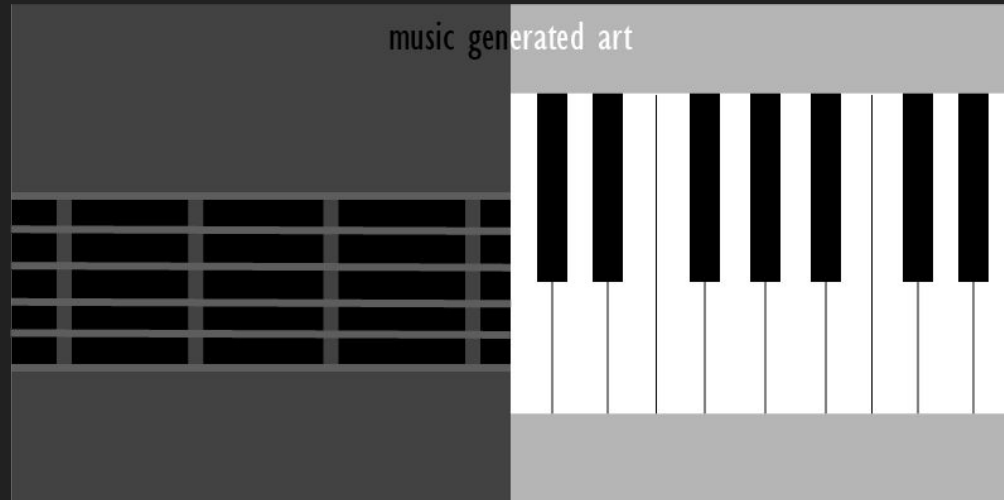# RoundTable Presentation

Ariana Bennett

IDEA #1 : MUSIC(CHORD) GENERATED ART

- Users presented with instrument choices
- Then, they select notes
- Based on the first note they selected, other notes are highlighted as choices
- From all these choices one chord is created & stored as a value

ART GENERATION

- Four main types of chords: Minor, Major, Augmented, Diminished
- Depend on number of half-steps from chord root, so can be calculated mathematically
- Each has a different "feeling" we given to it simplified here as:
  - Major = "happy", bright, stable
  - Minor = more sad, moody
  - Etc.
- Art generated based on this mood with certain colors & effects, different speeds
- Google Magenta,

IDEA #2: INTERACTIVE STORY

- A scrolling story of a character's journey home
- A story is told through not only text, but the movement, positioning, color, etc of the text itself
- Additionally, the user controls the character with a mouse, decisions are made based on this position
- Interactivity solving task to proceed story, choices can be made that change outcomes
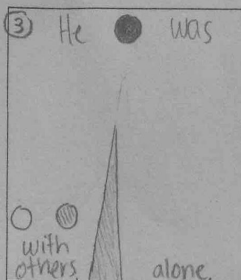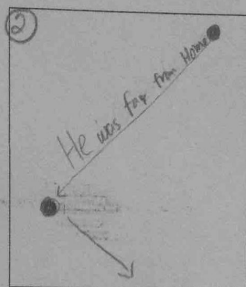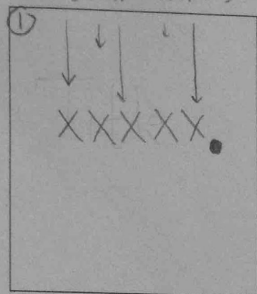
Example Scenes
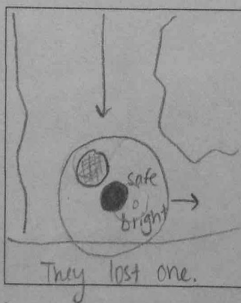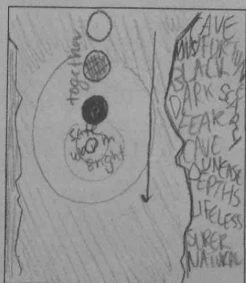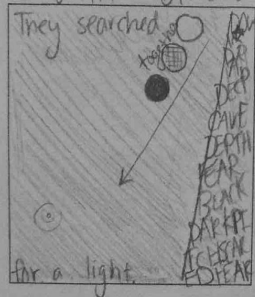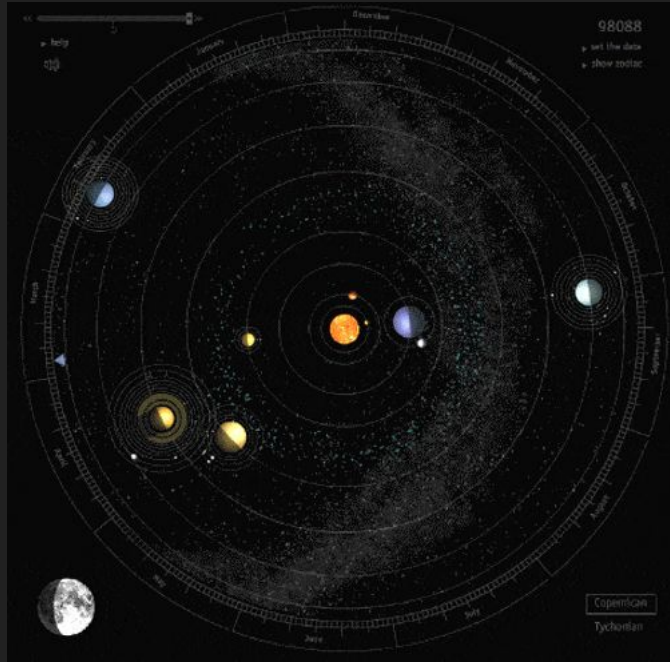
IDEA #3: PLANETS

