

# CONCEPT

This project will make use of the *Leap Motion* controller. The premise of the project will consist of a collection of small often abstract interactive instances that slowly get randomly changed as the program runs. One instance for example will be a 3D figure whose eyes follow the player's gestures as their hands move around the air in front of the screen via the *Leap Motion* controller. Other instances will include different distortion effects that get added to a video depending on gestural moments of the user, and primitive shapes whose vertices can be distorted based on the actions the viewer makes. The program will every thirty seconds or so switch between these instances. This project would essentially be a collection of small interactive scenarios. The idea is that the pool of these interactive scenarios would be large enough that it would be intriguing to find out what is coming up next.

# RESEARCH

### Tools

- \* *Leap Motion Processing Library*: <https://github.com/nok/leap-motion-processing>
- \* *Tutorial for loading 3D Obj files into Processing* <https://www.youtube.com/watch?v=6VSaneuiaWs> (this will be used to load 3D models for faces etc)

### Inspirations

Inspired by games like WarioWare that are essentially a collection of small mini games that get cycled through based on time. Only this project is more interactive experiences without a winning goal or objective.

### Examples of Iteration with Processing Leap Motion:

- \* <https://www.youtube.com/watch?v=J2bO8ns-eSo>
- \* <https://vimeo.com/60172427>

### Visual Style

The project will consist of a very simplistic style -- opting for less colour, black and white video, and simple shapes in most cases.



# EXECUTION

The first step is to concretely plan out exactly what each interactive scenario will entail. So far I have the 3D face, the distortion of the video, and the abstraction of shapes. I will think of ways I can alter each of these scenarios to create very different scenarios while keeping similar programmatic work. This will ensure the work is kept to a manageable level.

