

Z



Z000: Rotatable multiple Animtronics Stage

TEAM Z000

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Z000

Z000 is a multi-animtronics stage that can control several animtronics simultaneously. It aims to simplify the procedure of scripting motions for multi-animtronics and enrich interactions between animtronics. With supporting software, interactions like dancing, fighting, chasing, hide-and-seek can be created through combining displacement of each animatronic in Z000.

We provide a very simple way to create a multi-animtronics drama show!

5 Simple steps to use Z000 to create your story!



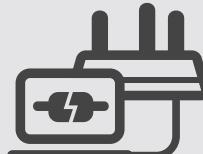
Create your Story



Create actions in our software



Insert sounds with our software



Connect to our hardware



Put on sceneries made by yourself!

Play with us!

Hello!

Party time!

Much fun in DIY sceneries!





ZOOO: Rotatable multiple Animtronics Stage

HOW IT WORKS

We provide a very simple way to create a multi-animatronic drama show! Let's see how do we make it.

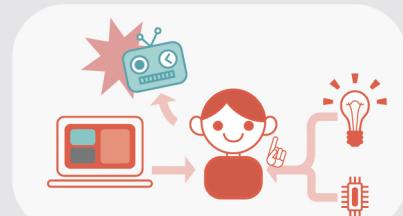
WHY WE BUILD IT?



The time wasted by learning the hardwares and softwares should be used to create story

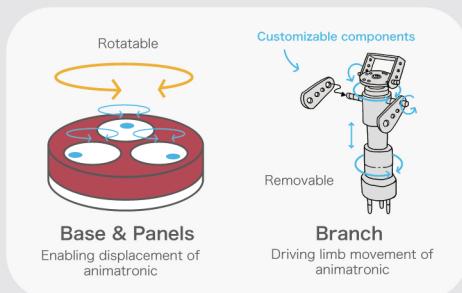


Let ZOOO to take care of hardwares and softwares problem. Just take care of your story!

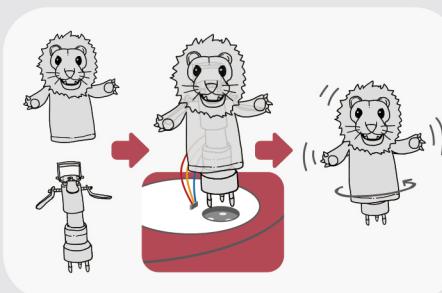


We want to let people concentrate more on how to tell a better story, not how to realize it.

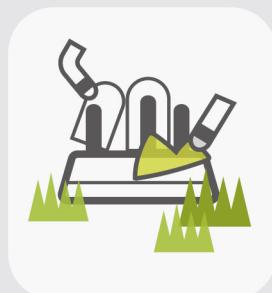
HARDWARE



Each rotatable part enables flexible position changes and direction changes.



The branch is a separated part, so users can add, change and customize it easily.



The stage enables users to DIY sceneries easily.

SOFTWARE



Software based on
HTML5, JavaScript,
Node-Webkit



Available on Mac os/windows/linux

Our software consists of 4 parts

1. Control Panel

includes Action Dashboard, Sound Lib and File Lib: to set motions of hardwares, insert sound files and import saved files

2. Preview Windows

top view, front view and skull view provide a full-range preview.

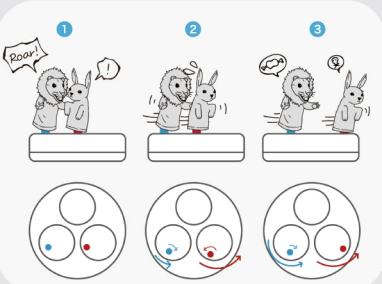
3. Timeline Dashboard

Timeline allows user to add, drag, stretch and remove the action or sound blocks

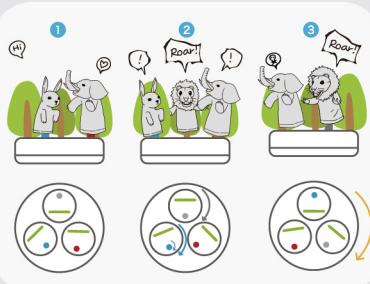
4. Editor Buttons

Seven buttons includes core edit functions: connect hardware/preview/play/pause/stop/save/clean up

FEATURES



The lion is chasing the rabbit.



One puppet suddenly shows up while other two puppets are dancing together.

**Why using so many rotatable parts?
Why limiting it into a stage?**

While combining the rotation of base and panels, users can toggle puppets between appearance and disappearance by taking use of the stage set. Also, it helps with scenes change.

And limiting all functions into a stage aims to reduce complexity. Under the rule of this stage, the variable quantities are controllable. This will help users focus on telling a better story.

ZOOO