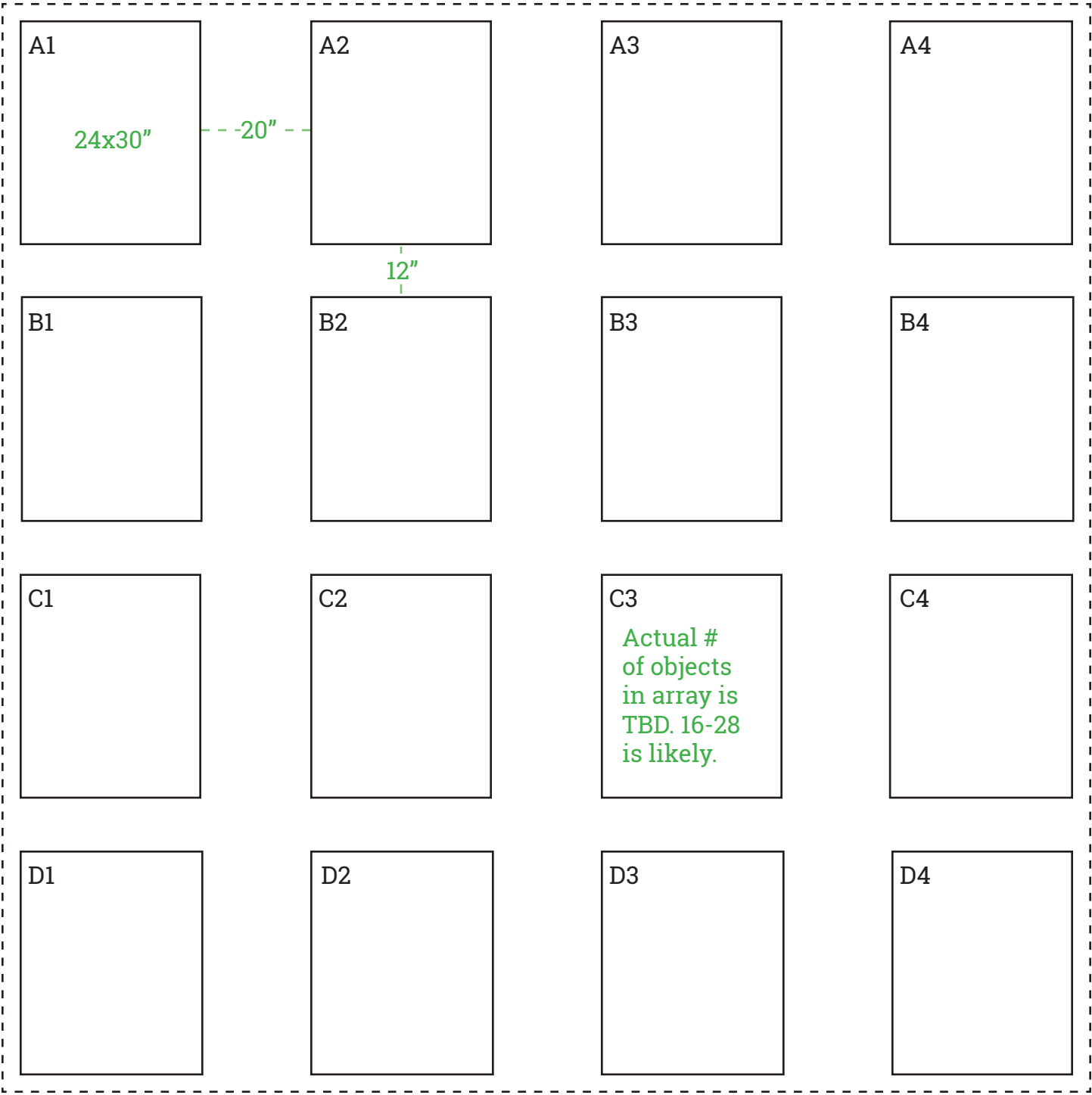


The Shallows

Projection Boundary

Metadata/
Framing
Table

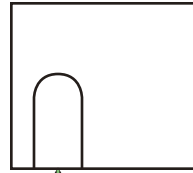
Change
Order
Browser



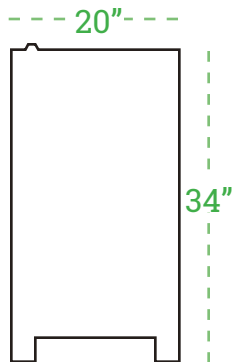
