Change of perspective

Sketches and storyboard

Quickly we came to the conclusion we wanted to do something with a change of perspective. Since changing perspective can be taken literal or figuratively. This would open up some different approaches for us.

After some thinking we decided to use a looking-up-view.
This perspective would become a direct opposite to the idea of how people nowadays are always looking down at their phones and forgetting to look around them.

With this in mind we went ahead and made some sketches and a storyboard

We wanted to try and make a seamless transition from a front view to a upwards view.

With this in mind we decided to film using two phones, stacked on top of each other to create one cohesive shot. The were also angled at the (approximately) same angle as the roof we used to present the final product so the shot would look as natural as possible.

Before filming we made a bunch of photo's with the perspective we had in mind to find cool and interesting locations to shoot at.

For the final version we decided which places to use and we turned the pictures into moving shots.
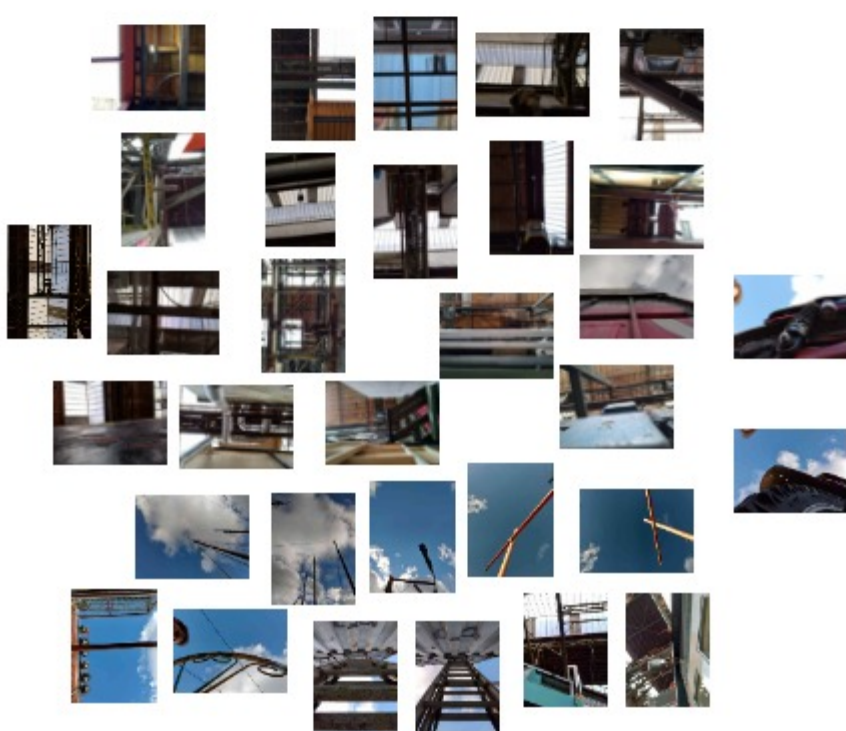
Teamwork
We had fairly clear roles within the project.
We had a director, two sound designers, an editor and a visualiser and data collector.

Because of this the production of the film went pretty smooth. Everyone started on the project at the same time with the brainstorming of the project and after that we would shift the work from one person to the other while we went through the different stages of production.

My Role
Within this project I was one of the leading directors. When we got our idea ready I took the lead in deciding what shots we would look for to use in our film. I was also the one who put forth the idea's represented in the storyboard.
Most of the pictures you see above are once I made while looking for good shots.

I was also the one that filmed most of the shots used in the film.

Technique
One of the biggest things for me that I took from this project is the idea of taking a new or other perspective from what you're used to. This was a prefect kind of start for me, to help me formulate idea's for future projects. I kind of helped with getting myself in the mindset I need to have to create my immersive environments.

On a technical note, I played around with camera angles this week and learned a little more about cool effects you can create with stacking two camera's on top of each other. This gave us the prefect setup for our film and worked out great. The transitions we got from this setup were almost seamless.

What went well

Well, the thing I think went very well was the actual teamwork we had. This made it so that the process went on very smooth and we didn't really run into any problems.

