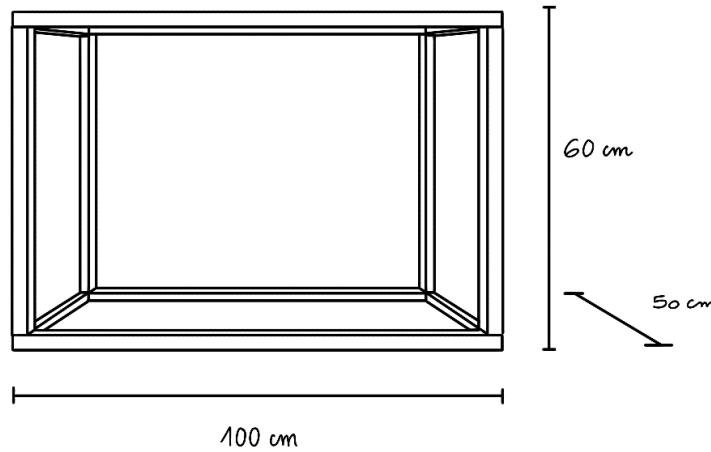
National Militair Museum

MAQUETTE

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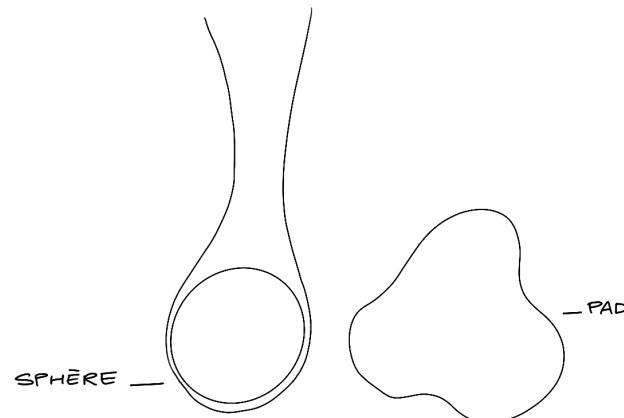
STRUCTURE

