

## SOURCE

### DIGITAL INTERVENTION PROPOSAL

To be completed by **5th October 2020** and emailed to [rachel@signalfilmmedia.co.uk](mailto:rachel@signalfilmmedia.co.uk)

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ARTIST NAME: **Chris Dennett**

THEME: **Making and Repairing**

VENUE: **Windermere Jetty: Museum of Boats, Steam and Stories**

Please outline what you intend to make/do and what the concept of your idea is. *Include how it may fit in with existing collections and which audience it is for. You can include diagrams/pictures to help you explain.*

I'll be making an online game that's generated using handmade artwork by its users. This picks up on the "making" part of the theme. In the game you'll play a Tizzie Whizie skimming over Windermere dodging boats, islands and legends to collect as many stories as you can.



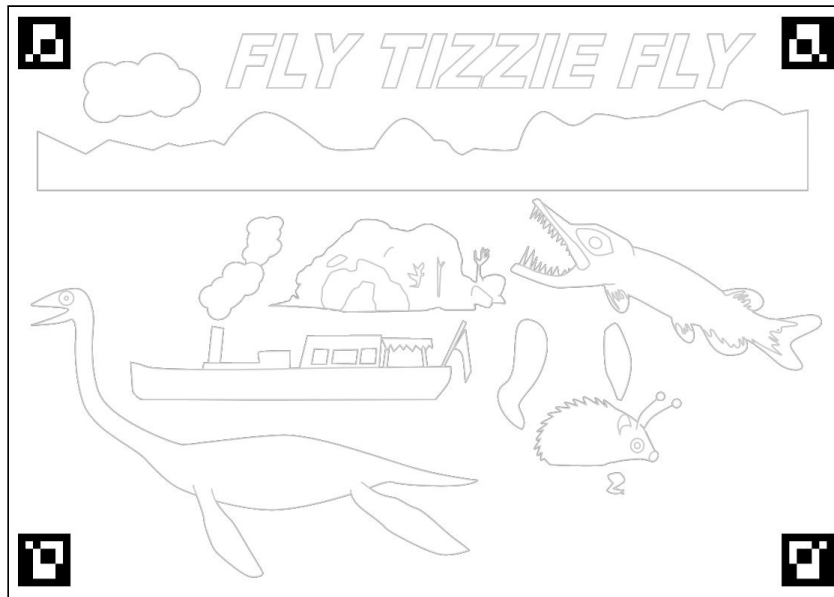
*Postcard of the Tizzie Whizie at the museum*

My goal is to introduce the boats and stories of Windermere in a way that's more palatable for those who'll play on their phone rather than read the information boards in museums.

Primarily aimed at families and kids, I want to offer the chance to move from the trance-like consumption of mobile gaming to being creative and experimental with games.

I want the experience to go like this for people::

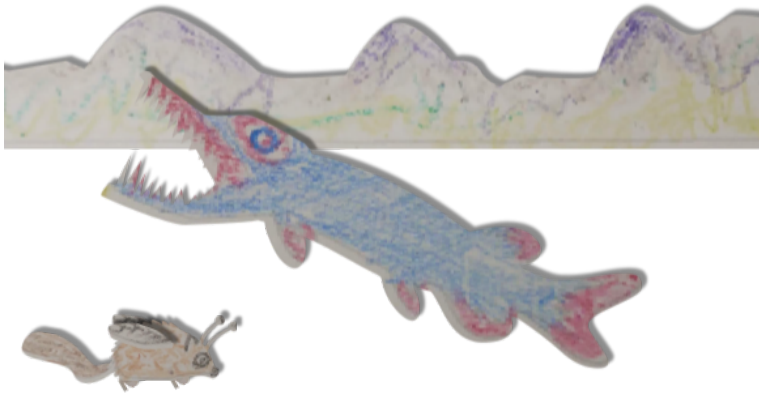
1. They print a game template from the website. It'll be something like this:



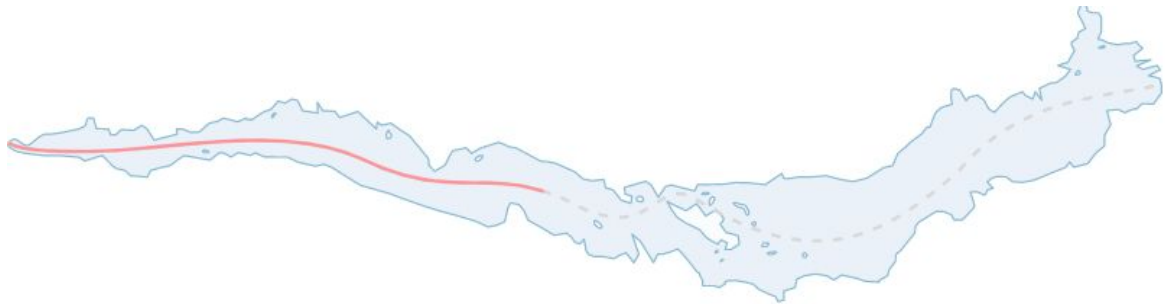
2. They decorate all the game bits using paint, pencil, collage, clay... or whatever they fancy. Like this crayon masterpiece:



3. They snap a photo of the artwork and the website will automatically generate the game.



I'll be adding all the elements you'd expect in the game, sounds, scoring and a progress bar based on a map of Windermere. Something like this:



4. In the game as you fly up the lake you'll collect boats, islands and stories by flying over or swimming under them. Each time you collect a boat, an island or a story you get points and get a card with some basic info on it. The boat cards will include a link to the specific boat on the Jetty Website.