- An interactive animation of planets & their Roman Gods
- (Inspiration: The Planets (Orchestral Suite by Holst)
  - Based on Mythology & Astrology
  - Astrological character associated with each planet - ideas & emotions associated with each
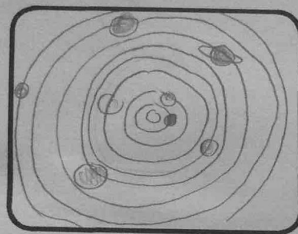- Each planet has its own animation & type of interactivity

BACKGROUND

Dynamic diagrams

ROMAN GODS

- Mars - War & Military Power, Shield & Spear
- Venus - Peace, love, beauty
- Mercury - Messenger, poetry, commerce
- Neptune - Sea, Mystic, Trident etc
- Jupiter - Sky, Thunder, King, Power
- Saturn - Generation(time), wealth, liberation,
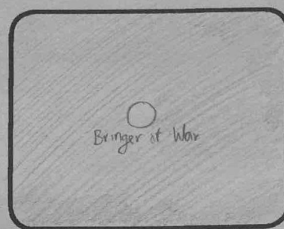- Uranus - Creator of Sky,
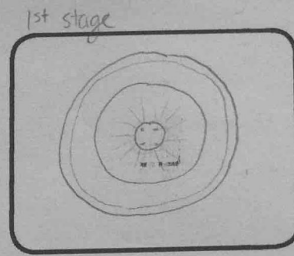- Pluto - Death, Underworld

Example: Mars

Opening - 1 by 1
the 8 planets orbiting the sun appear on screen - varying speeds
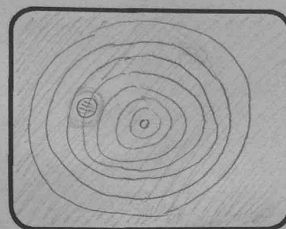
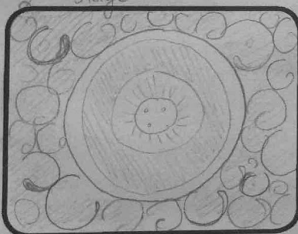**rolling over 1**
planet highlights it, slows down speed

Mars - "Bringer of War"
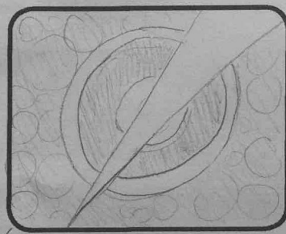planet moves to screen center & everything else fades

