

# Final Project Proposal

Wednesday, May 20, 2020

10:14 AM

Title:

## Description of the work:

This work will be a combination of still photographs of my fellow classmates work, rendering them in a movie. This movie is a public gallery setting. This will highlight each student's creativity in a public setting, even though we are forced to an on-line education format. Music will be playing throughout the show, I will use lighting to shine on the student work, I will match the light color within the students works. I will create objects to wrap the images around as a 3-D model.

- a. A walk through a public space, a gallery focusing student work, a piece of real world non-Covid normalcy.
- b. I am giving my classmates the acknowledgment they deserve and to be proud considering our circumstances we are dealing with today. We overcame the challenges of on-line course

My code will implement the importance of being in art gallery. I will show case all the wonderful creative achievement we students have overcome. It is a way to ignite the feeling of engaging with a public environment, rather than a zoom platform, and to see the value of creative processes of each individual. Seeing each other's artwork in a gallery setting ,give us a sense of achievement. It can evoke emotions and feelings, help make sense of the world we live, in. I think also that it ensures understanding and appreciation for others, fosters dialog, curiosity and self-reflection. I want every individual to feel proud of themselves and how programing language is another skill to create beautiful art.

## Code concepts to be utilized, Challenges I probably will encounter:

The code will rely on PeasyCam, video, and Minim libraries. I will generate tabs for each area of the code that will have a specific function. I will import audio, video (2), and images used in my code. I will create shapes to wrap images around them, as a 3-D object. I will have to use P3D rendering to use this feature. I will toggle arrow buttons to navigate through a scene. I will be using conditionals to place images over video's art (overlay). I will create a looping function to loop the song, and maybe some type of motion effect. I will choose a color from the students' work and use that color as a spotlight or pointlight, shining down on their own work.

I will set the main video (gallery) as my background so it may not affect the draw() function. I will create rectangles and square shapes used to 'stamp or paste' student artwork in, onto the video. I will record myself speaking to the class and congratulating them on their success and welcome them to the Gallery. I will notify them to Press a Key to Pause a frame to they may look at the displays longer to screenshot a photo of art works.

The challenges I will face is trying to figure out how to overlay photos onto a moving movie. How to create objects 3-D rendering on a moving movie. How can I navigate by pressing arrow keys through a movie I uploaded from the web. Can I create a 'world' to navigate through to make it look like I'm navigating through the movie? My other concern is not having enough students sending me images of their work.

normalcy.

Code concepts to be utilized, Challenges I probably will encounter:

Sketch or aesthetic description of work:



Song in  
this drawing  
Room







Wrap  
Image  
onto coat  
shape

