

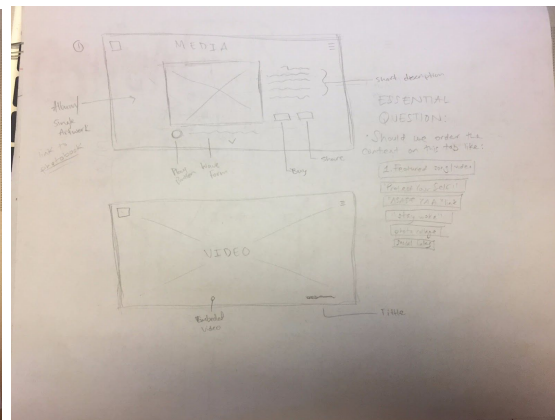
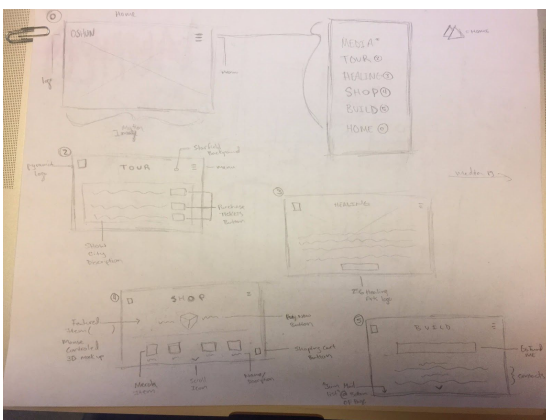
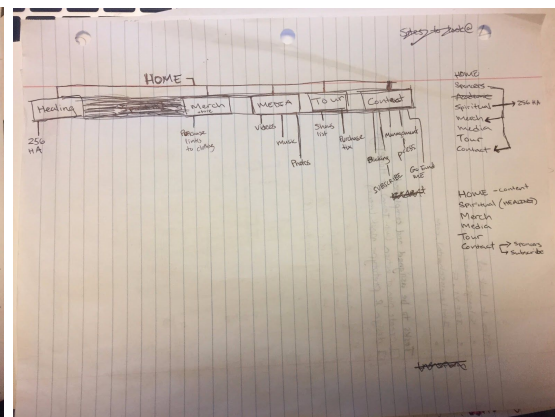
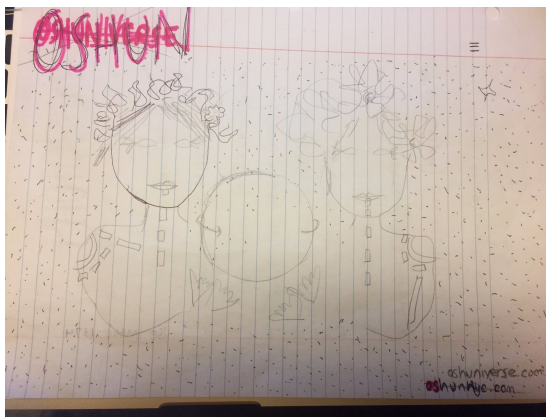
Kyleel Rolle
Creative Coding
Final project proposal
11/20



For my final project. I wanted to create something that I can use and further develop outside of the classroom. I've decided to use OSHUN, the IYA-Sol, musical duo as my muse to create an interactive website called *OSHUNIVERSE* where users can stream content, receive tour updates, purchase merchandise and connect with the artists.

As "Creative Director" for OSHUN, I act as the creative lead working with our Team of visual artists and audio engineers to manifest consistency and cohesiveness within the OSHUN brand. I manage productivity timelines, oversee the creative process, and provide guidance to the creative people working under me.

We are working toward building our content catalogue and developing a strategy for release. The first release of this season will be a song entitled 'One' packaged with a digital photo book, providing a new audio visual experience. Following the release of 'One', OSHUN will begin the relaunch campaign *Asase Yaa* which translates to Mother Earth. The inspiration behind this campaign is to bring awareness to the daunting reality of climate change and how music can play a role in reversing it. Below are some Lo Fi wireframes that I've sketched for *OSHUNIVERSE*.



In my efforts to create this site I will be using P5js, Adobe photoshop, illustrator, indesign and aftereffects. Most of the pages will be constructed in 3D space. It will also be interactive, allowing aspects of the site to be manipulated by users. For the final presentation, I will display the completed site on my laptop and/ or a projector and ask my colleagues to browse the site.

I'm fluent in Adobe suite and navigating my way through the p5js language. One thing I'd like to master through this project is working with 3D space and creating sketches with depth and dimension. I want users to feel fully immersed when they enter *OSHUNIVERSE*, almost like they're wearing virtual reality goggles.

November						
sunday	monday	tuesday	wednesday	thursday	friday	saturday
13	14	15	16	17	18	19
20	21 Develop Media Page	22 Develop Media Page	23 Develop Media Page	24 Thanks	25 giving	26 week
27 end.	28 Develop Shop Page	29 Develop Shop Page	30 Develop Shop Page			

December						
sunday	monday	tuesday	wednesday	thursday	friday	saturday
				1 Develop Build Page	2 Develop Build Page	3 Develop Healing Page
4 Develop Healing Page	5 Connect pages	6 Connect pages	7 Connect pages	8 User Testing	9 Adjustments	10 Adjustments
11 User Testing	12 User Testing	13 User Testing	14 User Testing	15 User Testing	16 Final Adjustments	17 Final Adjustments
18 Final Adjustments	19 Final Adjustments	20 Final Project due				