Could have gone better
Some of us might have had a little less to do than others. And I don't see this as a problem for the people who did more, but for the people who didn't get to partake within the process as much as some others. But I do think this is a fairly minor think since all of us were actively thinking about the different things which had to be done. So even if you didn't physically worked on something, you were still a part of the thinking process.
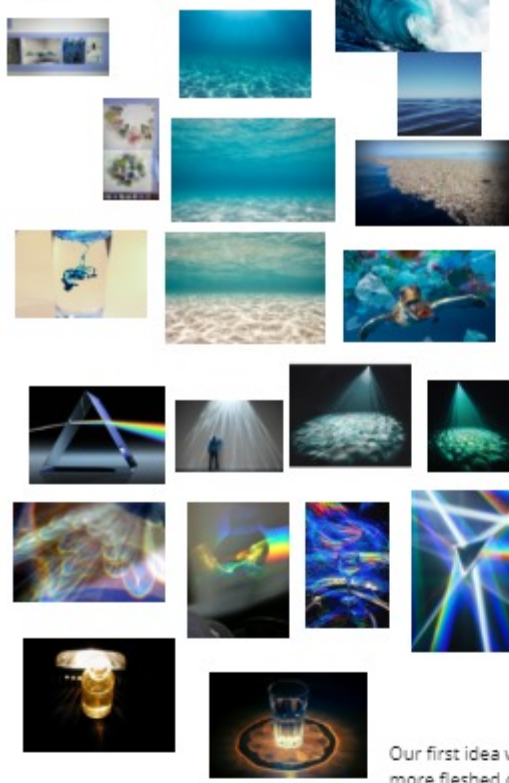
Final Version

Kinetic Mobile

Inspiration

Concepting

Our first idea was to work with the concept of water. This idea got more fleshed out throughout the project. The concept manly took form during the concepting phase.
We thought of a few different concepts. Things like a hose that would move because of the water pressure going through it, creating different patterns, or creating a waterfall like structure.

Working with recycled materials, we wanted to make something inspired by the ocean waste.
But we had to work with a system of 3 layers. So, we had to think of what we'd use for the different layers.
When thinking about the ocean and possible layers, the idea of light refracting on the ocean floor came up and that was what we wanted to use.
So, we would work with the ocean, waves, waste and light. But, to create a more dynamic visual we thought we would also play around with colouring.

Theory Crafting

Eventually we came up with a concept for a mobile that would simulate the motion of waves and refract sunlight within bottles to create colourful light patterns on the ground.

By hanging bottles to a rope that would move through a net, we could create a flexible movement which would theoretically be able to simulate the movement of a wave. Creating high density areas where the bottles would bump into each other and low density areas where they would move away from each other.

By using small lights in the bottles, we would be able to use the structure of the bottle and the water they contain to create light refractions on the ground. We would use ink to add colouring to the refracted light.

Testing and building
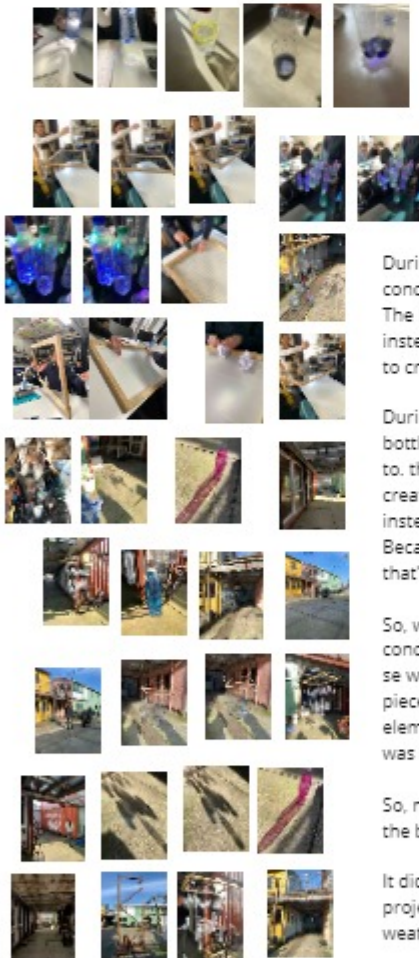
During testing we tried creating light refractions, but we came to the conclusion that using small lights within the bottles wouldn't work. The light would not be strong enough the create a good visual. So instead, we took the concept outside. We decided to use natural light to create our refractions and this worked a lot better.

During the building of the piece we noticed after a while that the bottles wouldn't move in the way we would have originally liked them to. they were too heavy, even if they had just enough water in them to create a refraction. This caused all the bottles to stay clamed together instead of moving in a wave like fashion.
Because of this our original concept got blown out of the water (haha, that's a play on words).

So, we had to decide what to do with the project. We came to the conclusion that it was too late to try and make it into something else, se we repurposed the whole construction. We decided that now, the piece would spin using the wind (yes, we added an other natural element which could have messed up the final presentation if there was no sun or wind that day).

