

# Making of

## Logo



We zijn vertrokken van het idee dat we met "wireframes, lasers en simpele geometrische figuren" zouden werken. Dus heeft Johannes enkele schetsen gemaakt van 3D figuren zoals kubussen en pyramides, en deze naar 2D vlakken getransformeerd. De opvulling van de lijnen gebeurt volgens de kleuren van de styleguide, dit zijn primaire of secundaire kleuren die bovendien vrij fel zijn. De naam "RHYTKO" was een hersenspinsel van Florian.

(Zie ook subtitle "Branding (logo & naam)" van "Concept Documentation".pdf)

## Blog



Link: <http://nmd-at1617.tumblr.com/>

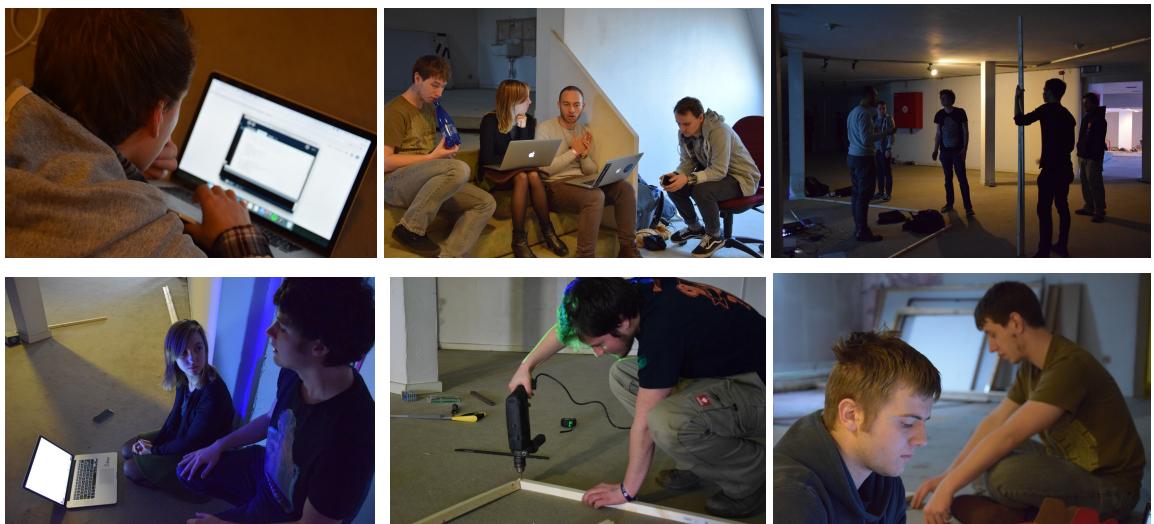
Hier kunnen wij blogposts van maken van Rhytko terugvinden met afbeeldingen en video. Blog is beheerd en gepost door Florian Giroul van de Branding Manager. Af en toe heeft Rie Kanaya meegeholpen om foto's te nemen en video's op te nemen tijdens deze project in MediaLab en in ArteNova.

## Video (edit & opgenomen door Florian)



Link: <https://www.youtube.com/watch?v=AMwRAvqPlc>

Aantal voorbeelden van sfeerbeelden (gemaakt door Rie in ArteNova)

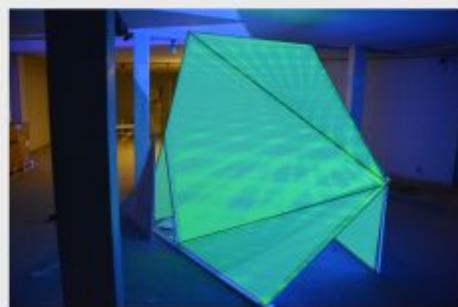
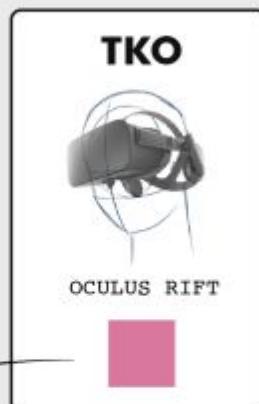
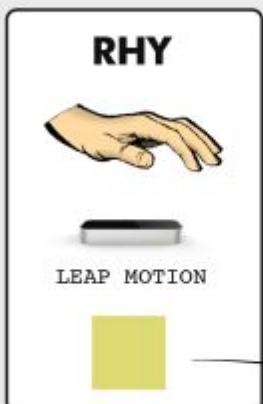