Bois/vis



STRUCTURE

Sphères et pads

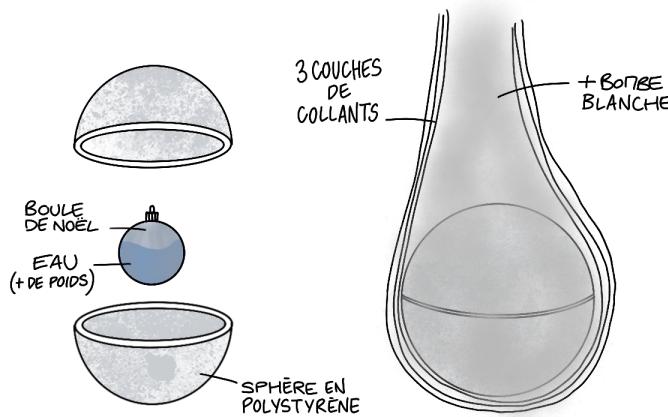


MAQUETTE

MODULES

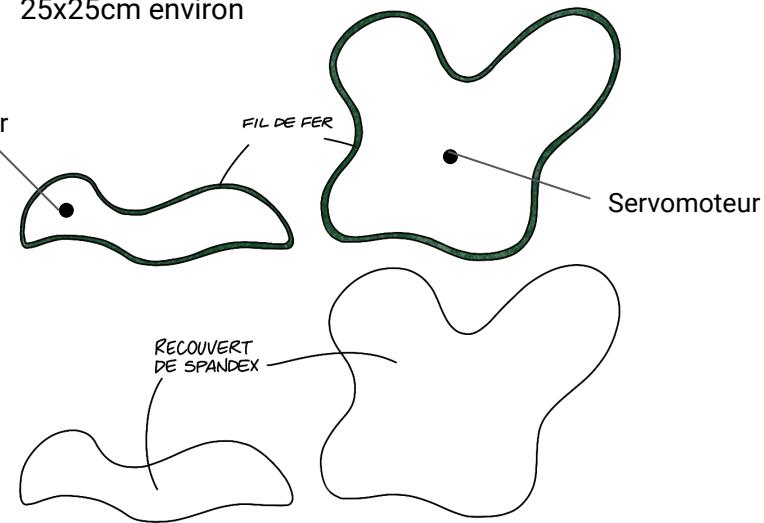
SPHÈRES

3 sphères de différentes tailles.
Diamètres : 15 cm , 11 cm , 8 cm



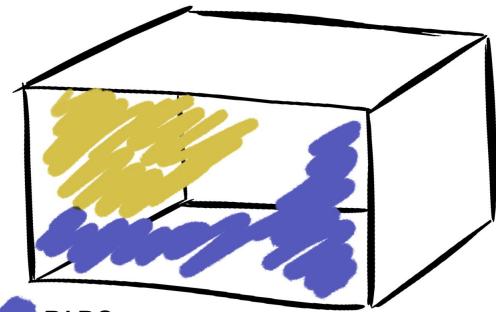
PADS

2 pads avec servomoteurs.
10X35cm environ
25x25cm environ



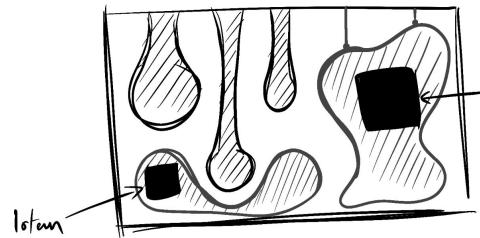
MAQUETTE

PROJECTION

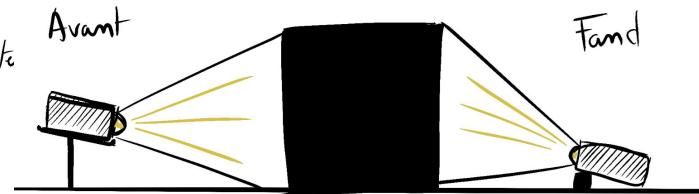


- PADS
- SPHÈRES

DISPOSITION DES ÉLÉMENTS.
PROJECTION SUR LES
DIFFÉRENTS MODULES.



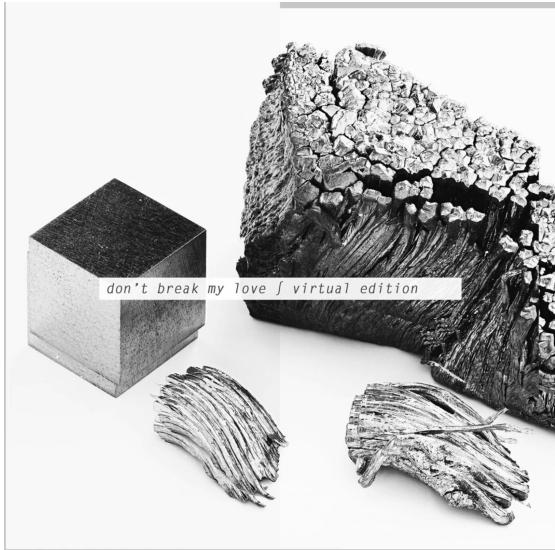
ANIMATION ARDUINO À
L'AIDE DES SERVOMOTEURS
SUR LES MODULES AU SOL.



DOUBLE PROJECTION POUR
LIMITER LES OMBRES.
PROJECTION SUR FOND.
PROJECTION SUR FORMES.

