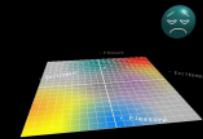


色彩缤纷的谈话

色彩与情绪的关系

the outside circle contains the positive traits, the second circle presents the six emotions, the inner circle are the negative traits, and the inner spot is depression which she has chosen as being the mixture of all negative traits, to keep it consistent, the information is also shown in table 5.



the use of colors to stimulate a certain feeling, may it be calm, aggressive, energetic, happy etc. this is done by mapping the emotional state of the agent into a color. the emotional state is represented by two values pleasure and arousal these two form the two dimensional space in which the distinctive emotions can be placed. the emotional state of the agent is a point (coordinate) on the same 2d space, and by looking at the position of this point the current corresponding color can be calculated by interpolating between the emotions on the 2d space. the end use is to use colors elicit a certain feeling in the user, how the agent uses this to his advantage is up to the agent. examples of use can be, the agents virtual body changes color (expressing his emotion), or the complete virtual world gets a change in color glow (a narrow emotional commitment), or a more physical example the lights in your house change colors (a broad emotional commitment).

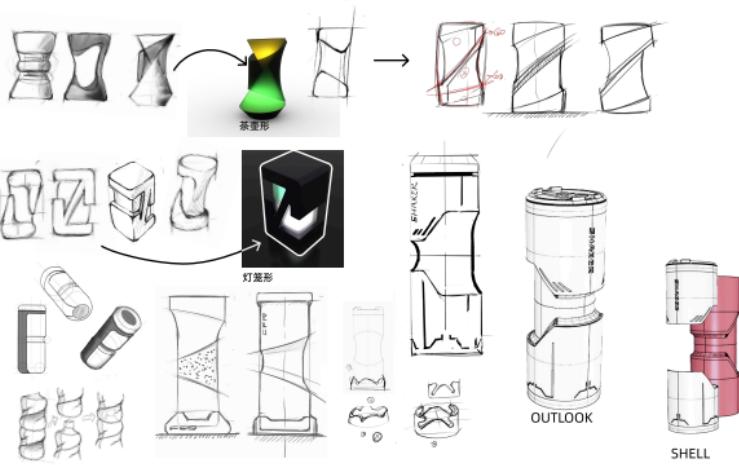
背景介绍



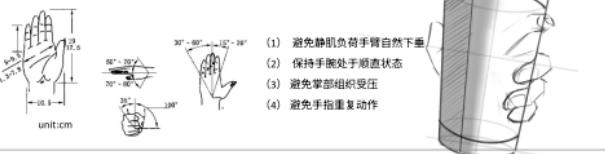
应用场景



造型设计尝试



手持物品人体工学分析



颜色混合的方式+公式



$$B(s, d) = \begin{cases} 0 & \text{if } d = 0, \\ 1 & \text{if } d \geq (1-s), \\ d/(1-s) & \text{otherwise} \end{cases}$$

$$Cr = Cs*Fs + Cd*Fd; Ar = As*Fs + Ad*Fd$$

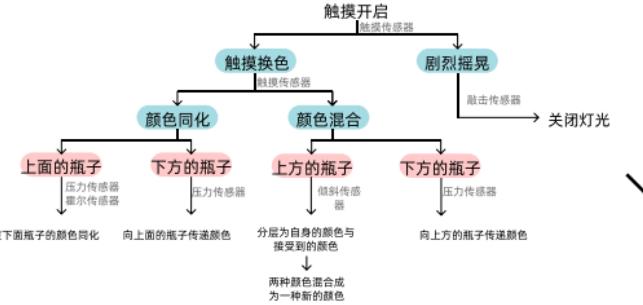
```
color1=RGB(x,y,z)
color2=RGB(x,y,z)
void(colorblend){color3=RGB(a1,b1,c1)
a=(x1+x2)*0.72,b=(y1+y2)*0.72,c=(z1+z2)*0.72
if(a>255){a=255} if(b>255){b=255} if(c>255){c=255}
else{a=255} else{b=255} else{c=255}}
```

本设计中简化了颜色混合的原理。理想设定混合系数为：
假设色光混合时将考虑alpha和能量损耗的系数设为0.72：数据越接近
1，混合白色光的程度就越低。

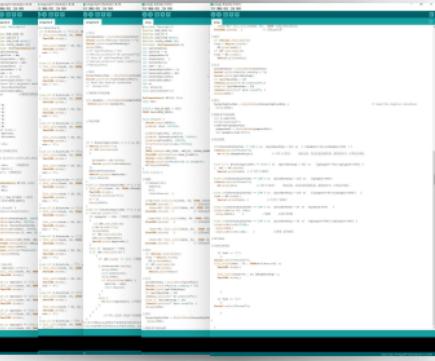
STORYBOARD



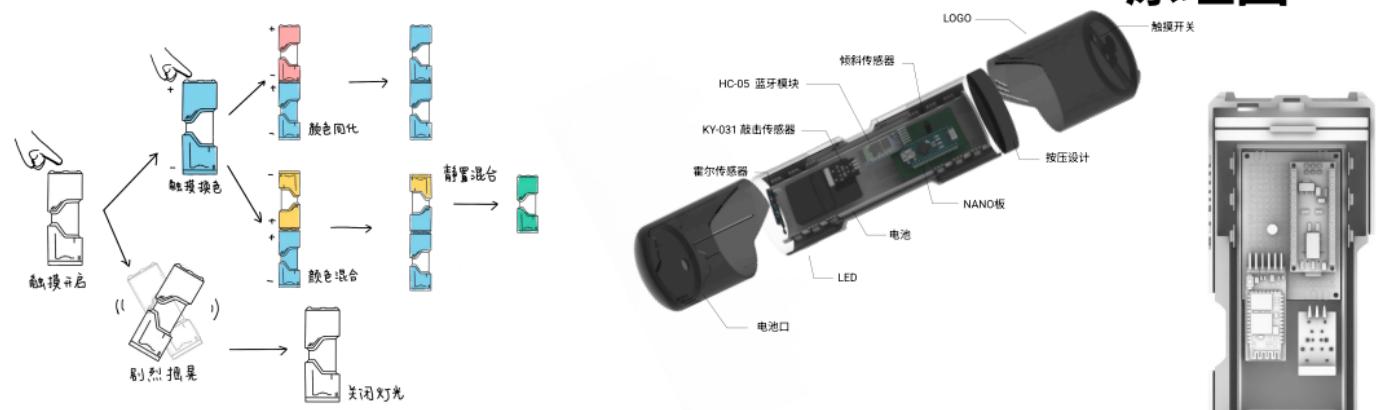
交互逻辑



coding



原理图



原型制作过程

草模



moodboard



展示视频

英文字幕已上传

[【SHAKER-智能产品开发课程作业】](#)