Aantal afbeelding zijn terug te vinden in subtitle "Opbouw van installatie (locatiebepaling)" van PDF document "Concept Documentation" en ook in de blog Link: <http://nmd-at1617.tumblr.com/>

Final game overview (ontwerp door Florian)

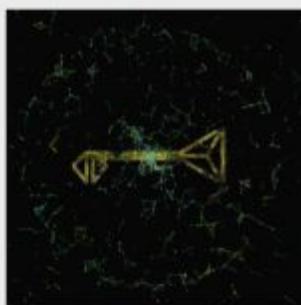
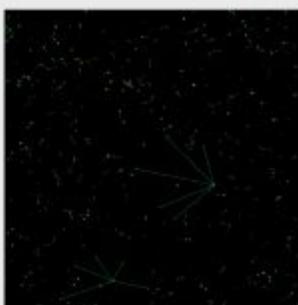
## HSB-GAME

Move around until you both match the given color!



## PROGRESS OVERVIEW

During the entire game, this visual is displayed.  
The circle shrinks every time a subgame is unlocked.  
At the very end, the player must swipe all the particles  
away, before the circle finally explodes and shows a key!



## SENTENCE GAME

Try to reformulate the sentence correctly together!

### RHY



Push conductive paint button



Color displayed according to push

### TKO



Corresponding word is triggered



Word gets added to end of the sentence

God bless each and every one  
of your master's fat sheep.

## WORM TOOL

Point out objects to your partner using gestures,  
or maybe write out a message in the air!

### RHY



LEAP MOTION



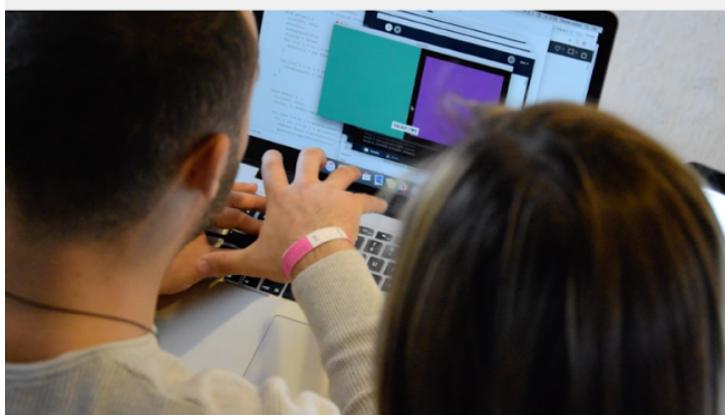
### TKO



OCULUS RIFT

## Project Overview (ontworpt door Florian & foto assistant Rie)

### Team Leap



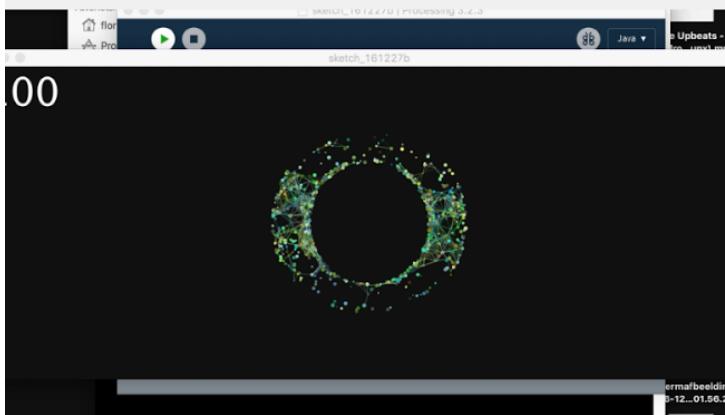
### HSB

Unlock tips by matching the right color to the left one. Leap XYZ gestures are mapped to HSB values