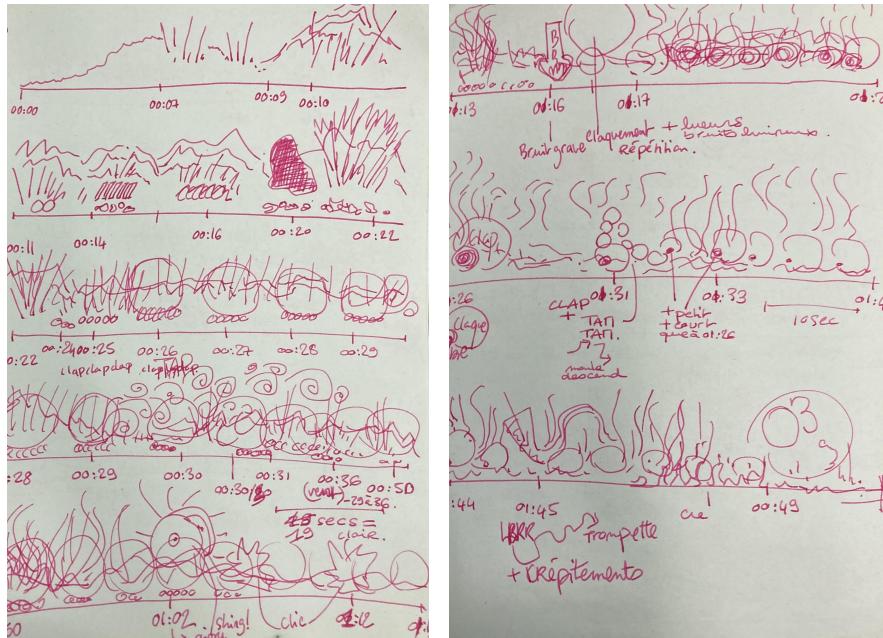
MUSIQUE DE FOND

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Ishmael · Nicolas Jaar, Will Epstein, Dave Harrington & Ian Sims

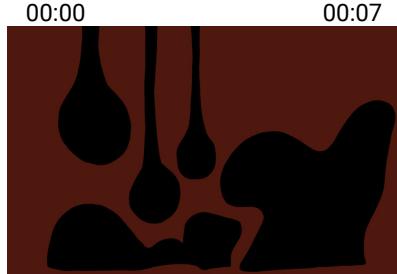
https://www.youtube.com/watch?v=tw6ir7L_tB8&list=PLdcCi8MeKUB_0mEuTtuim4YqxnF0RcGO&index=1



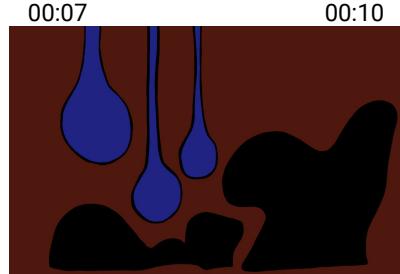
RECHERCHES SUR LES SONORITÉS / TEMPO .

STORYBOARD

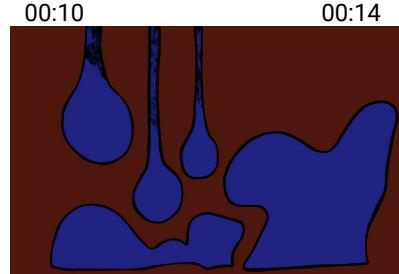
11/20



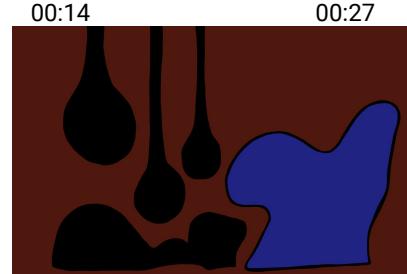
Apparition progressive du visuel sur le fond (rouge).



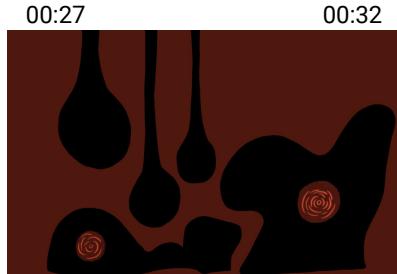
Sphères suspendues s'animent.



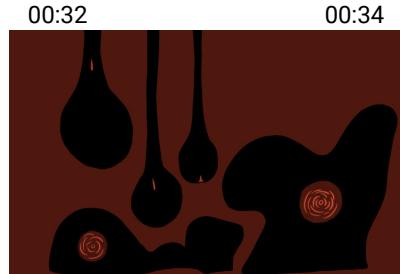
L'animation des sphères disparaît progressivement tandis que les modules vont venir s'illuminer.



