Competitive Analysis:

<https://www.youtube.com/watch?v=reICAzG7SW0>

Interactive Exhibit at the Moma where bystanders would stand on a box and the program would add components such as animations, hair and spikes. What I will find the most compelling from this example is how the movement of the user will inspire different types of animations. This is especially what I want to include. What I didn’t like about the example is how random the animations were. My project will have a few key movements, with each movement mapping to a specific animation. Another thing I won’t be copying is how after the each movement is done that the animation returns to the silhouette on the screen, I want to implement a specific movement to quit each animation once the user is done.

<http://www.creativeapplications.net/processing/kinect-physics-tutorial-for-processing/>

Person managed to extract silhouettes from the data given to the kinect and then displayed the images differently depending on the setting. What I want to implement is the technology of how to grab the information from the kinect and putting the silhouette of the user onto the display. What I am going to be differently is not modifying the color scheme of the silhouette and just have the display have a black silhouette.

<https://www.youtube.com/watch?v=IMlbRVgOU8w>

Person made a game using a webcam and depending on the User’s movements, the game would either up the score or end the game. The key features I will focus on is how the user will interact with the environment around them and be able to play a game. After I get the animations down, I want to implement a game over the animations. More specifically with the cloud animation, I want to make the user’s silhouette go up and down the canvas depending on the angle of the the user’s head and the user will have to collect items with their movements in order to get a higher score. What I will make different is have the silhouette of the person on the screen and the background be different.

<https://www.youtube.com/watch?v=y-lOAoWcAV8>

Camille Utterback makes interactive projector art where she modifies the images shown depending on people’s movements. I like aspects where she modifies the actual movements but my project will show the user on the images and allow them to interact directly with the people. I also don’t like how stationary the images are.

Flappy Bird

These games/ animation with the game will take inspiration from flappy bird but without the pipes. The user will have to collect items on the screen and the score of the user will depend on how many of these items are collected. There will also be birds flying and if the user is overlapped with a bird they will either lose a life or the game will end. The background will also be a loop of the animation. The user’s movements will also not be based on taps on the screen, it will depend on how far up or down the angle between their body and head.