Exercise 07: Progress Report

Date: Friday, November 20, 2020
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For this progress report I have made the main gallery section of my project active, with patrons moving around the gallery, the canvases are now animated (using Gifs), and the title sign of the gallery is also active and positioned at the top of the gallery scene. In addition, the canvases are now clickable and take you 'into' the appropriate sound installation with the animated canvases being GIF loops of the videos used in that installation piece. The patrons are clickable, however are only directing to a placeholder link which is back to the introduction to the gallery space, for now.

My next steps are:
- Create the 'hyperlink' dialogue narratives (3 total) that you are taken to when you click on a particular patron.
- Create a 'ZOOM IN' effect that precedes the entrance into the interactive dialogue. Will activate when the user clicks the patron(s) of their choice.
- Create a timer function for each interactive piece that restrains your time in each virtual sound installation- you will be taken back to the gallery space once the timer runs out.
- Create more 'lifelike' movement to patron's animation and have them move in a larger route around the gallery space (not just to specific assigned locations). Include pauses.
- Create the third and final audiovisual virtual sound installation that will be a generative piece that utilizes classes, as I need to work on this aspect from the course in particular.

The timer functions will be set in a number of states that decrease in time increments. The states change as the user engages in dialogue with the patrons that have trans and non-binary microaggressions throughout the virtual patron's interaction. The idea here is that the user experiences how microaggressions affect the livelihood and mental health of a trans and non-binary individual, by way of having their own ability to engage with a creative medium hindered.

In the hyperlink dialogues, the user's camera is accessed, and they will see themselves facing the patron whom they are 'speaking with' – that patron will still have their back to the 'real-life' screen as they are in the gallery. The user will be given a number of links pertaining to a choice of response to the patron(s) and when a microaggression is expressed by the virtual patron, the timer state for the next sound installation interaction (for the user) will be decreased.

The project has been streamlined to focus on the most important elements that express my core concept for this project (and within my abilities during this difficult semester).