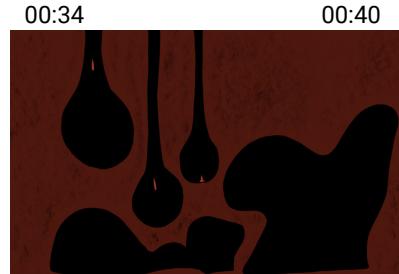
Les modules vont s'éclairer un à un en suivant la musique. Sphères éteintes.



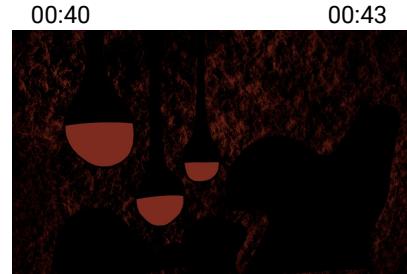
Puis l'animation des modules va changer; animation au centre des modules + cerveau moteur actionné (Pouce et pince le centre des pads)



Des gouttes vont apparaître et tomber dans chaque sphères.



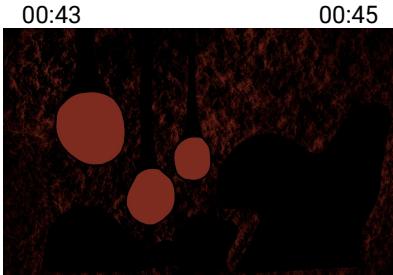
Répétition des gouttes.



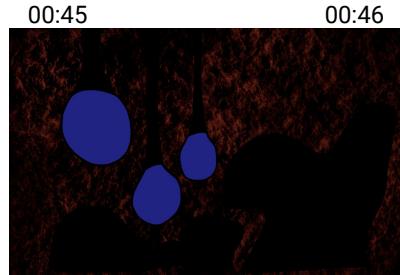
Les gouttes vont venir remplir les sphères.

STORYBOARD

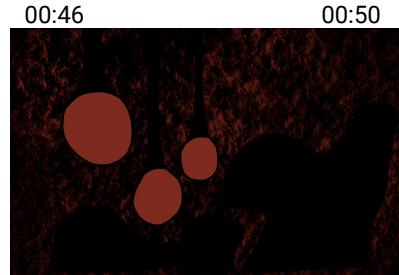
12/20



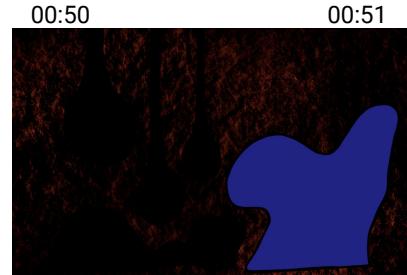
Sphères remplies.



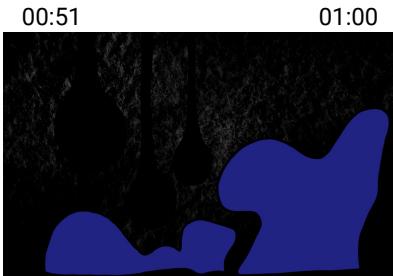
Switch des sphères changement de textures.



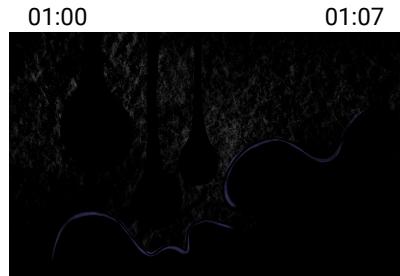
Re switch jusqu'à 00:50.



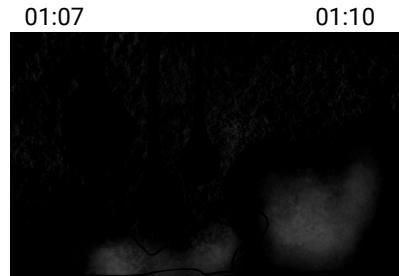
Disparition des animations sur les sphères. Module de droite qui s'illuminise.



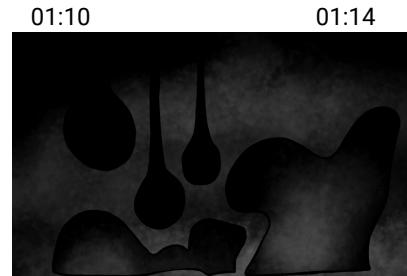
Les deux modules du bas s'animent + servomoteurs qui s'actionnent derrière les modules.



