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CART 263
Project 2: Proposal
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As an Indigenous Artist entering the practice of digital art, my goal for this project is to create a digitalization approach of creating a beadwork inspired simulation. Traditionally, beadwork has always been a huge part of my Indigenous culture that can be seen on historical clothing and accessories. Beadwork is a current practice today and it is seen as very valuable considering the long hours put into producing a beaded art piece. It is a diverse practice amongst many tribes across North America which many Indigenous tribes share their own technique and style. Today, detailed beadwork is commonly worn with a powwow regalia as it represents various Indigenous storytelling and symbolism. At times, there is also less detailed beadwork for casual-everyday-fashion such as the common beaded earrings, purses, moccasins, and casual jewelry. Despite, its diversity, a non-native may want to replicate the practice and make profit however, it is not recommended without giving recognition and credit to an Indigenous styled beadwork artist. My project focuses on these sorts of situations considering respect for all Indigenous cultures and wishes in regards of beadwork practice. The project's goal is to not only educate both Indigenous and non-Indigenous persons, but to also establish inclusivity. It is also a beginner's tool for those who do not know what beadwork is, and for those who do not have the accessibility to the material required for the practice.

The project includes two sections which is the introduction to Indigenous beadwork and the interactive page where the user can catch individual beads as assigned to a design. The first part will include an interactive page where the user will listen to a current Indigenous artist's perspective of beadwork and its traditional values. The user is encouraged to listen and reflect on the beadwork practice as it is part of many tribal cultures on Turtle Island. In this section, there will be both text and speech with the help of speech synthesis that will quote what the Indigenous artist says about beadwork in her/his Indigenous culture. The page will be visually composed of various beadwork, beadwork material, and flora and fauna imagery that will be a combination of still and floating affects via JavaScript. These background visuals will be produced and edited in Adobe Photoshop and Illustrator before production in Atom. The text to the speech synthesis will be not only a plain text, but inside a large pop-up box and will contain clickable options with the use of JQuery UI widgets. These clickable options will either give the user to go forward or backward a text, which will then restart the speech synthesis. When the user finishes the text and speech, the user is lead to another page which I am guessing will be executed through JavaScript with the help of my instructor and TA.

The second part of the simulation will include calming visualizations and interactivity in a perspective of a beadwork artist. This section is considered the main event of the simulation as it shares similarities to a game, which is essentially the engagement for the user. In this section of the simulation, there are falling beads, a leather canvas with an outline of a design, and the user's thread and needle. The user's controls are all done by the mouse and must engage with the simulation by clicking and dragging the falling beads to the greyed-out outline design on the

canvas. The outlined design is a shape of a flower but may change along the process of creating more content in this section of the simulation. During this stage of the project, there will be relaxing music playing in the background to match with the relaxing theme of beading. For background visuals, there will be a simple solid background that is not too busy and will make the falling beads visible enough for the user to drag and drop. However, the falling beads are specific and can only be placed on an assigned greyed outline of the bead. In essence, the final design of the beadwork has specific-colored beads and cannot be random, which if a wrong-coloured bead is attempted to go on the outlined design, they do not match and continue to fall.

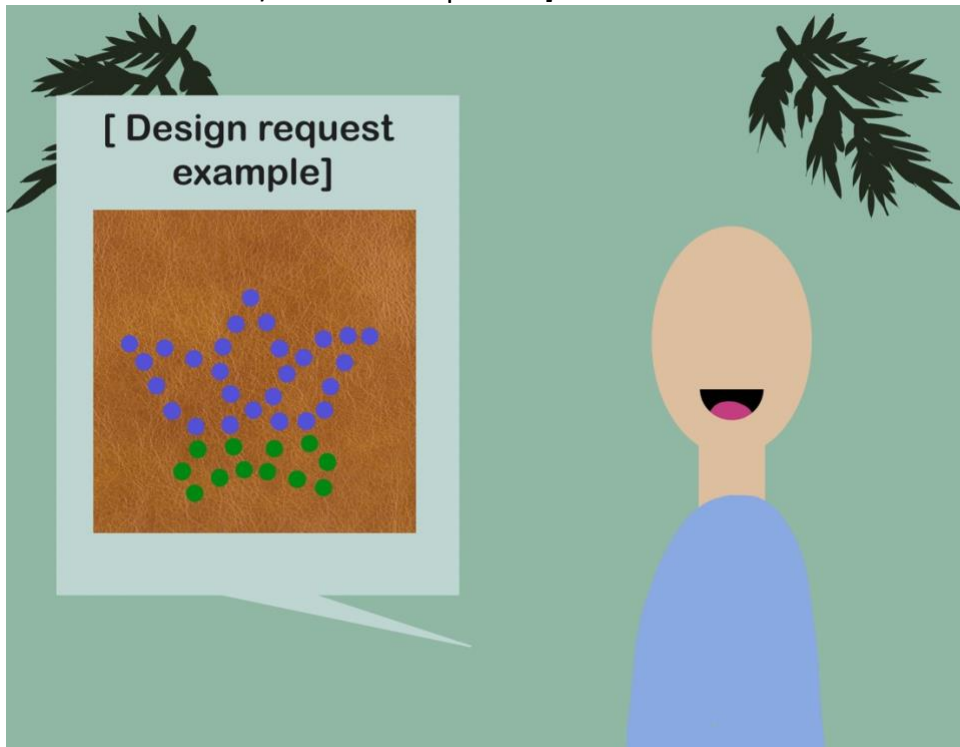
During the thinking process of my project, I have come to realization that some engaging content is missing and potentially, I may need to add levels and perhaps some direction of what kind of design the user will need to do in the main section when doing the beadwork. If possible, I wish to add a scenario where after the introduction section and before the beadwork section, an animation of a customer asking the user to make a design whereas an image of the design shows up for a few seconds and it is the user's responsibility to remember the colors. This will need to be achieved through transferring the user to another page, using gifs as the animation, and pop-up boxes with the help of jQuery UI widgets. After the customer is finished their request, the user is finally directed to the main section of creating the beadwork. With this idea, it would be appropriate to bring at least three levels whereas once the user finishes a design, they move onto a different design until they reach a final stage. Overall, this workload will require states, at least two different designs with different colors, more pop-up boxes and an animation. Through the technical workload of adding levels when a design is fully colored and a new design is displayed and a new level displays, it will be challenging for me and will most likely require extra help. I especially will require extra help when it comes to the user getting transferred from the introduction to the beadwork page.

Overall, I initially wanted my project to be a simple simulation of relaxing beading practices and a simple introductory of Indigenous beadwork specifically, but I feel this project will change overtime. As a first-year student, soon-to-be second year, I personally feel like I change my plans a lot because my technical skills have become broader and more dynamic; especially considering the many techniques I can refer to after learning a lot in programming.

1. Beginning page: Introduction of Indigenous Artist's text about beadwork.



2. After Introduction to beadwork [this section could change and may be included/edited in the process]



3. Main Interactive section: [User can make their own beadwork by clicking and dragging the falling beads onto the canvas] Note: There may be more designs depending if I put "levels" – eg: 1 levels per design; 3 levels is 3 designs to be achieved.