Object
Glossary

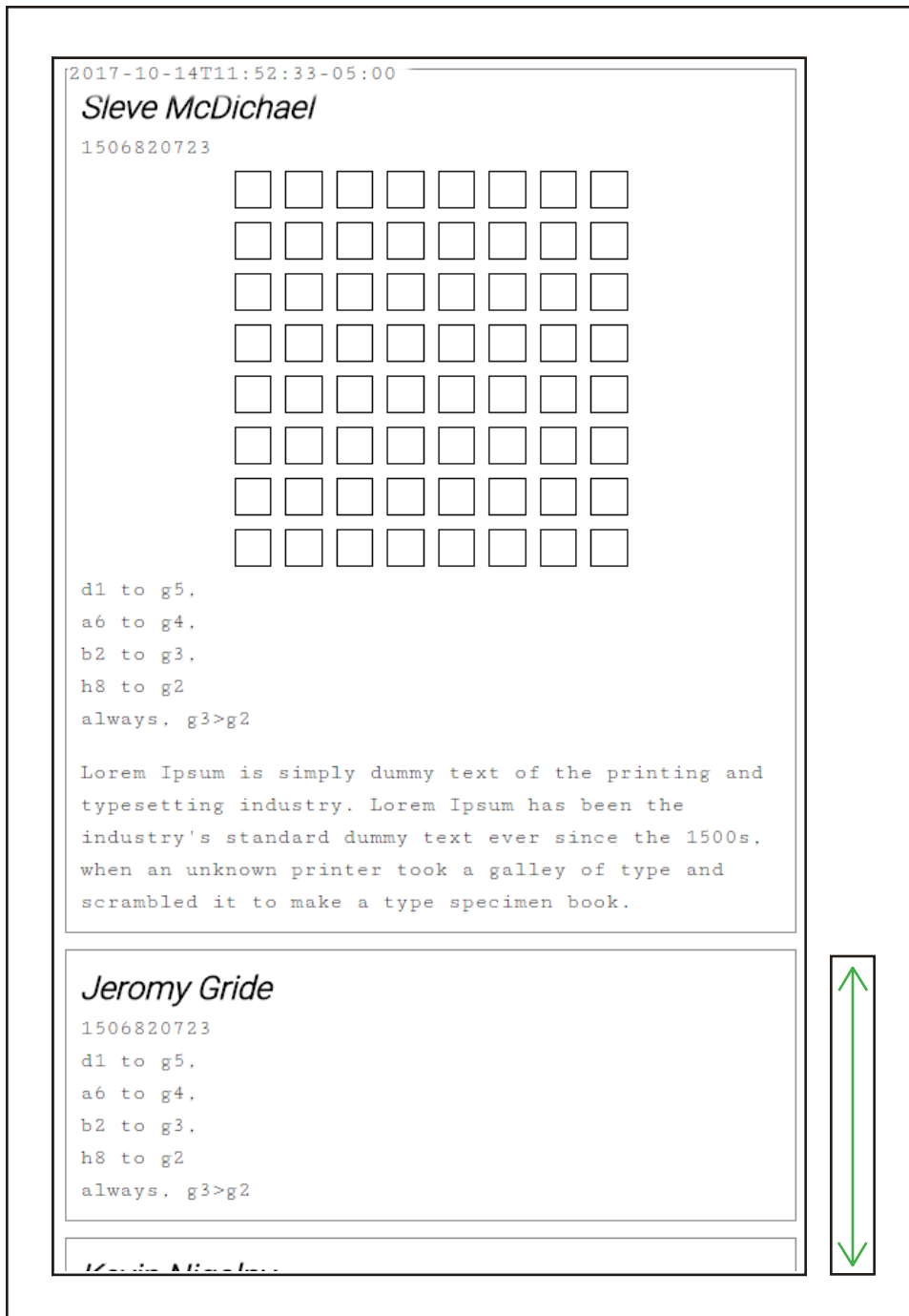
Order Form
Table

Cieling-mounted projector with
OpenCV application creating feed-
back loop visually in space.



TBD. Ideally this throw dis-
tance is as large as possible.

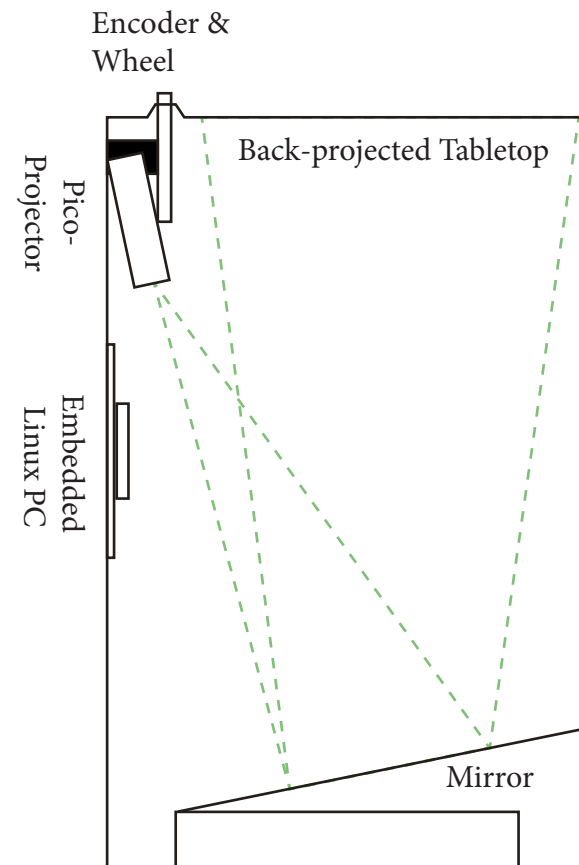




Object Glossary & Change Order Browsers:

Shrouded tables with internal projection and built-in linux pcs. Each has a high-res encoder with a large tactile wheel for browsing through collections. There will be an application hosted in each table, one for browsing the history of change orders in the project, and one for browsing detailed supplementary information regarding each object in the array.

Both operate on same principal. The only user input is a high-resolution scroll wheel on the bottom-right side of the tabletop. User scrolling automatically displays details of single change orders/glossary entries at a time.



Key Needs & Relative Priority:

- Control over lighting 1
- Headspace over piece 2
- Access in and out on 4 sides 3
- Flat-ish Paintable Floor 4

Object Glossary & Change Order Browser:

Shrouded tables with internal projection and built-in linux pcs. Each has a high-res encoder with a large tactile wheel for browsing through collections. There will be an application hosted in each table, one for browsing the history of change orders in the project, and one for browsing detailed supplementary information regarding each object in the array.

Order Form Table & Metadata/Framing Table:

The order form table is host to all the materials needed for viewers to fill out and enter Change Orders before applying them.

The Metadata/Framing table holds materials from the workshop for perusal by viewers. This might be composed of narratives written by workshop participants. Kind of an unresolved catchall.

Array and Projection:

Each object is limited in size to 24x30". Objects are spaced out in marked stalls on the floor, with passages of consistent size throughout. The overhead projection slightly runs over the edges of the outside-most stalls. Array stalls may have some really thin plints demarcating them- just pads of thin material to put the objects on flat ground.

The projection will probably require the floor to be painted white, just to get the most fidelity out of it.

Unanswered Questions:

- Final Scale of Array?
- Handling of Archive Component? (external container for aux objects)