Apparition d'une ligne qui va venir illuminer les contours des modules.



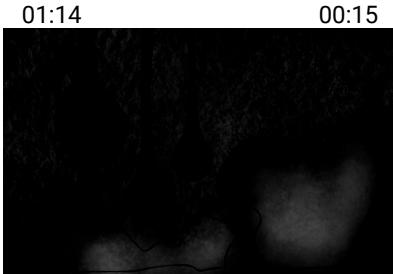
Fumée qui va venir illuminer les modules au sol.



Puis se diffuser sur le fond.

STORYBOARD

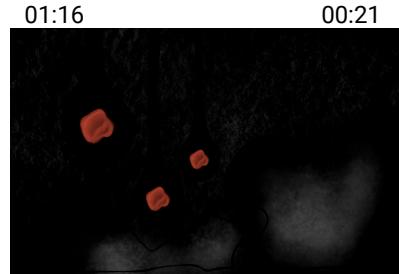
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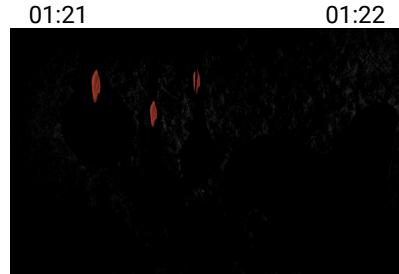
01:14
Le fond disparaît progressivement.



00:15
Fumée disparaît.



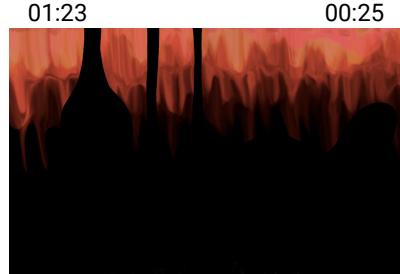
01:15
01:16
Apparition des coeurs dans chaque sphères qui vont battre.



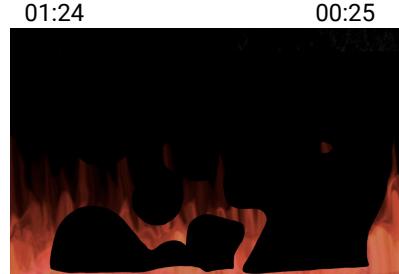
01:16
00:21
Puis disparaître en remontant le tube au dessus des sphères.



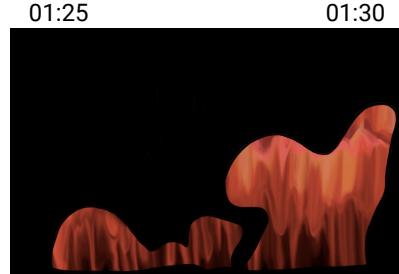
01:22
Fond en mouvement.



01:23
00:25
Les couleurs des coeurs vont venir couler sur le fond.



01:24
00:25
Lorsque les couleurs touchent la partie inférieure.



01:25
01:30
Celles-ci vont venir grimper aux modules.

