

My group mate is Weilin, she created a virtual universe in front of the real universe (video), she wants to bring a feeling of relaxing and comfortable to the audience, she wants to display this in the darkroom. For the audience experience:

- when they walk close to the wall, the size of a universe will become smaller and vice versa.
- When the music (inputted) becomes higher, the universe will shake.
- When the light comes dim, every single star will become dim too.

She uses Arduino (ultrasonic sensor) to track the distance between the audience and wall, for the music function I think this part is not really related to the project. Also using a photoresistor to measure the light in the room is not appropriate, because the room must be a darkroom if she wants to use the projection on the wall.

In my understanding, I will not play the universe video in the background, because this video will disturb audience's attention. I want to change it into the image to enhance the visual effects. Also I want to use the API to generate the moon or the sun in the sky during a day.

Current vision:



