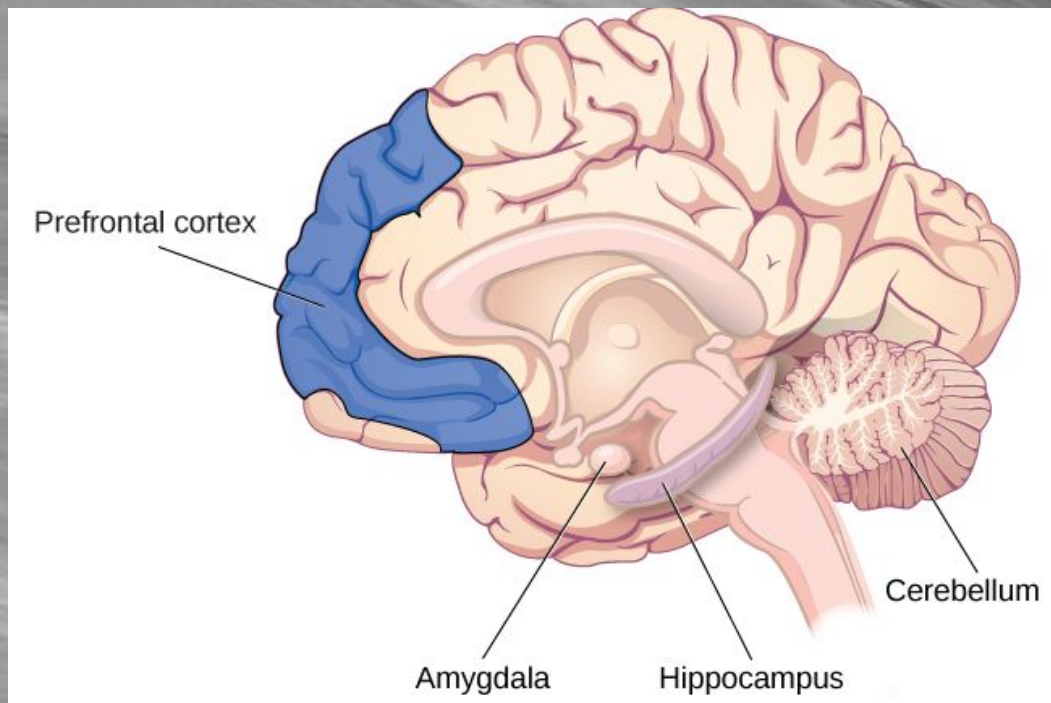# On Memory Loss.

Kat Tran.

Motivation.

Objective.

Create a story in which the viewer learns about a person via the objects that they own.
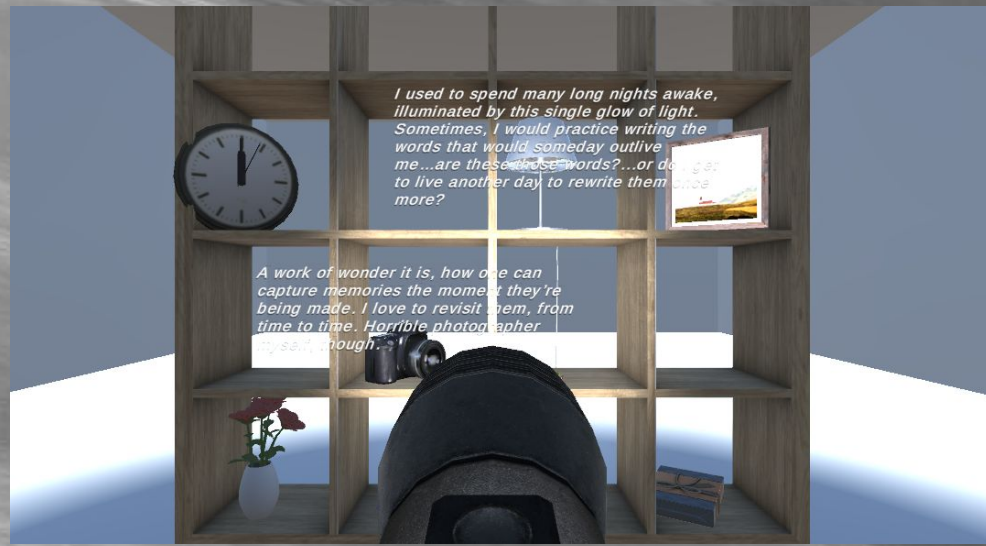
Invoke thought/emotion.

Tools and Technology.

- AR Markers (vuforia).
- Webcam.
- Assets (Unity Asset Store).
- Unity Engine.
- Mouse.
- Keyboard.

Design / Layout.

- Simple Enviornment.
  - Closed, dark space.
  - Shelf with objects.

- Tracked Object 1: Flashlight (white light).
- Tracked Object 2: Binoculars (pink light).

Implementation.

- Invisible cones in the shape of light beam: used for collision detection with objects.

- Text appearing upon light collision of flashlight/binoculars with objects.
  - Text differs depending on flashlight or binocular light beam collision.

- Ideal: AR Markers used to track image targets
- Result: Use mouse to drag around flashlight/binocular

I used to spend many long nights awake, illuminated by this single glow of light. Sometimes, I would practice writing the words that would someday outlive me...are these those words?...or do I get to live another day to rewrite them once more?

A work of wonder it is, how one can capture memories the moment they're being made. I love to revisit them, from time to time. Horrible photographer myself, though.

I used to spend many long nights awake, illuminated by this single glow of light. Sometimes, I would practice writing the words that would someday outlive me...are these those words?...or do I get to live another day to rewrite them once more?

A work of wonder it is, how one can capture memories the moment they're being made ...... revisit them, from time to t...... ...graphe...

Sources/References.

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