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Final Project: “Rainman”

Final Brief Description

"Rainman" is an early-stage prototype that plays with perspective, interaction, and a bit of weirdness. The setup includes a fisheye peephole, a computer screen, an ESP32 microcontroller, and two potentiometers. Users control the potentiometers to change the temperature of a stickman’s shower, which affects the color and behavior of a particle system on screen.

Right now, the peephole isn’t built into a full enclosure, instead, it's mounted directly in front of the screen. A black tarp (repurposed garbage bag) covers the rest of the display to hide the computer’s form and give the piece a more experimental, makeshift feel. The goal is to create the sense that you’ve stumbled across a half-finished machine in someone’s strange little lab.

Materials: PLA filament, door peephole, laptop, ESP32 microcontroller, two potentiometers, wiring, paper, and a garbage bag.

Pictures down below: