1) Many angles using a 'patting' hand reaching to drum or bear (with a squeeze), experiment with what looks good and is easy to understand.  Choose a viewpoint (wide, facing you) to use for (2)

2) Build/film a subset of movies to help us evaluate and norm the particular manners and outcomes we care about:

Triads: With smooth/no manner: you have the original, new goal (teddy drum) vs new path (left or right). Each object should have a result (distinctive sound)

With interesting manners, the manners switch as well: I either 'pat' a second time to a new object, or I go to my old object but 'grab' this time.

3) Do all of the above for 2 cases: Two similar teddy bears, and a teddy bear vs. interesting ball.

4) Once these are made you can start playing with effects/sound.  What pairs sound good together? What sounds like the toy could really be making that sound. What seems to tip the 'surprise' factor over to preserving manner?

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | Left | Right | Manner | Path/Target |
| 1 |  | Spotty dog | Ball | Pat | Exploring different angles (camera facing me) |
| 2 | Habituation | Spotty dog | Ball | No manner | Ball/right |
| Trial 1 | Ball | Spotty dog | No manner | Spotty dog/right |
| Trial 2 | Ball | Spotty dog | No manner | Ball/left |
|  |  |  |  |  |  |
| 3 | Habituation | Spotty dog | Ball | Pat |  |
|  | Trial 1 | Ball | Spotty dog |  |  |
|  | Trial 2 | Ball | Spotty dog |  |  |
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