So, now we had a spinning rack with coloured bottles hanging from the bottle that would project pretty colours on the ground.

It did end up feeling pretty cool and it looked interesting, so the project still worked to a certain degree and we were lucky with the weather because the construction spun around like crazy.

Teamwork
In this project there we didn't really have any roles among the team. Everyone helped with everything.
We were constantly working of all the different things with each other which made it so that everyone had a very big part in the creation of every little thing within the art piece.

My Role
We all had a big hand within the creation of the piece. One of the things I did do was create a diagram of the art piece and I thought of most of the technical parts of the work.
How the motion would work and what kind of effect that could have.

Technique
I think we really learned to have a good look at the kinds of materials we wanted to use. We thoroughly thought about what to use, how to use it and why.
We really though about the different effects we could create by using different materials.

What went well
Something I think went very well was the flexibility in the way we thought about our creation. At some point we were thinking that it would be hard to go forth with our original idea, but we got an other idea which we could work off of and switch the focus to that. because of that we still managed to create something cool, but with a different direction from what we originally worked.

Could have gone better
When we were working on the original idea of our piece, we ran into problems that we didn't have enough materials and that we didn't have enough time to really create what we wanted.
So, what could have gone better was the planning of the project. Thinking about how much time we would need to complete the piece and about the amount of materials we would have needed to complete it.

The Moodstore

With this project we had a team of people who had very different skills and this worked great. We had someone for sound, voiceover, 3D visuals.

The leftover tasks were actually thinking of what to make, creating a story, a storyboard and doing some handicrafts.

We very quickly landed on the idea of creating a futuristic store. In this future, emotions would have weakened and through this store people could buy emotions to feel and wear on the faces.

To create the feeling of a store we wanted to show a 'stock' of different items, which would be the different emotions. So, we created boxes, in which the emotions were displayed.
To make this an even better experience we could have made every box into a separate emotion, but at the time we hadn't thought about that and that would have taken a lot more time to animate.
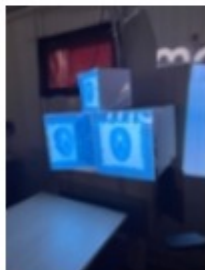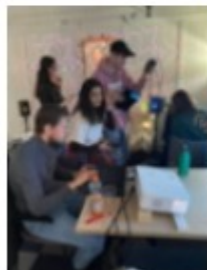
Teamwork
This week we had a fairly good role spread. One animator, a sound designer and two who did the setup, voice acting and they also had the biggest part in coming up with the final idea.
We were constantly working on other things at the same time while trying to support the others with their work by giving feedback and asking the others to help with things.

My Role
I worked on the animation and I was also the one that worked on the mapping of the light. So, I did most of the technical things within this project.

What went well
I think everyone created some very cool things. We all were constantly supporting each other with each others work and giving feedback. I think this really helped with the eventual finalisation of the project.

Technique
I was very happy with getting to learn about light mapping. I think this technique is great and I would love to work with it some more. It creates so much flexibility in what you can do with video and light.

And as I did within this projects, I can combine it with 3D art and animation to create some cool stuff. During this project I also tried out some new things within Blender 3D, which I had used previously. By trying out new techniques I managed to create a cool and simple animation and a great looking 3D model.

Could have gone better
The one thing I think we could have done better is the visualisation of the setup and with that the way the animations interact with the whole. We tried to create some sort of shop, but this idea didn't come across too well from the setup itself because all the items would constantly change and the other options would not be visible.

Shy Egg

Very quickly we came up with the idea that we wanted to create something that you could touch. We thought of objects you could hold, carry, hug, etc.
From this we came to the idea that we could maybe create an egg that could hatch by completing a certain action. Originally the idea was that you would be able to carry the egg around the exhibit and while you would hold it it could sense your body heat. With this information we would be able to get the egg to 'hatch' after a certain period of time whilst it was in contact with someone.

This idea eventually became too hard to realise. Creating an object that you could carry was already hard enough, but the heat sensor thing just didn't work.

So we changed the idea. The egg became stationary and we wanted to try and incorporate touch in another way. So what we did is that we created a static field that could sense the distance of someone by the change in electrical particles when someone entered the field.
By doing this we created an object that would react to you coming closer and it would trigger another reaction when it was touched. We called it the Shy Egg because it would get scared if you got closer, but when you would touch it, it would start twitching and made a sound.
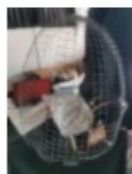
Teamwork
This week we had really clear roles for the different members. We had someone who worked on the aesthetic, one who worked on the light and interaction and one who worked on sound and feeling.
But we all tried helping each other with the different parts of the process.