MOODBOARD / structure

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modern home decor



Exposició Daniel Steegman

Illuminated Geometric Forest Features Dazzling
Paper Trees

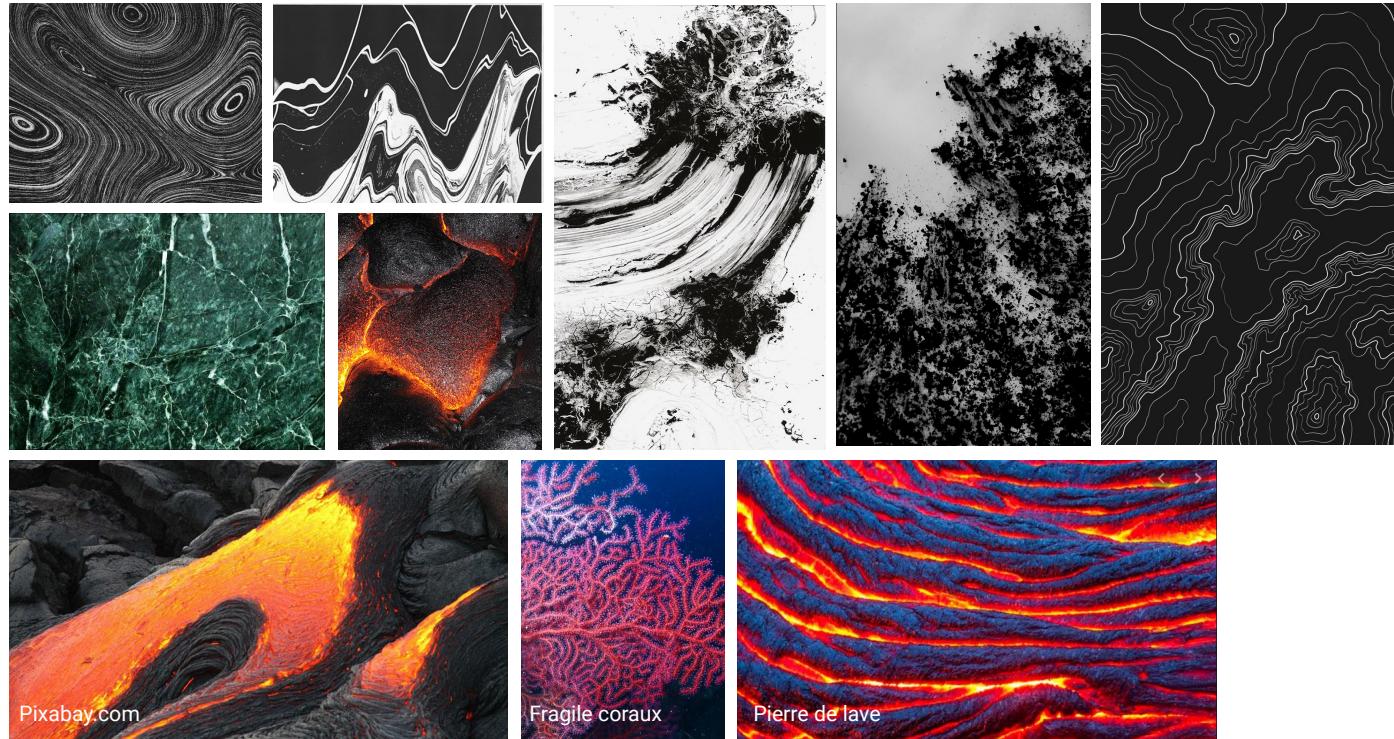
Ernesto Neto



Dreamspace Liverpool

MOODBOARD / visuels / colorimétrie

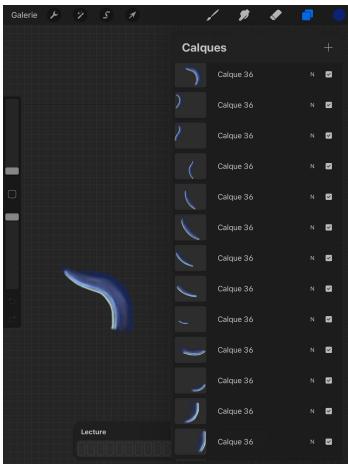
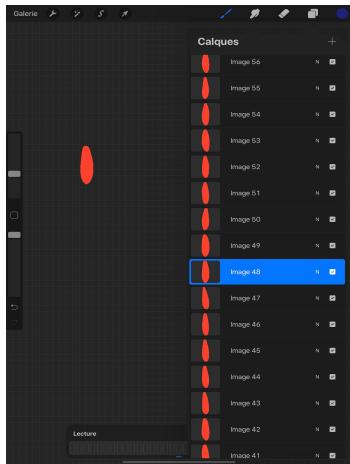
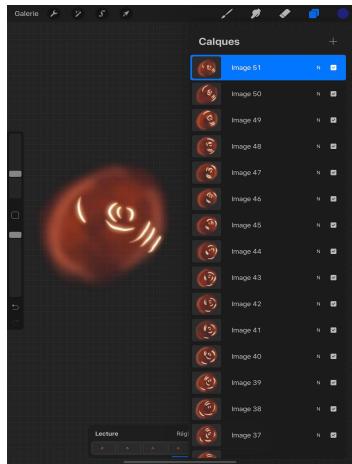
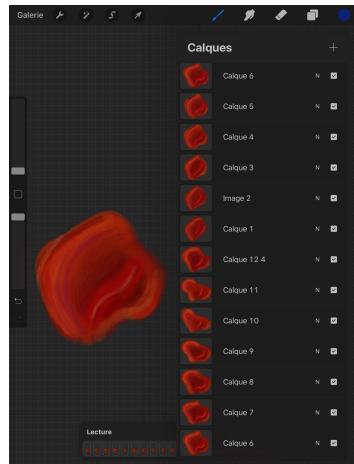
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TECHNIQUES D'ANIMATION

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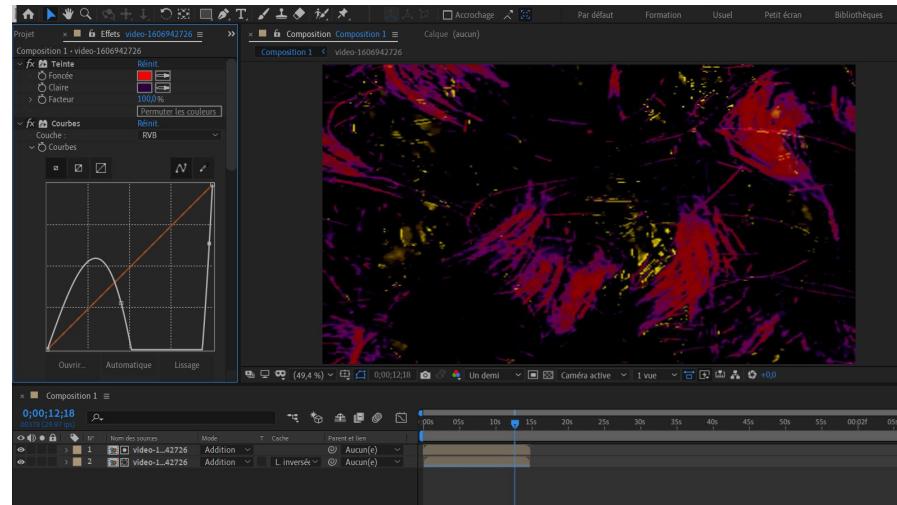
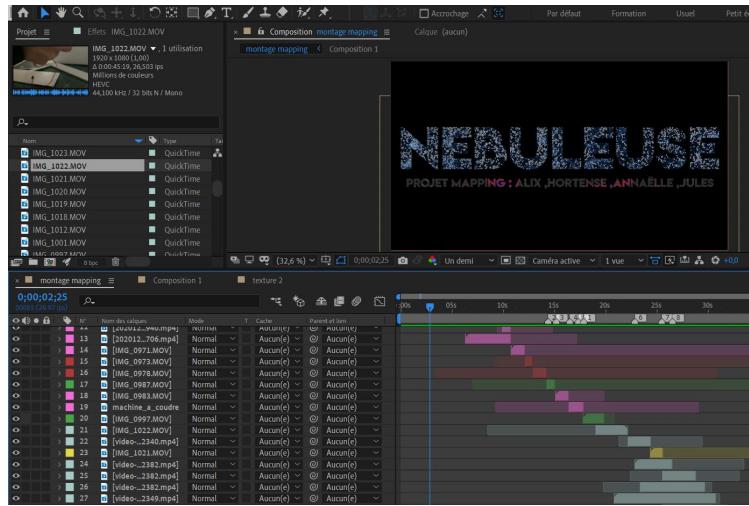
PROCREATE