### Worm

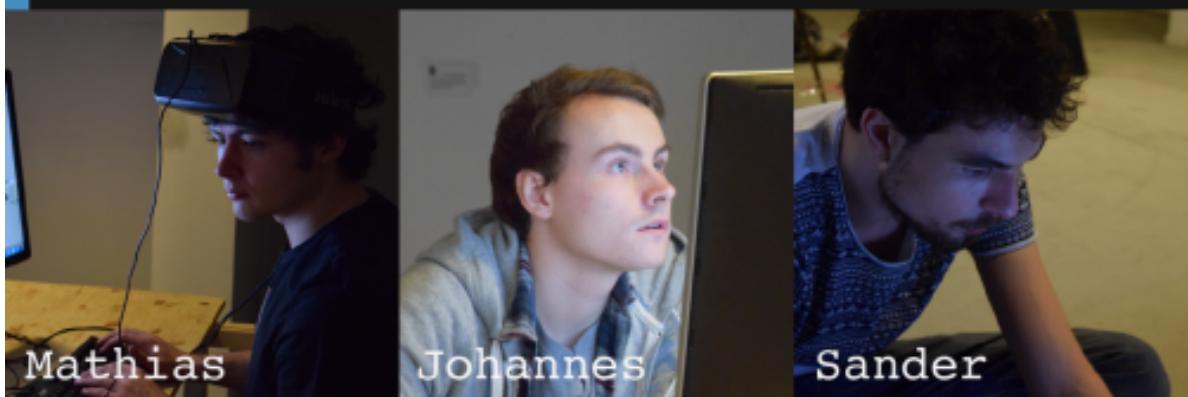
Help or confuse the other player by pointing out (wrong) things using gestures



### Key

This visual constantly shows the player's progress throughout the entire game

## Team HMD



### Environment

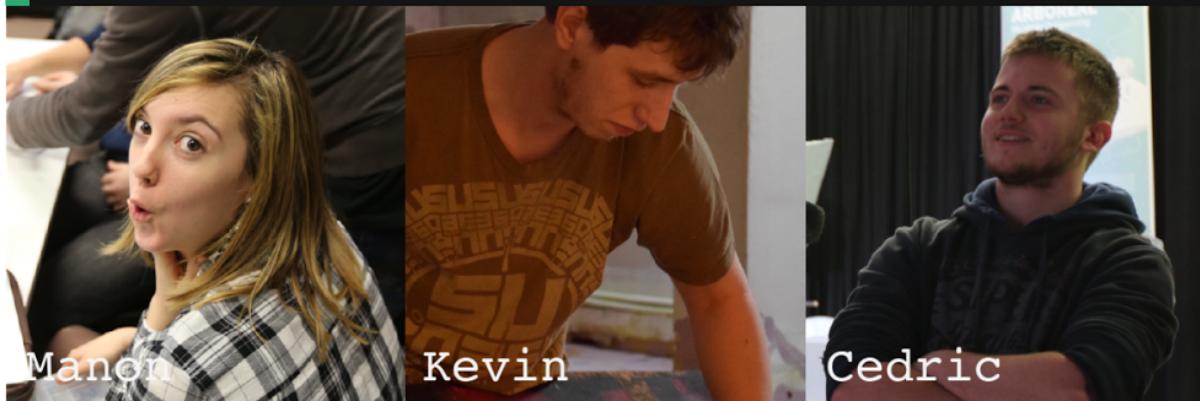
Understanding how Oculus works in Unity + Messing around with particles and OSC



### Overall Help

Team HMD are an important source of information for other teams who also make use of VR in their projects

# Team Makey



Manon

Kevin

Cedric



Tile

When stepping on some of the sensitive tiles, glitch effects are triggered on the other player's display



