Team Sally
Progress

John, Lauren, Peter, Logan, Kai

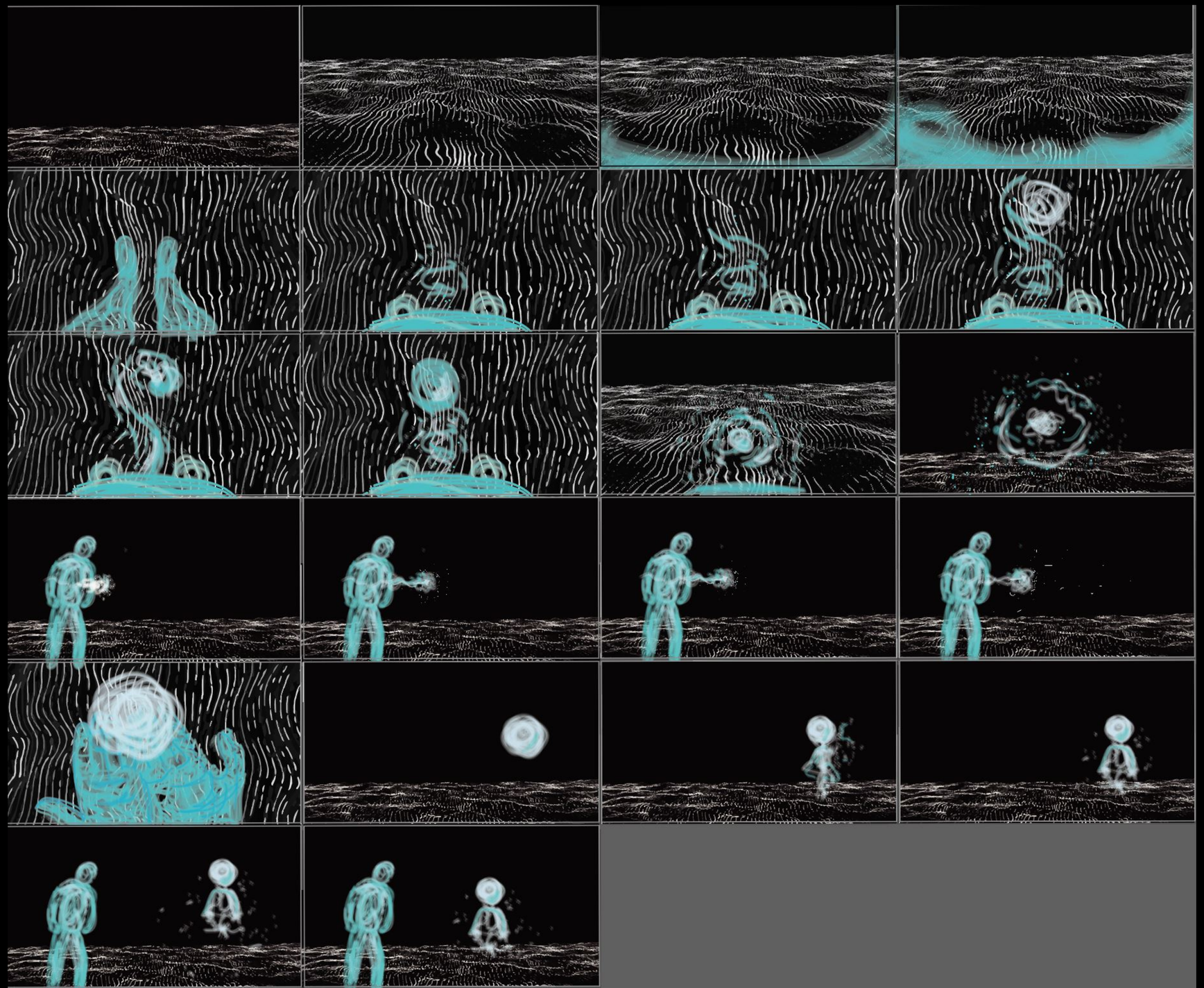
CSCI 518 - 3/23/22

Storyboard

Music

Graphics

Storyboard



Music

How does the user interact with their “soul”?

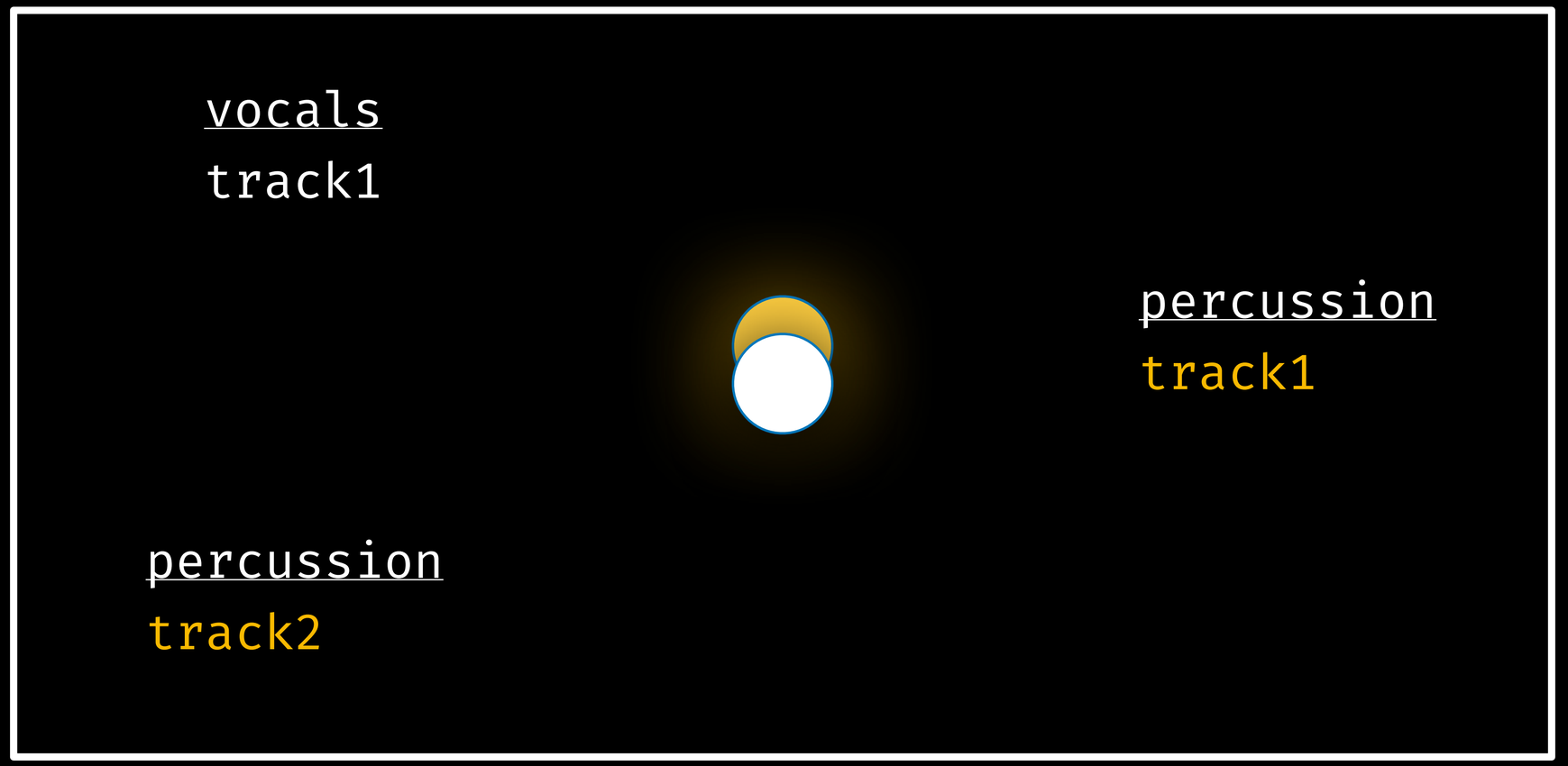
Particle effects

Haptic feedback

Object cues

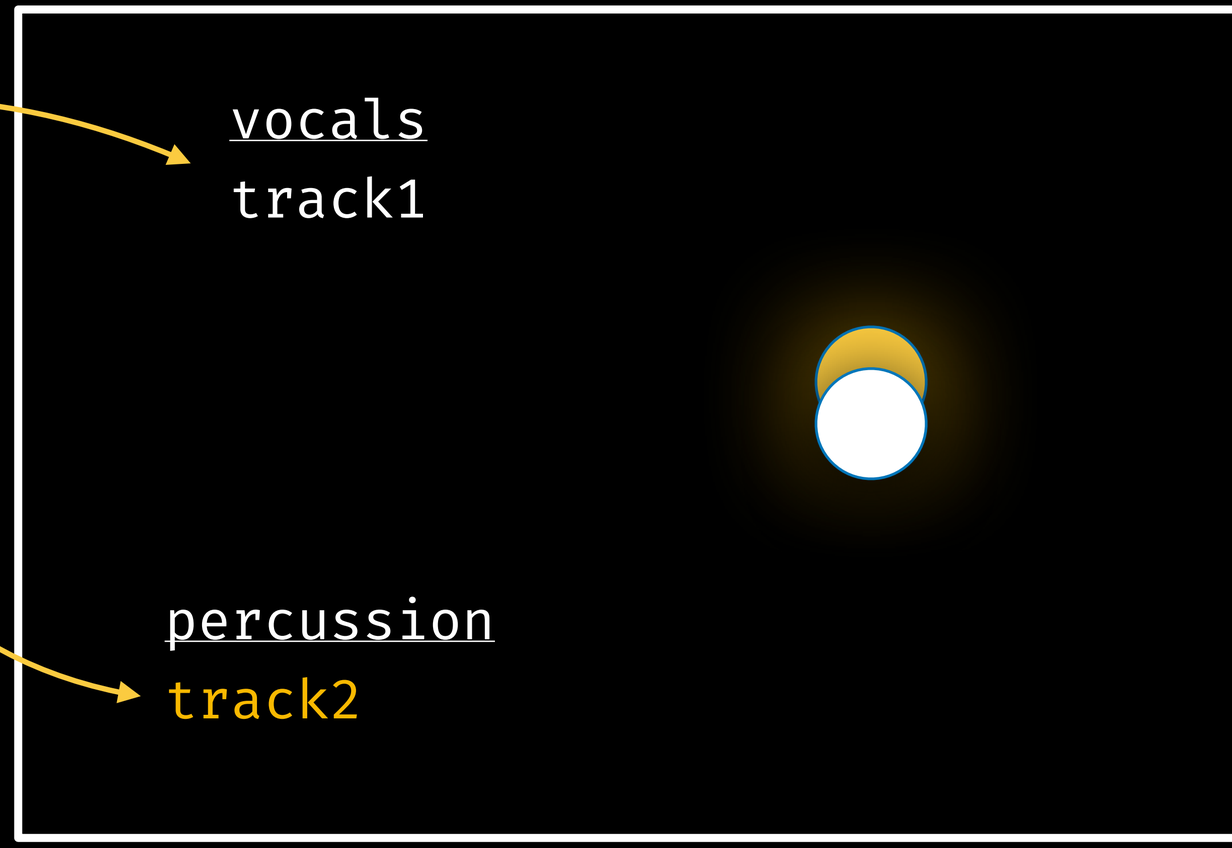
Glow (affordance)

Where were we last time?



