

ARTS 244 Project II Report

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1 Introduction

Utilizing the basic concept of Personas and Scenarios, we designed a non-verbal gestural interface that controls the music playback on a hands-free music player based on the interface of the digital amplifier.

2 Decision Making

The design process is as smooth as silk since Al and I went through the hand gesture designing phase together during the class by imagining the actual control console and performing the hand gestures. Later for the wizard-of-oz videos, two possible approaches were discussed:

1. Make music selections first and build up the scenarios and personas based on the lyrics and ambience;
2. Come up with scenarios first, find the actors best fit into such scenarios and then let the actors choose their own music that the music becomes part of their personas too.

Instead of making the wizard-of-oz thing look like a music video and easier production process, we simply leaned towards the second option. All three scenarios focus on coders of different kinds: a classic music listening coder who's fond of Tchaikovsky and Beethoven working in his own apartment, a chill female coder who listens to DeMarco, the Drums and Elephant Gym working in Caffe Paradiso, and a person listening to Kurt Vile with a hacking simulator(?)

I have no idea what's going on with the third persona to be honest, but all the filmed subjects I picked made their own choice of music that they'd listen to while doing work, and the filming locations too were picked by my friends. The best acting is to act as themselves and I'd like to record the most natural states.

3 Responsibilities

After going through the hand gesture designing phase together in class, I asked a friend of mine to help out in the studio where I took pictures of her hand doing the designed gestures. This photo shoot was completed with simple voice commands to my friend which clearly delivered the outcome we expected. Then Al using his graphic designing skills to draw an initial version with three sets of basic controls: play/pause, volume up/down and play next/previous. Then when we went to the filming phase, we walked

through the decision making process together, but unfortunately Al and I had to work separately for the first draft, so does the revised final version. Al added the additional three gestures of power on/off, shuffle, and favorite, and I filmed the third scenario in a much more public setting and edited all the footage on my own.

4 Problems: Time Conflicts and Editing

The time conflicts were terrible in terms of solving problems in the middle of the production process. Not that I do not enjoy working individually on assigned tasks, but I do value other people's genius inputs into the project, which may have lacked in the wizard-of-oz video-making process.

My inadequate storytelling ability and filming details such as camera positioning were not something I fully rely on as a first-timer in film production. In the process of go-with-the-flow, only the aesthetics becomes the guidance and the dissatisfaction pushes me further.

I was simply not satisfied with the draft, and the final version at all. The time conflict problem leads to two videos that I don't think could be edited together. Imaging qualities varying from 50mm lens to cell phone camera makes things extremely hard for editing, which freaks me out.

5 Conclusion

The idea of using hand gestures really intrigues me in term of the not-far-away practical implementation. From my understanding about motion tracking, this technology could be applied to the commonplace utilization. And I would love to further explore the possibility of how to integrate sensors, inferred camera with Leap Motion SDK not only limited to the VR headset mount, but a better scenario without the VR headset.