TECHNIQUES D'ANIMATION

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AFTER EFFECTS

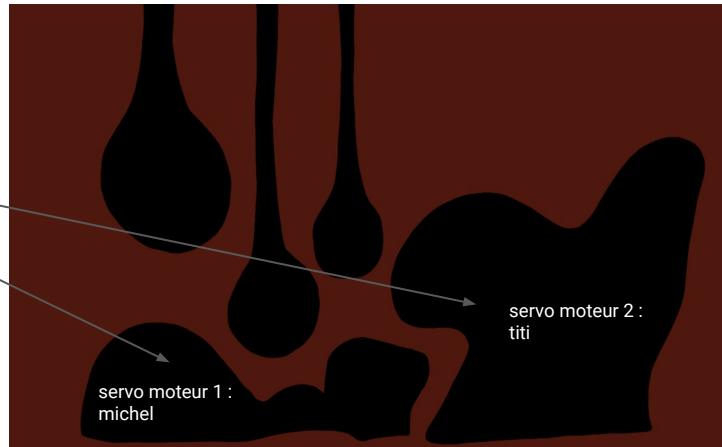
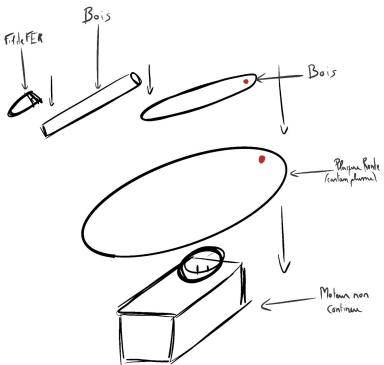


CINÉTIQUE

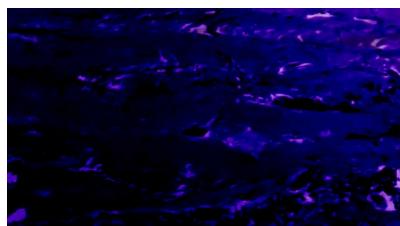
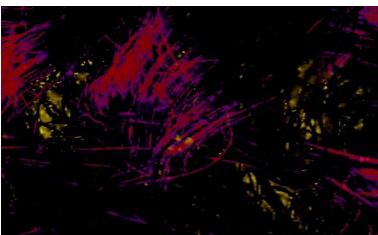
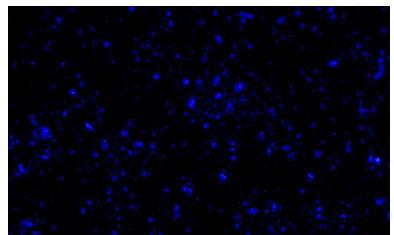
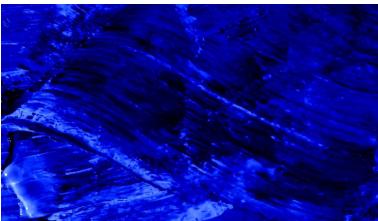
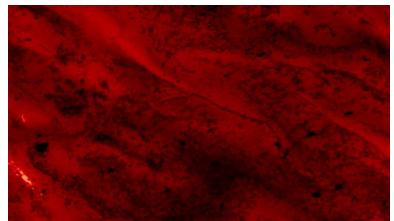
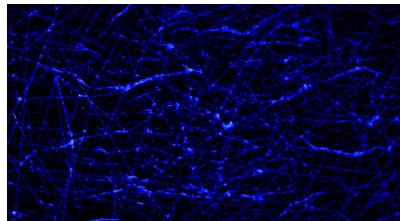
```

1 #include <Arduino.h>
2
3 #include "ServoEasing.h"
4
5 #include <Servo.h>
6
7 ServoEasing michel;
8 ServoEasing titi;
9
10 void setup() {
11   Serial.begin(9600);
12
13   pinMode(10, OUTPUT);
14   michel.attach(10);
15
16   pinMode(6, OUTPUT);
17   titi.attach(6);
18
19 }
20
21 void loop() {
22
23   michel.setSpeed(20);
24   michel.setEasingType(EASE_CUBIC_IN_OUT);
25   michel.easeTo(0);
26   delay(1500);
27
28   michel.easeTo(180);
29   delay(1500);
30
31   titi.setSpeed(20);
32   titi.setEasingType(EASE_CUBIC_IN_OUT);
33   titi.easeTo(0);
34   delay(1500);
35
36   titi.easeTo(180);
37   delay(1500);
38 }
```

Mécanisme pour chaque servo moteur X2



TEXTURES



RENDU FINAL

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