$t = 2$

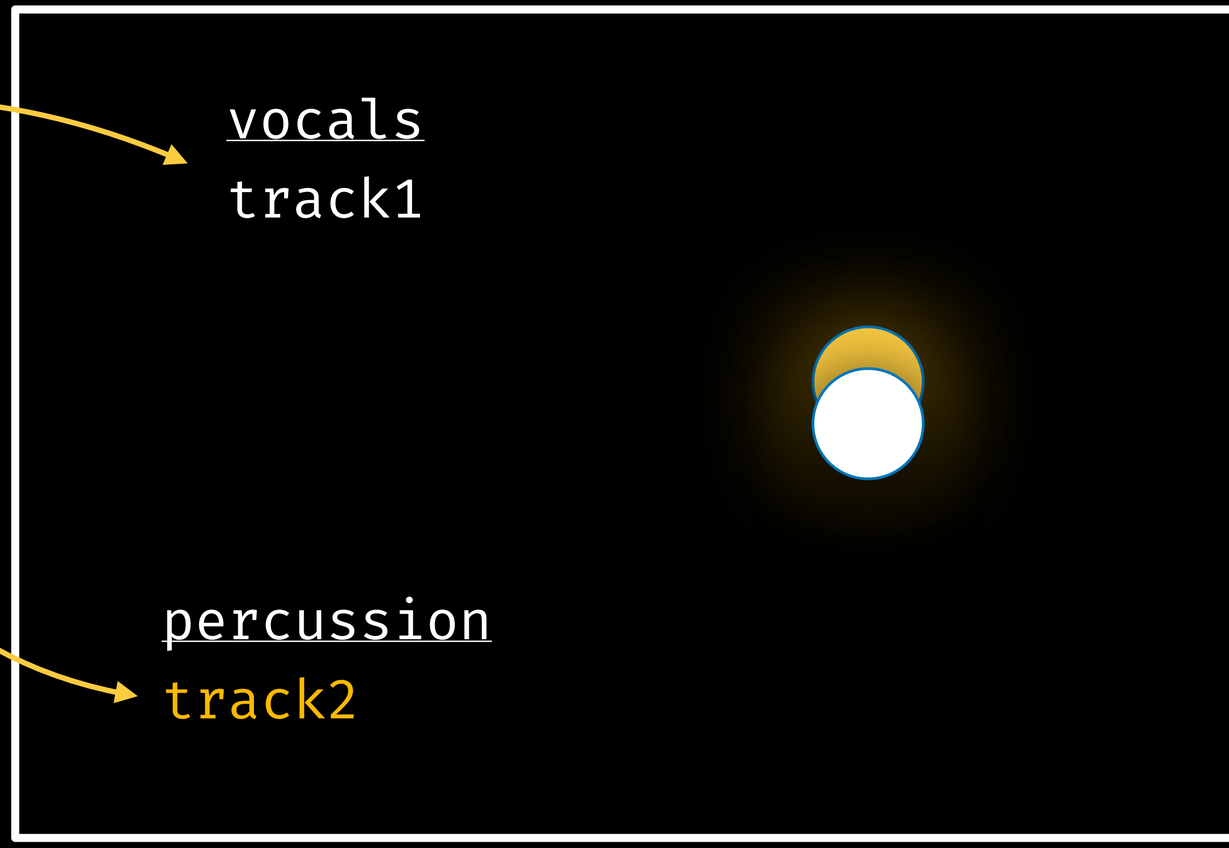
We need to generate these...



$t = 2$

We need to generate these...

General order
General preference
Some randomness



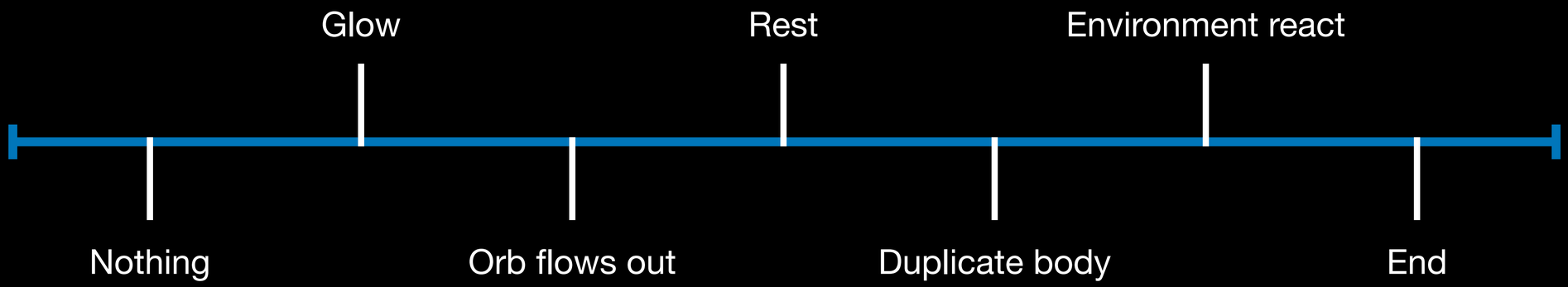
$t = 2$

Sequence

NARRATIVE

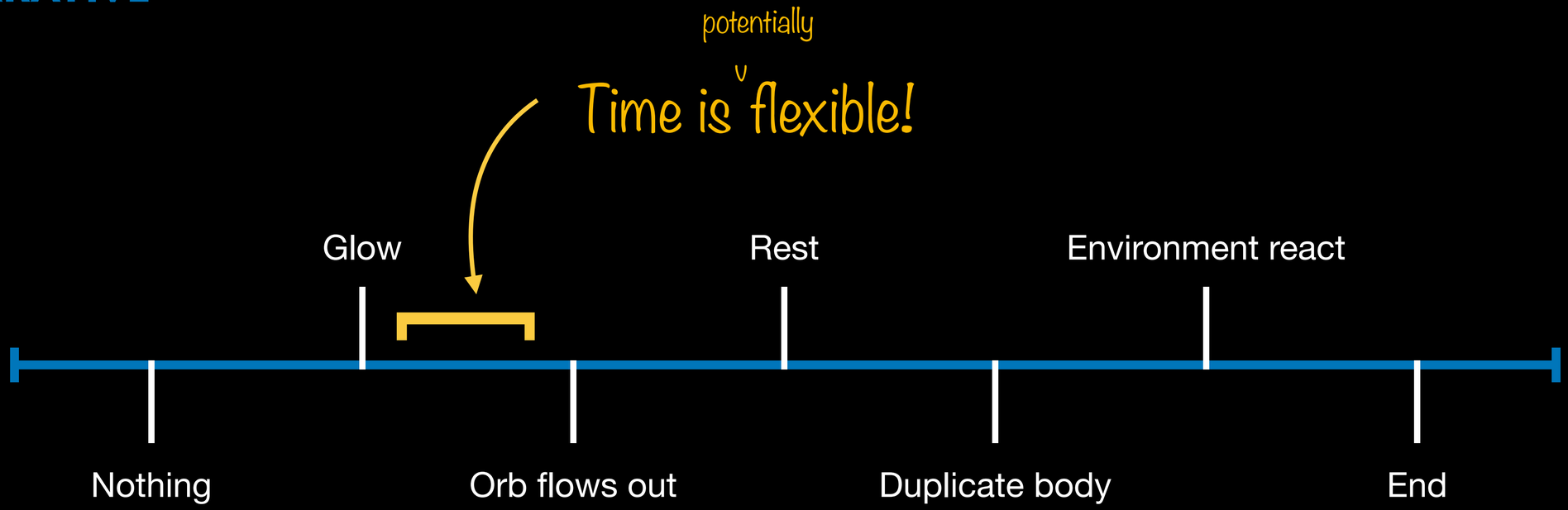
Sequence

NARRATIVE



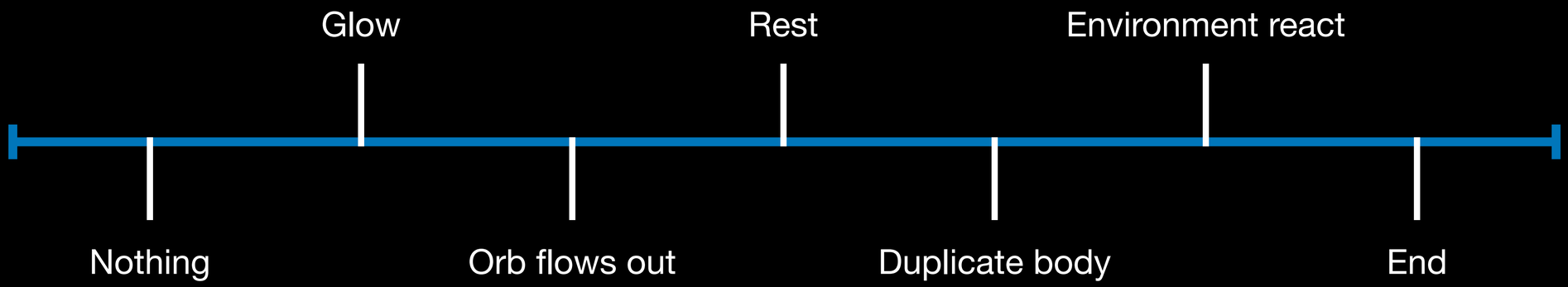
Sequence

NARRATIVE



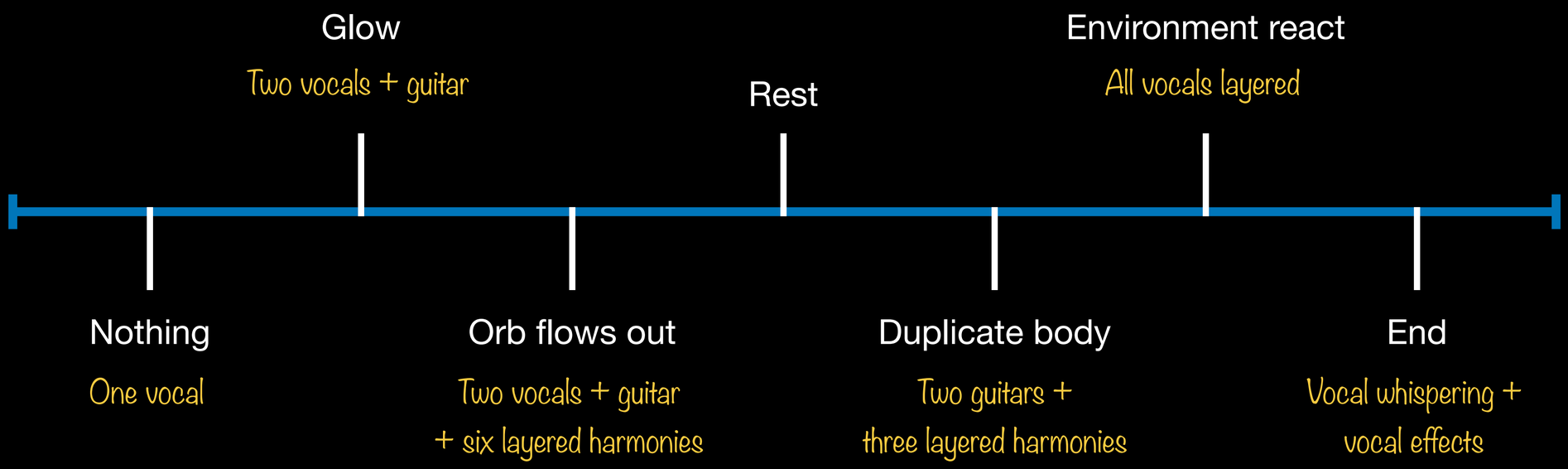
Sequence

MUSICAL



Sequence

MUSICAL



All these parts…

Nothing

One vocal

Glow

Two vocals + guitar

Orb flows out

Two vocals + guitar
+ six layered harmonies

Rest

Environment react

All vocals layered

Duplicate body

Two guitars +
three layered harmonies

End

Vocal whispering +
vocal effects

Markov Model

Phase	0	1	2	3	4	5	6
	Nothing	Glow	Orb flows out	Rest	Environment react	Duplicate body	End
	One vocal	Two vocals + guitar	Two vocals + guitar + six layered harmonies		All vocals layered	Two guitars + three layered harmonies	Vocal whispering + vocal effects

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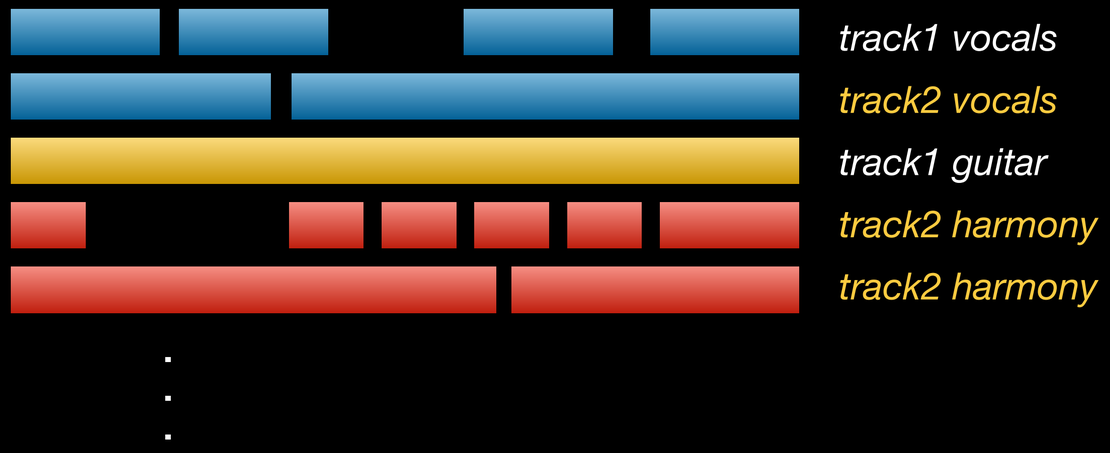

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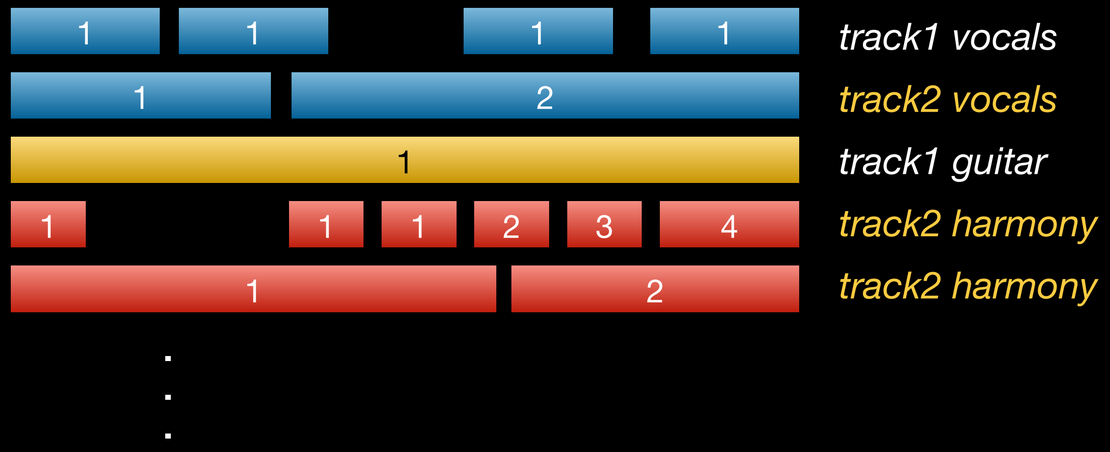

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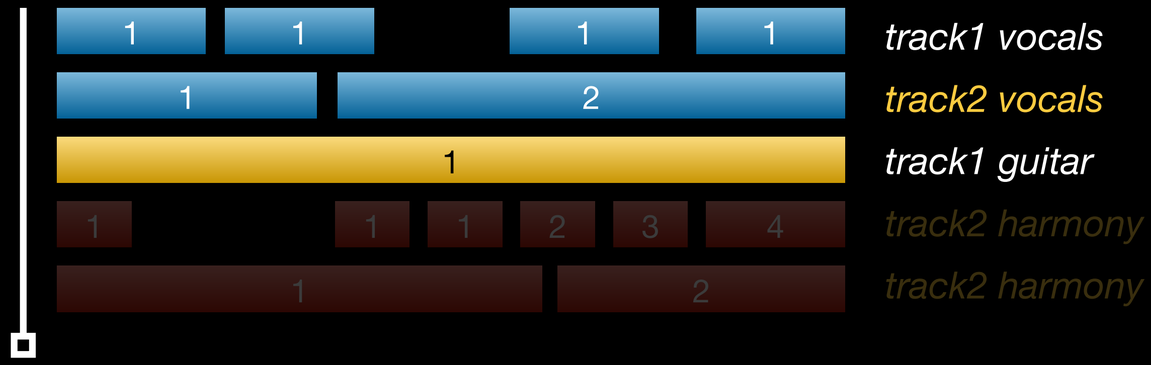

Phase

	sample 1	sample 2	...
track1 vocals	0.9	0.1	...
track2 vocals	0.4	0.2	...
track3 guitar	0.0	0.0	...

Markov Model

Phase	0	1	2	3	4	5	6
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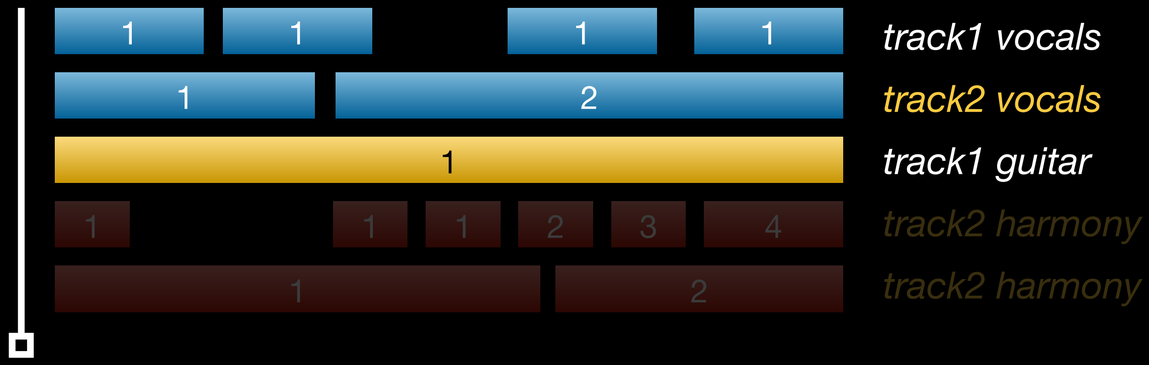

Phase

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track1 vocals	0.9	0.1	...
track2 vocals	0.4	0.2	...
track3 guitar	0.0	0.0	...

Probability of a sample being retriggered is checked:

- end of sample
- every sample duration after

Markov Model

Phase	0	1	2	3	4	5	6
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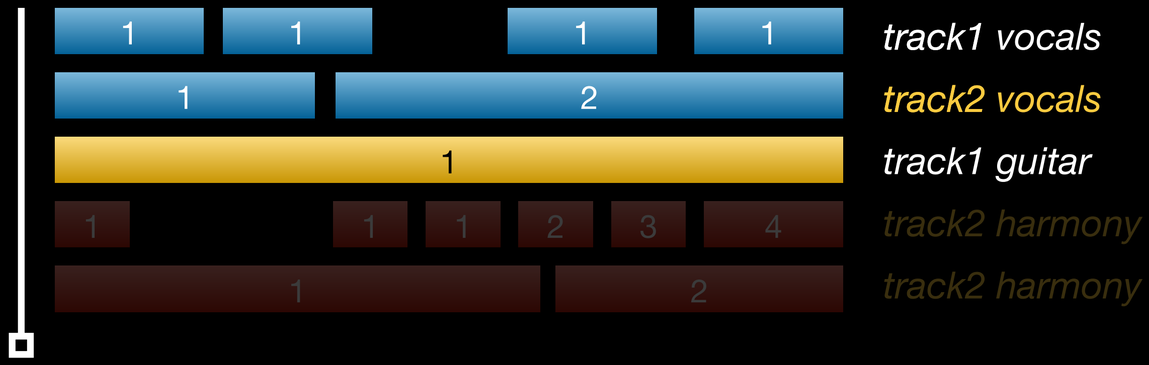

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	...
track1 vocals	...
track2 vocals	...
track3 guitar	...

	...
track1 vocals	...
track2 vocals	...
track3 guitar	...

	...
track1 vocals	...
track2 vocals	...
track3 guitar	...

	...
track1 vocals	...
track2 vocals	...
track3 guitar	...

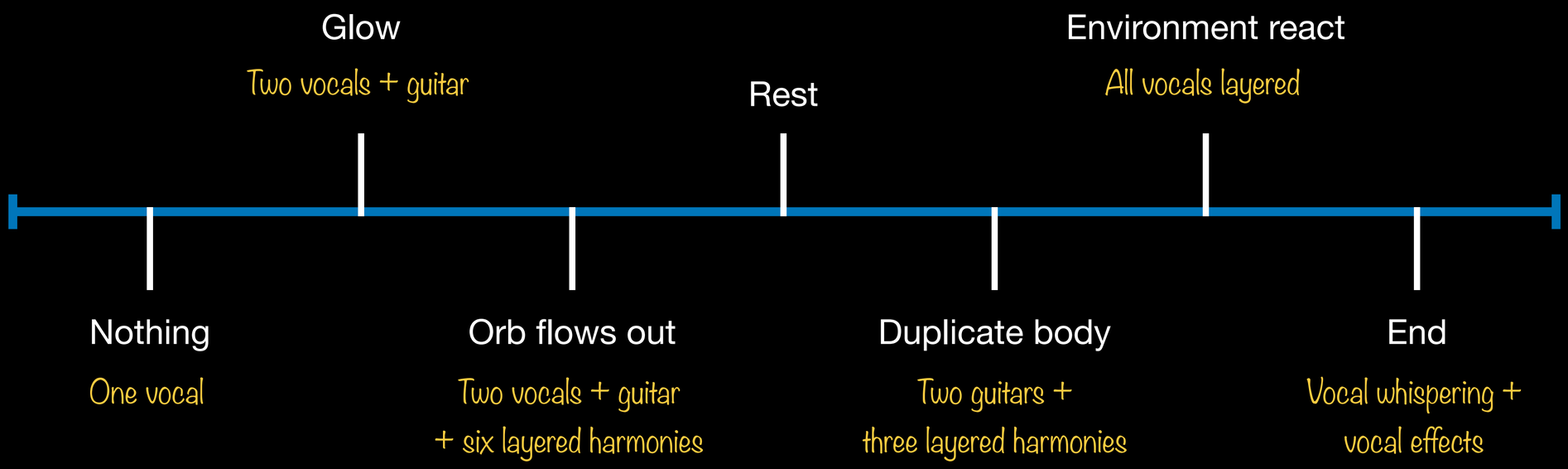
	...
track1 vocals	...
track2 vocals	...
track3 guitar	...

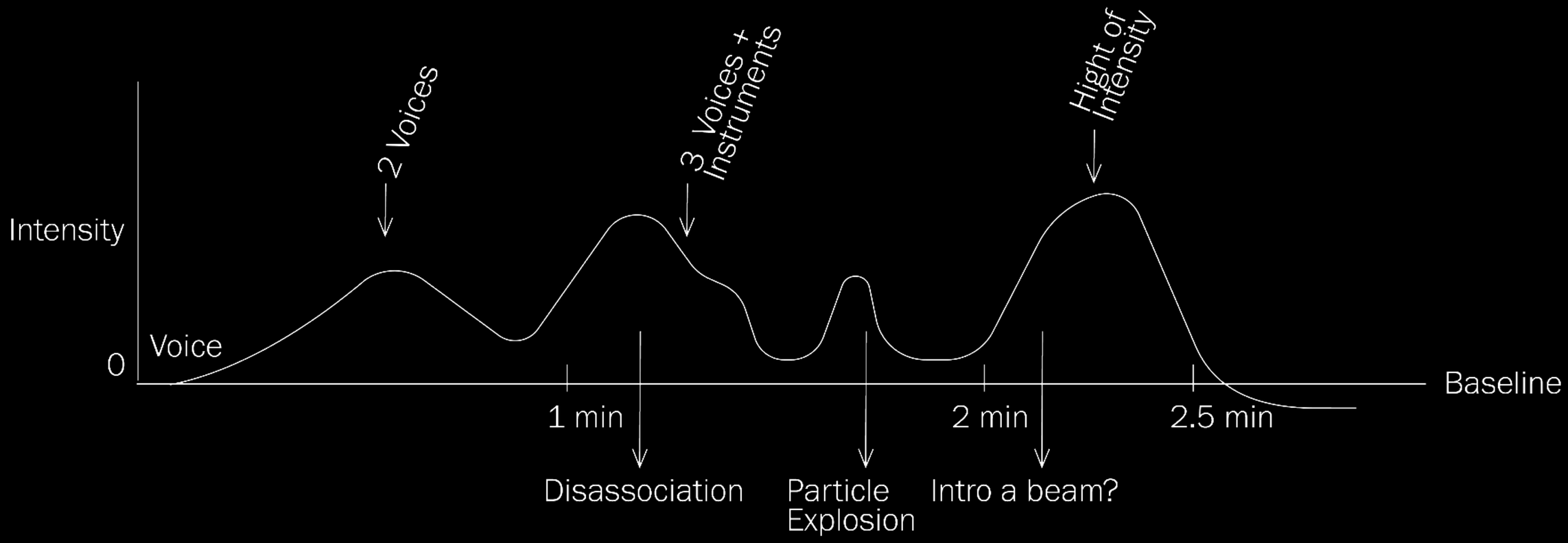
tr
tr
tr

...

