

Peppers Ghost 2015 - Symposium @ Seats2Meet

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For more information check out this documentation Google Drive folder.

<https://drive.google.com/folderview?id=0BzcPUwexmjaFdEZCUUNvV2VsN1k&usp=sharing>

AFTERMOVIE



<https://www.youtube.com/watch?v=efRiDGBgYks>

THE CONCEPT:

The way the peppers ghost technology should be used is the best when you make a combination from real life objects and projected objects. We wanted to let the user experience how it would look like when you can activate a room without gravity.

We used a big red button on an aluminum truss as a trigger to start the visualization build in Unity 3D. The sound effects we added needed a good (loud) audio system to enhance the experience. As you might notice in the after video we didn't shoot footage from the actual project when functioning on sight. So keep in mind you do this, for the documentation but also for your own portfolio!

Tips from our project group:

- Start as soon as possible with the actual buildup. Decide what measurements you need for your experience/ installation and find a place to set it up for testing. We build it on a smaller scale but when we build it on-sight at the symposium a lot of errors came up due to larger measurements of the installation on sight.
- Get your concept clear with the help of brainstorm sessions, if you can't come up with something good try different brainstorm techniques to help you on your way. The earlier you have a solid concept on paper the easier it will be along the line.
- Once you have your concept on paper, ask for feedback from other students and teachers. Look into your target group and test it out with a prototype. Iteration will help you to something better.
- Look into the different platforms and programming languages you can use and start building and practicing. Just look into tutorials and video tutorials if you aren't familiar with the technique.