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If you have not already, please outline any Signal equipment you think you would need to borrow during your **development phase / before the install** and how long you think you would need to loan it for. *The borrowing of equipment and the length of time it can be borrowed for will depend on what other workshops etc. we have happening over the next few months. Email Tech Manager Jon - [Jon@signalfilmmedia.co.uk](mailto:Jon@signalfilmmedia.co.uk)*

As it is solely online I won't need to borrow any equipment.

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**If required** what space/location would you ideally like to use within your host building and why?  
*Please give approximate dimensions of finished work. If you are using a different location please tell us.*

Not applicable

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Please outline any materials / production budget you think you will need. *You have £200 for research/materials/production. If you require more this must be included here to be considered. Please keep receipts to claim the money.*

I'd like to have four sample game sheets available on the site to inspire others and give examples of different styles – e.g. oil paint, pencil sketch, collage, watercolour.

I thought this could be a nice project for four art students. I'd pay them £50 each to complete a sheet and credit them on the site. The Lakes School's art technician has 6th form students in mind should we want to progress this.

4 x £50 for artists = £200.

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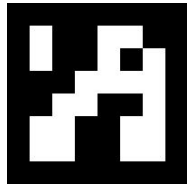
What is the digital element of the work? *How does it fit into the project remit?*

The remit from Ian was to create something that works solely online which is why I've proposed an online game.

To do this I'll be using a range of digital elements, many of which are completely new to me, but are all areas I've been keen to get to grips with for a while.

- I'll base my game on [Google's offline dinosaur game](#)
  - I've researched various online game engines, but they all seem too heavy duty for my needs so I'm going to make my own system for moving, point scoring etc.
- The printable sheets are based on things called spritesheets (aka [Texture Atlases](#)) which are used in lots of games.
  - They are single images containing all the artwork from a game.
  - Along with the image there's a data file containing the locations of each part of the game. E.g. Cloud: x=10, y=20, width:100, height: 50.
  - I'll use this technique to pick out all the game elements from the photographed artwork.
- For the progress bar I'm going to try a [SVG line animation](#)
  - SVGs are basically drawings that can be modified with code.
  - I've used SVG graphics before, but I wanted to use a technique I've seen where you can animate a line within the graphic.
  - I'll use this to represent the game progress as a path along a map of Windermere.

- To grab the game sheet from a photo I'll use things called [Aruco markers](#)



- These are markers that can be picked out from an image using code.
- Apparently these are generally used in Augmented Reality applications, but I'll be using them to pick out just the bit I need from a user's photo.
- I'll use a technology called [WebGL Canvas](#) to straighten out images
  - It's very unlikely a user will be able to take a photo that's completely perpendicular to their artwork.
  - WebGL is more commonly used for online 3D graphics, but I'll just be using it to remove any tilt/perspective. This is probably the trickiest part of the project.
- I'll also be using things I've used before to make the site: [React](#), [Node](#), [Git](#), [Github](#), [Netlify](#)
  - These are things I know already – I'll use them to build and host the website.

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How do you see your 'physical' work showcased on the web portal? *it does not have to be made specifically for online purposes, we can help you with this element.*

Several screenshots with an explanation of the project and link to the site would be good. We could also showcase the pre-made artwork made by the paid artists.

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What technical support do you need to install /make your work?

I don't anticipate needing any technical support – I've made little proof of concept experiments to test each new technology I'm using so fingers crossed I'm ok.

As far as installing it, as it's an online project I'll set up the hosting I usually use, linking to the Jetty. If they want, the Jetty can also include it on their own site using an [iframe](#).

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Please outline any support /equipment your host needs to provide. *Eg. proximity to plug socket; display cases, invigilation etc.*

Not applicable

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Please outline any Signal equipment you think you would need to use for your installation and how you would plan to use it. *Eg. Projectors, screens, cameras, sound. The use of any Signal equipment requested will be confirmed after the proposals are in and have been reviewed by SFM team.*

Not applicable

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What are the dates and duration that the equipment is required? *You may need to discuss this with your host first.*

Not applicable

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Do you think you will require a **'preview'** or an invited audience to view/participate in your work? *Please discuss this element with your host to decide what is best for the venue.*

I'll be asking lots of people to test and give feedback on the site as I make it.

Do you need specific publicity to invite the above? Explain what you would need if not already discussed.

No, I think just emailing round will be fine. I'll ask people from the Jetty, from the Source project, along with friends and family if they'd like to help out, by trying out early versions and giving feedback.

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Please tell us anything else you think we need to know.

I'll include an about page explaining about the project, with links to the Source project page, Signal, the Jetty Museum and game sheet artists.