Wall

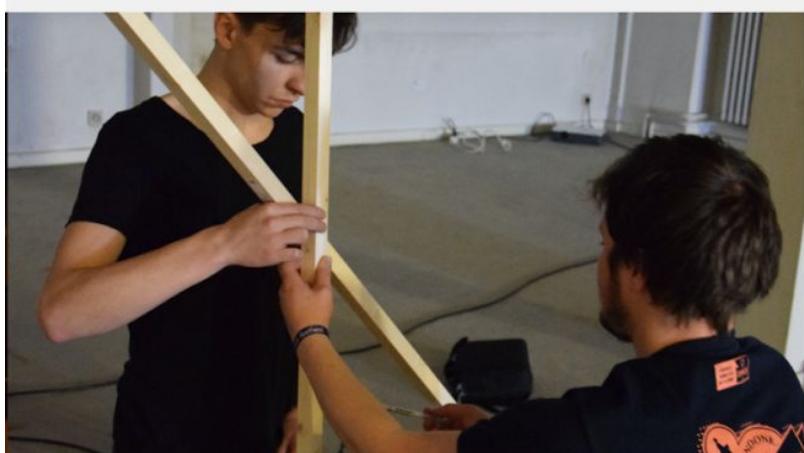
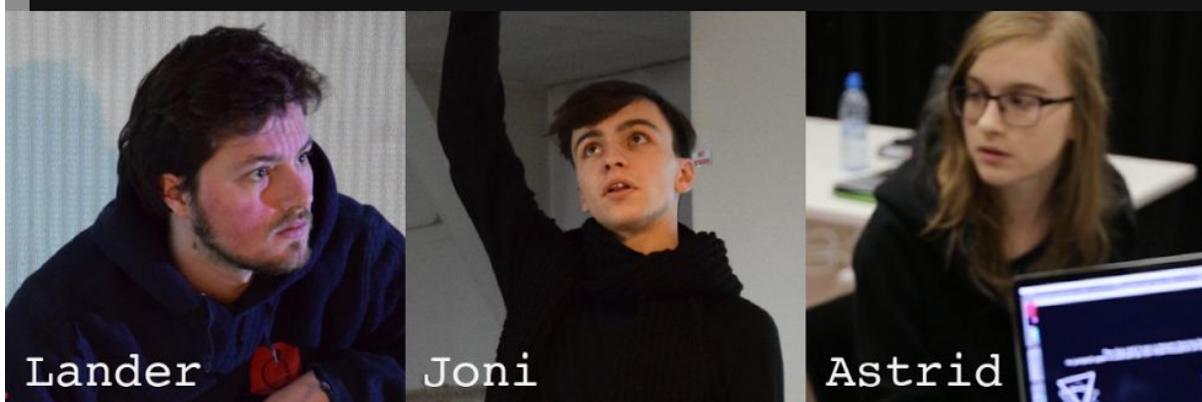
An interactive game using bare conductive paint. Make the right connections using your body!



## Words

Make full sentences by triggering the right words when they scroll by, using MakeyMakey

## Team Visuals



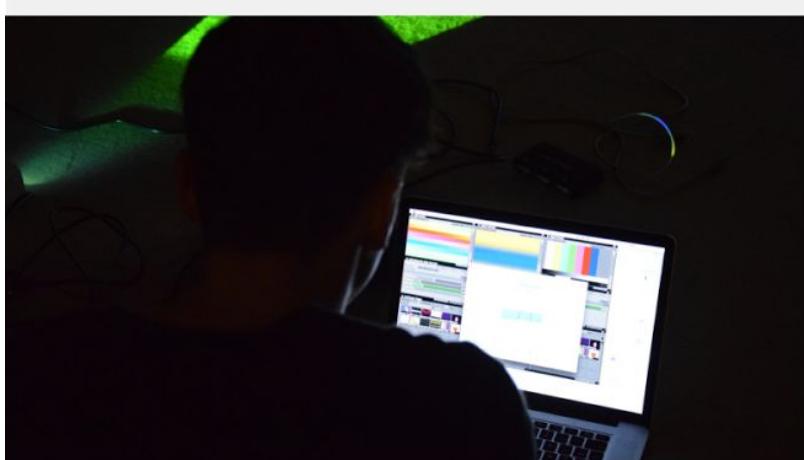
### Setup Space

Building the entire projection room from start to finish



### Projection

Projection of all the visuals on the paper walls, using VDMX



### Switch Effects

When triggered by other games, the projected walls virtually switch places!

\*Samen gezet en gestyled volgens style guide van Johannes Schreurs van Art Director door Rie Kanaya van Communication Manager