Circle formation in center represents his shield
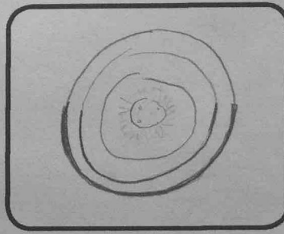pulsates to a "beat" - the marching of battle

1st stage
war → peace
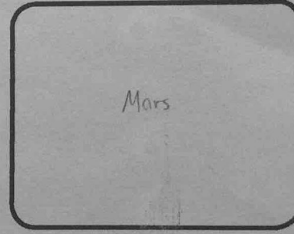mars is still shown in center of shield

2nd stage

flashing background of orange, red, black pulsating continues, rotation reps, turning gears of war

jagged lines across screen represent his spear, violent stabbing

all movement slows down, (war for peace & stability), colors brighten

**at the end of each** animation, fade out to name on screen, then rtn to solar system interface

Mars

interaction:
mousepos determines intensity of the beat, speed of rotation.
Clicking spawns spear.

Name:

IDEA #4: ISSUE: HUMAN IMPACT

- A piece on humans impact on the planet Earth
- Series of animations starting from single-celled organisms, flowing into the preceding stages of life
- Single-celled → Multi-celled → Plant life → Sea life → Land life → etc.
- Each stage has different types of interactivity
- Ends with beginning of industrial revolution, & death of everything that was created over billions of years
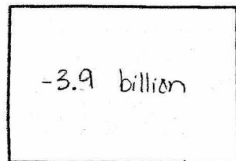
INSPIRATION, PROCESSES
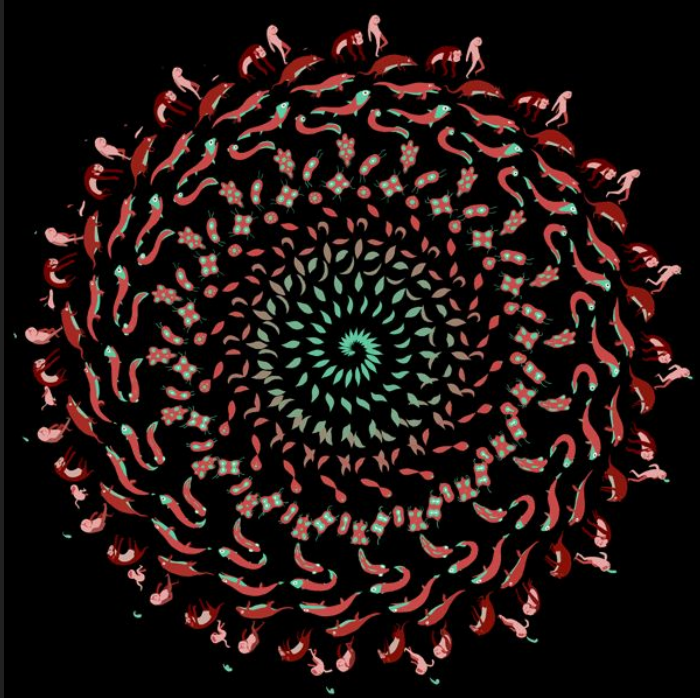
Nicholas Fong
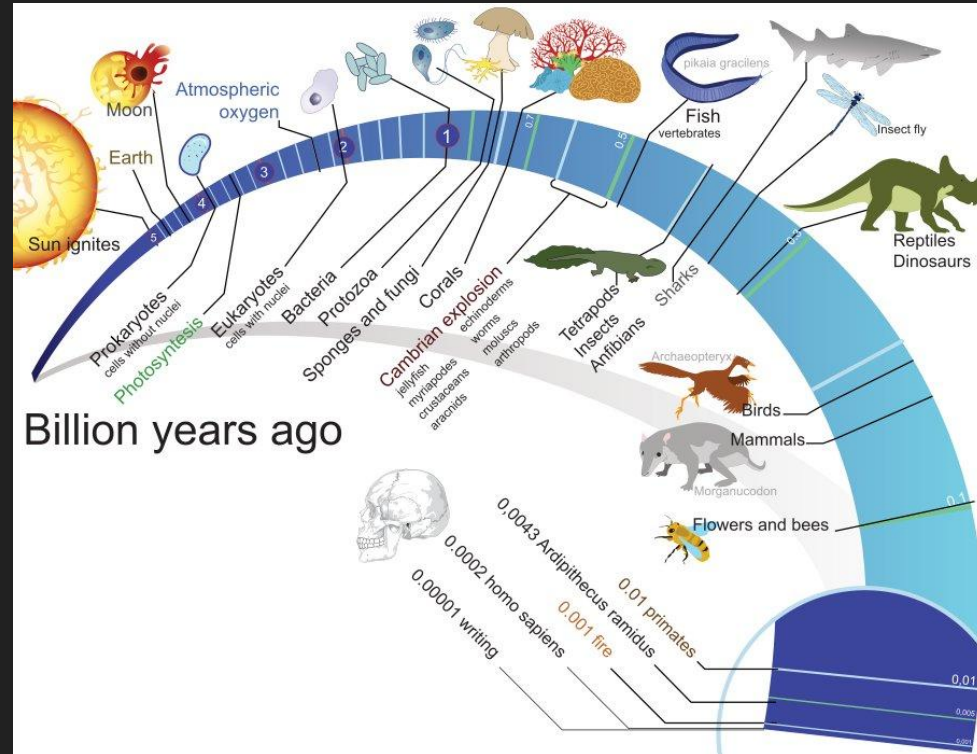
Storyboard Sketch

