Proposal Presentation

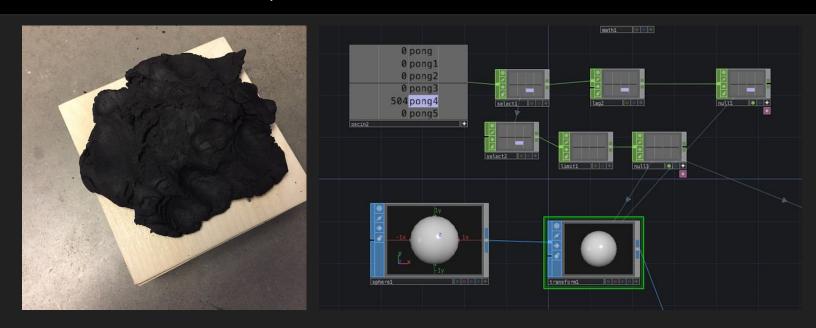
ELSA DONOVAN & PHUONG HAO NGUYEN

CART 451 - 2020

Introduction

Previous Works

Play Data - Elsa Donovan



Field of Light at Sensorio - Bruce Munro



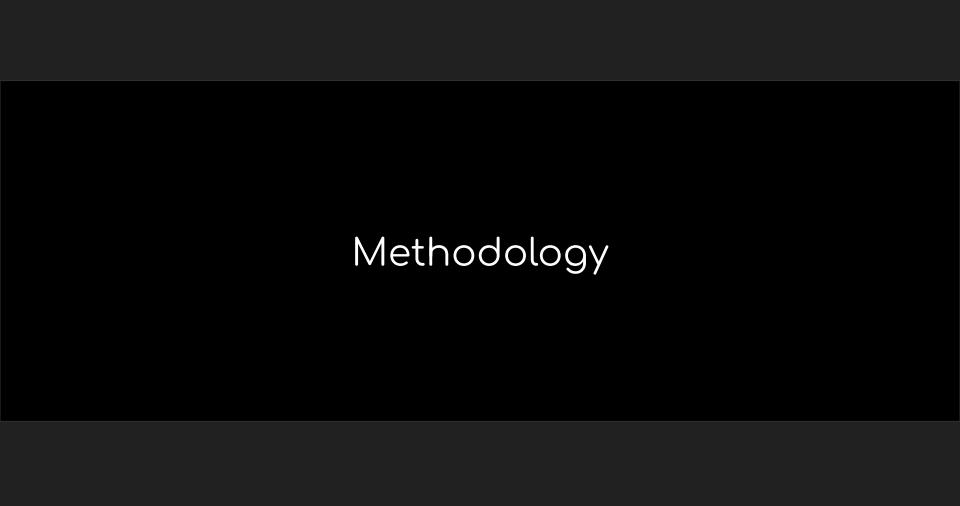


Project Objectives

- Explore the relationship between technology and nature
- Visually and artistically represent the micro-world, which was normally invisible to our eyes
- Explore the use of tangible media in creating the connections mentioned above

Approach based on the class

- TouchDesigner
- Sensors & OSC
- Methodology: HCI & IoT



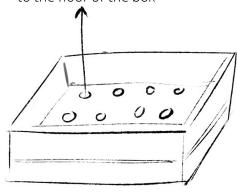
Week	Date	Phase	Tasks	Deliverables
1	Oct 12-18		□ Brainstorming analog sensor ideas□ Apply for FASA SPG	Application to FASA due Oct 13th
2	Oct 19-25	Brainstorming	Create inventory list for project.Set up shared Github for the project.	Github Repo for project
3	Oct 26-Nov 1		 Buy Particle Photons and other materials with SPG money. Begin to design bacteria-inspired lighting pattern on TouchDesigner Experimenting with various analog sensors. 	
4	Nov 2-8	Building	 Make a small prototype of the dirtbox interface and mushroom light box. Continued experimentation with analog sensors and their connections to TouchDesigner. 	
5	Nov 9-15		☐ Test interactivity of dirtbox interface and mushroom lightbox with the Particle Photons.	

6	Nov 16-22	Troubleshooting	0	Connect the Particle Photons with the boxes Troubleshooting	
7	Nov 23-30		٠	Troubleshooting	
8	Dec 1	Completion	0	Finish Project	Final Project Due

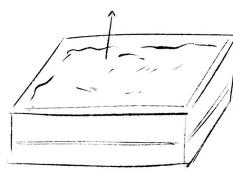
Presentation form

DIRT-BOX DESIGN SKETCH

light sensors attached to the floor of the box



dirt, literally



user can play around with the dirt box and see the changes in our mushroom box's lighting pattern



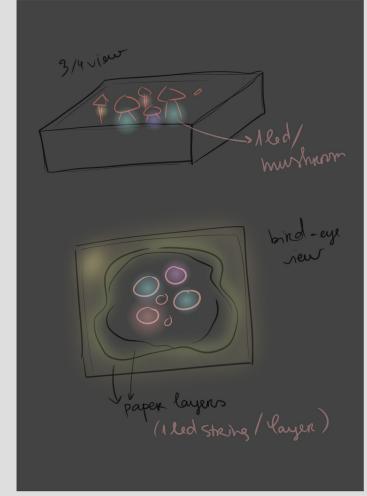
1. The "dirt box's" technical component consists of multiple light sensors, and the bluetooth Particle Phtoon attached to the underside of the box.

2. Then it's covered with dirt

1. As user picks up the dirt and "play" with it, user changes the exposure of the light sensors underneath, thus changing the variables sent to TouchDesigner

LIGHT BOX DESIGN SKETCH





BLANK VIEW

ILLUMINATED

System & Software Components

System Components:

2 x Particle Photon Photocell Sensors

Software Components:

TouchDesigner
Particle Workbench
on Visual Studio