My Role
I was in charge of creating the sound and feeling. This I did with an arduino motor which didn't really work out in the end. The motor was too strong which caused some problems, so we switched over to a smaller and more controlled option afterwards.

Technique
I learned more about Arduino and electrical circuits which might help me with other projects later on. It is still really difficult, but I do somewhat understand how the different parts come together now.

What went well
By constantly working and iterating on the idea we had, we eventually were able to create something that was pretty cool. We all helped with thinking about how we were going to get things working and were constantly shifting the idea around to get it t work with how things were going. So the team was very flexible in that regard.

Could have gone better
We switched the idea around a lot, this was because things kept on not working out as we hoped it would. So the focus of the project kept shifting which sometimes cause some confusion within the group, but I think we handled it pretty well.

Takiyasha the witch and the skeleton spectre

With this project we decided we wanted to focus on creating a product that could help create interest for the stories of the art pieces within museums. So, we created a situation where the story would actively be told, just like you would read a children's picture book. You would jump into the painting and a narrator would tell you the story of the painting you just entered.

By doing this we hope to create more interest for the stories behind certain works of art since the only information you would normally see is what is written on the plaques besides the works and a lot of people completely skip these plaques and miss a lot of information about the piece by doing so.

Teamwork
We really thought about the idea as a team. Throwing around idea's and constantly trying to figure out which way we wanted to take this project.
Eventually we had two people working on the animation and one on the sound.

My Role
I was the one that animated the main part of the video and I made the voice over.

Technique
I learned a lot about animating in AfterEffects and I also learned some more about Photoshop which was very handy. I mostly worked with the puppet tool in AfterEffects to create my animation. Because of my experience in 3D animation I already had a bit of a feel for how it worked, but using something like this in a 2D setting was a nice experience. Trying to create movements with a still image that still look somewhat organic without too much warping was a good thing to practice with.

What went well
I think that most of the animation process went very good as well as the audio creation. We worked together really well to make sure everything fit together.

Could have gone better
We could have thought about the interaction a bit more. The interaction was very bland and one dimensional. The floor wasn't a real part of the interaction, so that was something we could have thought about.
An other thing was that we kind of forgot to work in an ending to the whole thing.

Framing your emotions

During this project we had to work with 2 words and create an immersive environmental experience around them.
The words we got were the following:
Anxiety / Hypnotic
With this in mind we went ahead and started thinking about different concepts.

We talked about a variety of different subjects, that are connected the the feeling of anxiety.

One of the things was that anxiety could be caused by the fear of the unknown. Actual fear is something that you can project onto something you can hear, see or feel. But anxiety is something you can't simply place. It's something you might feel before you get scared or before you let loose of any stress you're feeling at the time.

That's an other thing we talked about, stress and panic attacks. The feeling of not being able to breath well, your hart starts pounding in your throat, you start to experience tunnel vision.

Another thing we mentioned was the feeling of being stalked, or feeling scared on the streets in general. The feeling as if someone is following you and you don't know what might happen to you.

To also think about hypnotism, we also talked about mental health, since hypnotherapy is a thing. Thinking about this brought us to the old timey visuals of hypnotists.

And around the subject of psychology we thought of the Rorschach Test. With strange visuals that are supposed to tell us more about our own personalities and feelings.

Inspiration

Process

After a long concepting phase, we finally had a vision of what we wanted to create. We would combine a lot of the different subjects we talked about during the concepting phase. The main focus of our experience would not be the anxiety itself, but the idea to relief yourself of the fear connected to your anxiety. It had to be a representation of you giving your fears a place within yourself. It's not something you have to get rid of, it is still part of you. Instead you have to learn to cope with the idea's behind your fears and know that they exist and coexist with them.

We experimented with different materials and technics. We experimented with reflections on see-through plastic sheets to see what kind of effect we could create. This not only gave us the ability to distort images, but it also caused the perspective of the projections to change when you walked through the sheets in the room.
We also used smoke to enhance the projections we would use. This added extra spacial elements to give the feeling that there is even less available space for people to walk through.
We used LEDs to simulate the neurons of a brain to give the idea that you are present within your own conscience.
The rorschachs were used to create a visual of the persons feelings, to make it something visual and something physical (which they would later be able to see hanging with the feelings of other people in a perspective where they would be looking back at their experience).

Results

Storytelling for all senses Anxiety & Hypnotic