

Project 4

Inside World

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Context & General Concept

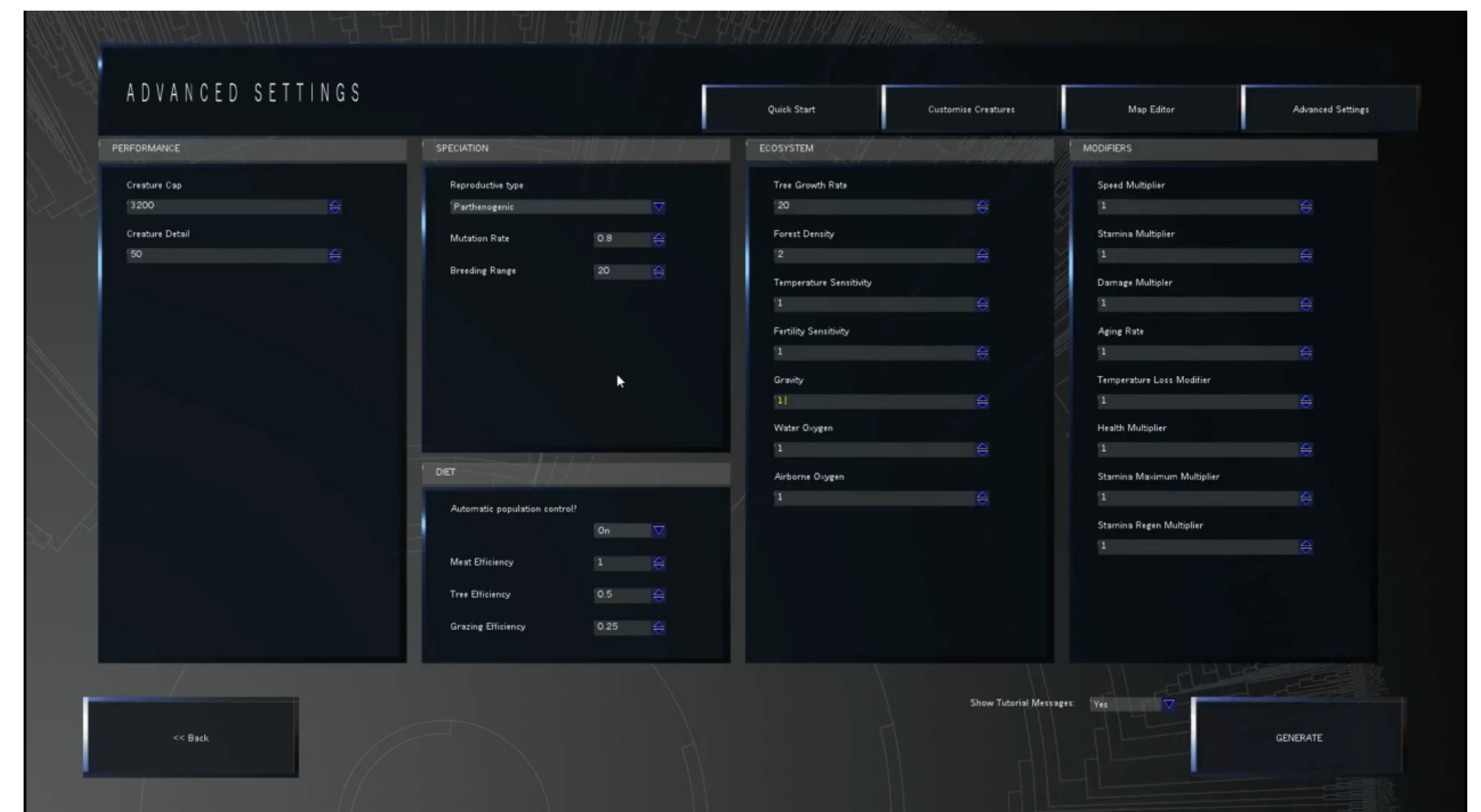
In this project I anticipate consider this project a hybrid between game and data visualization, where the program will collect the user's basic gestures and behaviors. These data will be altering different parameters in a self-evolving world.

The general concept of "Inside World" is that I tend to simulate a virtual world adapted and adjusted by different parameters and movements I created in my room. The parameters including motion, temperature, light, sound, etc. from various parts and furniture in my room. A life or mini civilization will be generated at the beginning of a day, and the progress/final result will be displayed at the end of the day. Parameters like time and brightness will affect life generation, and other parameters will alter the environment.

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Impetus

I'm fascinated and inspired by a game called "Species", which allows the players to customize different parameters in an environment, including gravity, temperature, atmosphere, etc.. It enables the player to see how a lifeform can be evolved and altered based on the previous settings. I hope to create something resemblant yet more interesting: change the world with a real in-door environment rather than punching numbers on the screen.



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Goals & Tools

I think the project's goal is how the environment or life is represented in different procedural outcomes. Different daily-activity can change the setting drastically, which results in the extinction or mutation of the lifeform. Such open-ended representation can be the most exciting outcome.

The project's tools are going to involve multiple particle boards connected with various sensors and placed in different places around the room and attached to the user. They are going to be transferring data through Particle Cloud and then processed by p5.js.