TITLE/SCENE: Cellular life - Today   PAGE:
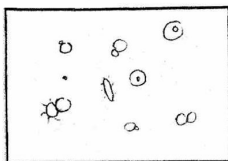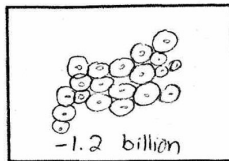
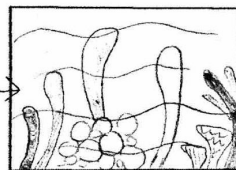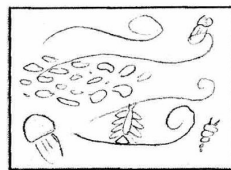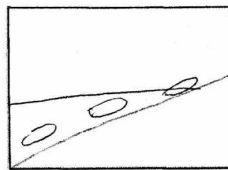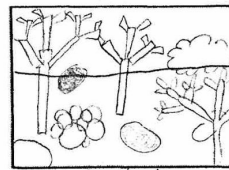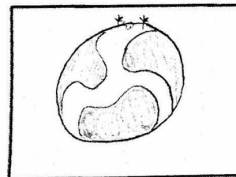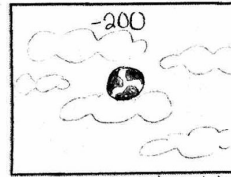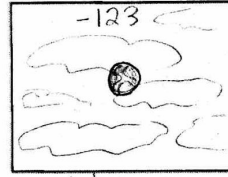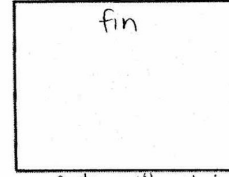|			
-3.9 billion			-1.2 billion
establishing time frame	1st stage - single cell organisms (random spawn)	move around screen for some time then they begin colliding (once mouse collides w/ another?)	then they gather into colonies = multicellular life, timestamp appears
Plant life appears, shorter scene since animal life comes soon after	Ocean life, schooling fish that follow mouse jellyfish (representations of creatures)	triangle of land moves in, water goes down life moves on land by user control	trees & plants grow rapidly, animals appear mostly abstract shapes
zoomout to globe grains	-200 the industrial revolution smog moves in, begins multiply	-123 years begin visibly counting down, earth turns grey, once years = 0, begins counting up (implies future)	fin ends with blackout of Earth
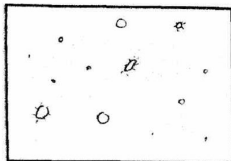
entirely vertical storytelling

NOTES: