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CART 353

Concept Generation: 50 Ideas

1. Side scrolling experience where character is walking through an urban environment, with procedurally generated and randomly occurring events. The experience is called "Dérive" -- <https://en.wikipedia.org/wiki/D%C3%A9rive>
2. VR experience where you are in a dark room and you always hear voices behind you. When you turn to face the voices, they change their location to be behind you again.
3. Twitter scanner that pairs two tweets with opposing temperaments together. E.g. one motivational & happy and one very aggressive and full of profanity.
4. Installation with very clear high resolution digital photograph framed on a wall, sensors detect a viewer's position. As the viewer gets closer to examine the photo, the image gets blurry and or smaller, when they step back it becomes in focus again.
5. Using leap motion with Processing you can smudge images of paintings. High def image of painting is on TV screen/monitor, if a viewer waves their hand in front of the painting the image will get smudged.
6. VR project that works with leap motion where you can play with physics of different objects in an abstract environment.
7. 3D face with mapped skin texture that gets distorted based on input from the user's microphone. Parts of the face will bulge out based on the volume or FFT values inputted.
8. Particle simulator using Processing's Google Cardboard android mode which reacts to head motion.
9. Virtual abstract environment that is reactive to audio from microphone. Works with Processing's Google Cardboard Android mode.
10. Application that pulls random images from google street view and distorts them through analyzing live input from the user's microphone.
11. Program that generates 3D abstract shape based on the current weather and temperature trends in the coming weeks.
12. Program that adjusts hue of video you put into it based on music file or microphone audio. (so in a sense it is automatically creating a custom music video for a song)

13. A character walking through a procedurally generated side scrolling desert. Sprites painted in water color and scanned into computer – mixing natural and digital media.
14. Program that pulls small one second clips from random YouTube videos with less than 500 views and compiles them into a montage.
15. Sculptures illuminated by LED light, the color of the lights gets altered based on viewers positions in the space.
16. Hanging lights that change colour based on movement of the light fixtures working with Processing.
17. VR experience with text slightly out of view, as you move your head to read the text it re-adjusts to odd spots making it difficult to read.
18. Compile live webcams (e.g. ski resorts, CCTV streams, bird nest streams) project them in a VR space so the user can look around and view them in different ways.
19. Webcam that has sensors and follows a viewer so that it is always pointing at them.
20. Bar code generator that randomly generates a bar code based on a random persons Facebook URL.
21. Animation that gets played when a user presses and holds a specified combination of keys in a sort of 'quick-time event'. The animation begins to rewind if the user fails to hold keys in time.
22. 3D sphere that gets more and more distorted based on live data inputted from an earthquake stream (<http://quakes.globalincidentmap.com/>).
23. Something like this where actual objects can be controlled from a remote location.
<http://www.drivemeinsane.com/>
24. Editing classic Renaissance paintings so that the eyes of the figures in the image will track to follow viewer's locations.
25. Particle field where you can grab and brush around particles using your hands with leap motion.
26. Using leap motion to very carefully diffuse a bomb, requires a steady hand (like game *Operation*)
27. A Jenga style game but with different and more interesting shapes.
28. Sound synthesizer board to make music with
29. Visualize constantly updating world population with 2d or 3d structure that grow and develop as the population is counted
30. Use google analytics to map popular search terms based on countries and create 3D objects from the findings.
31. First or third person shooter where gun malfunctions and bullets will not hit opponents no matter what.

32. A detailed collection of stylized animations that react to mouse movements. E.g. people in a crowd turning their heads in the direction of the moving cursor.
33. A program that lets you set parameters for the creation of a planet then you can watch life (or lack of life) come to be.
34. A platform running game where you must clap or make a noise to jump across ledges.
35. A top down time travel adventure game.
36. A multiplayer game where players take turns putting a beat down on a loop from an assortment of different drums and sounds until they have a song.
37. A multiplayer experience where players take turns drawing a piece of an artwork. Each player has a certain quantity of 'ink' at the start of each turn.
38. Side scrolling zombie game where the player plays as a zombie trying to evade humans.
39. Horror game in VR where player navigates dark environments.
40. Projection on the floor of a room. Uses a sensor (maybe Kinect) to affect the project image as people walk over projection.
41. AI connected to Facebook which learns about you over time
42. Program that creates cuts in a film based on sound information to sort of generate a music video
43. Assortment of multiplayer 'mini games' that happen quickly in sequence one after the other. Which ever player wins the most games is victorious (simple games like pong and snake)
44. A user inputs their full name and a (glitchy) 3D face is generated based on the first page of google image results.
45. Using location of computer to create a sort of network of imagery as it travels.
46. Creating generative sounds based on qualities of images randomly drawn from Google street view
47. Program where you input two images and it swaps their most prevalent color from one to the other. E.g. changing all the blues to reds in one picture and all the reds to blues in the other.
48. The more sounds you make the more complicated the 3d model gets. (starting with a sphere for instance)
49. Webcam program that replaces faces with the 'transparent' checker photoshop effect
50. Installation that looks like a mirror but transmits a very pixelated image of the viewer inside.

