

ART22 FINAL PROJECT PROPOSAL

TITLE: N/A ARTIST: Annette Lee

DESCRIPTION

This project is going off of what I created for Assignment #7 where we created our own 3D scene.

In Assignment #7, I placed a .obj file of Mario in the middle of a cube which depicted a club environment. Once you enter the “club” cube, you see Mario standing in the middle of the cube by himself with rainbow disco lights and color changes throughout the whole scene (faces of the cube’s interior and the surface of the Mario figure).

For this final project, I am using the same idea of “Mario clubbing” but making it a lot more interactive. You will no longer be watching Mario club (as seen in Assignment #7) but YOU will be Mario. Mario’s whereabouts can be controlled by you whether he is going to the bar to get some drinks, bumping into strangers and talking to them, or sitting down at a table to relax.

CODE CONCEPTS

The code will largely rely on Processing 3D to generate the 3D scene. And I will either be designing my own 3D objects through blender or be downloading .obj files online, or a combination between the two.

I will be programming either the W, A, S, D keys or the arrow keys to navigate Mario around the club. If he walks into a person on the dance floor (middle of the club), a text will display. If he walks to the bar, a text will also display. And if he walks to the seating area, a text will display again. Once Mario (or you) leave and are no longer touching the item (person, bar, seats), the text disappears.

I will also be keeping the light changes whether that be the disco lights (using particle classes) or the general color (using ambient lighting) as seen in Assignment #7. Additionally, I will use Minim to play music.

So this project will be heavily reliant on 3D coding as well as if statements which cause texts to display.

CHALLENGES

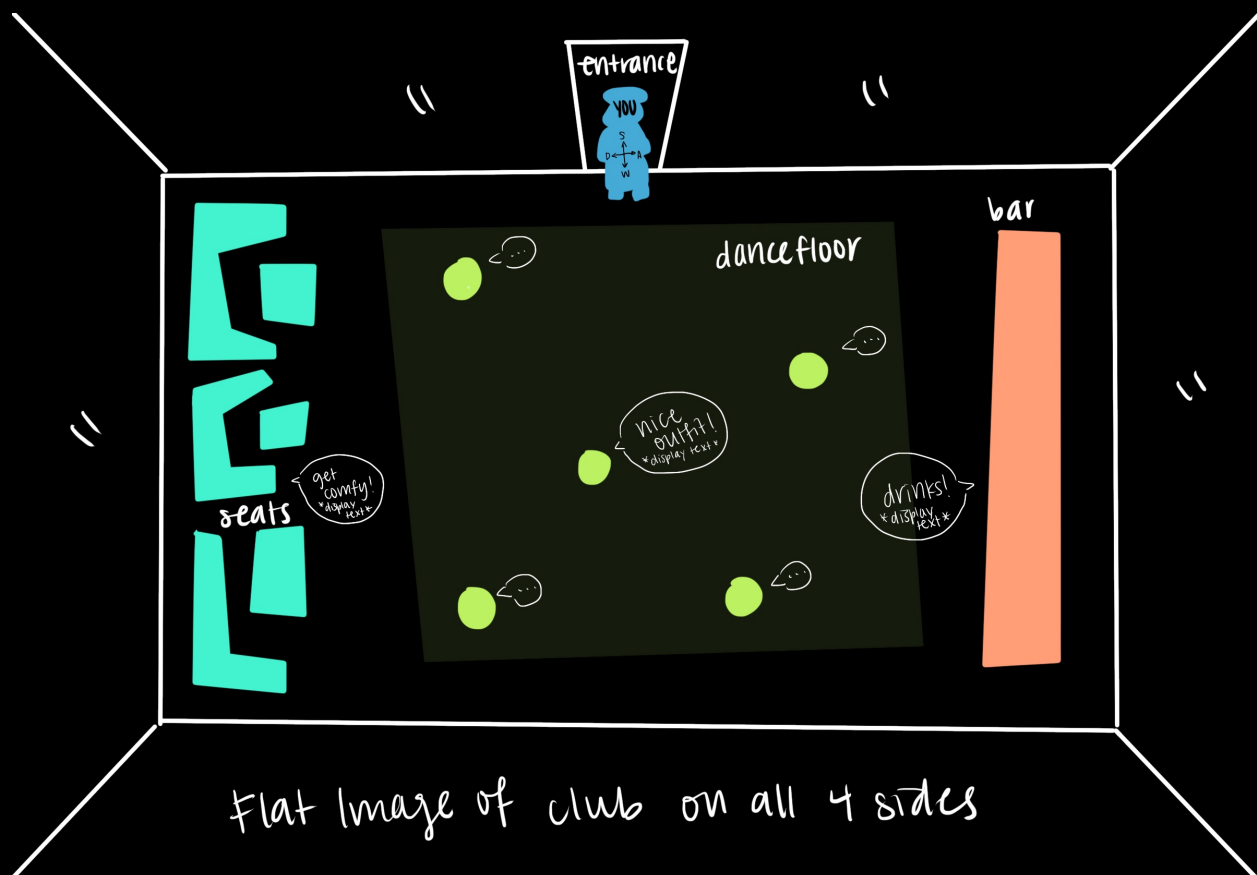
I can see myself running into many challenges as I can see that a lot of my classmates have a lot more coding experience than I do, and the fact that I worry this project is too ambitious.

I have never worked with 3D objects aside from the rotation codes and PeasyCam, so I would have to figure out how to move Mario around. Also, I will definitely struggle with making sure all the 3D objects are placed in the right places and making sure the texts will be displayed when Mario approaches a certain boundary (the people, bar, seats).

I am most worried about creating my own 3D objects and making sure every object is in the right place, but hopefully Mark or Weidi can help me with this once I meet with them.

SKETCH/AESTHETIC DESCRIPTION

Viewing the club design/layout from bird's-eye view



Flat Image of club on all 4 sides

Possible text ideas:

- Seats:
 - “Get comfy!”
 - “Lemme take a little break from dancing”
- People:
 - “Nice outfit!”
 - “Hi, I’m Mario”
- Bar:
 - “Drinks!”
 - “Shots! Shots! Shots!”

IDEAS FOR DIGITAL EXHIBITION

Since my project relies on user interactivity, I think that the only way to exhibit my project is through the Processing sketch, whether that be:

- The actual Processing file and launching it
- The Processing file embedded onto some type of webpage
- Or if there are other ways to keep the user interactivity aspect that I am unaware of