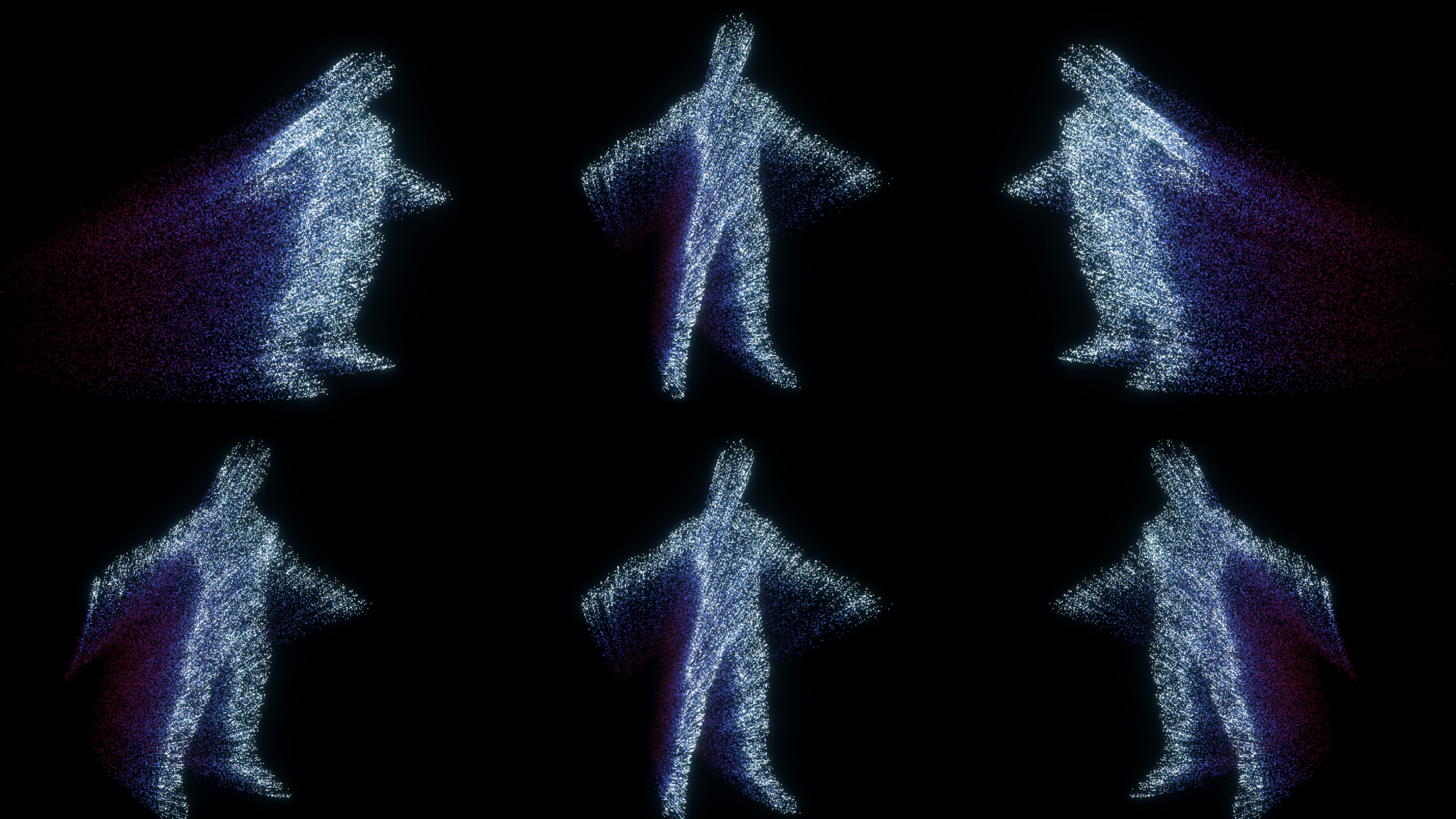
Sequence

MUSICAL

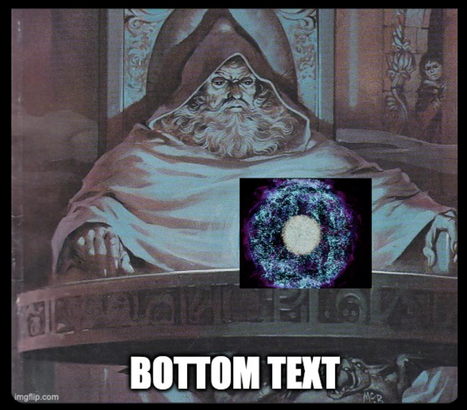



2 Voices
3 Voices + Instruments
Hight of Intensity
Intensity
0
Voice
Baseline
1 min
2 min
2.5 min
Disassociation
Particle Explosion
Intro a beam?

Graphics



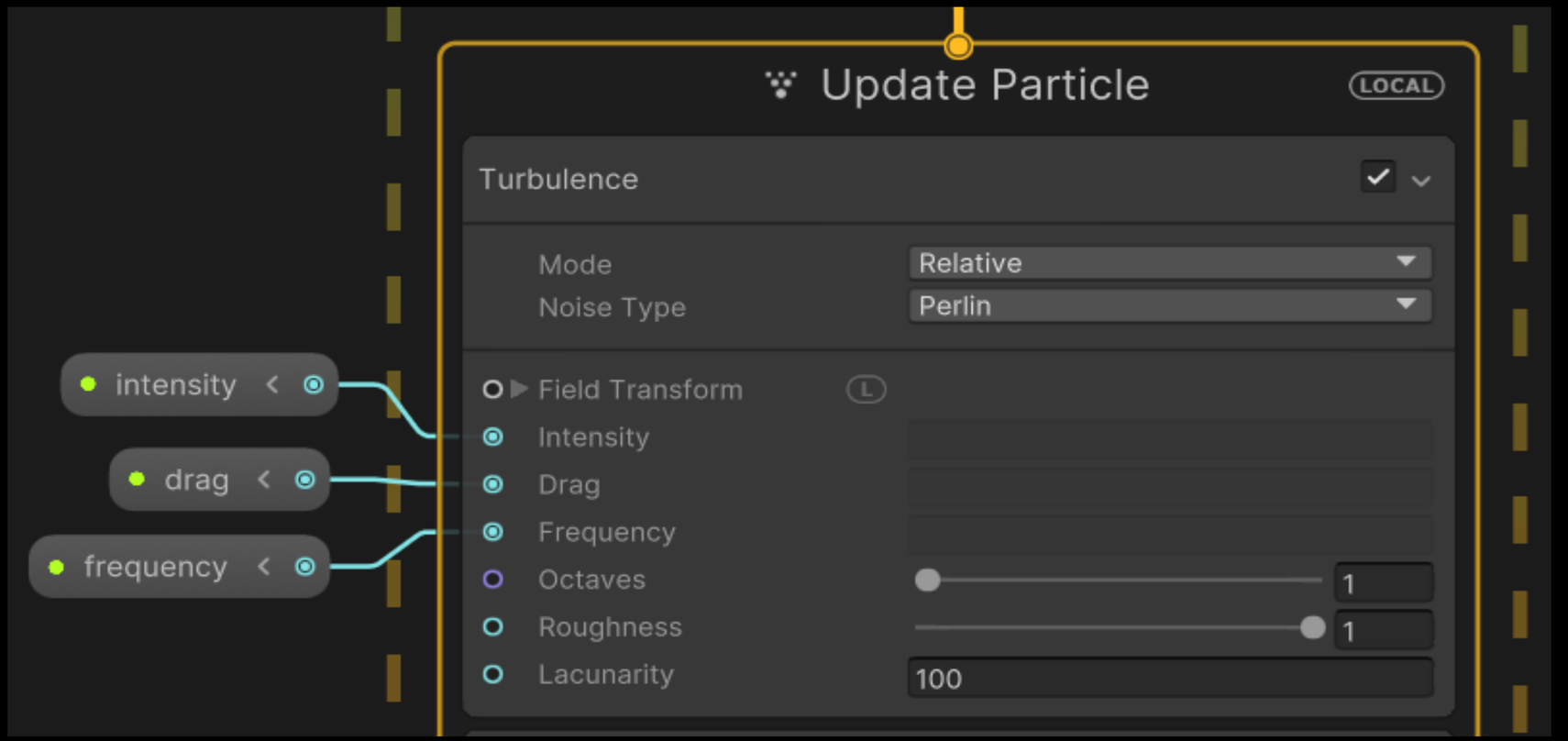
https://youtu.be/PJIeQYWI_MM

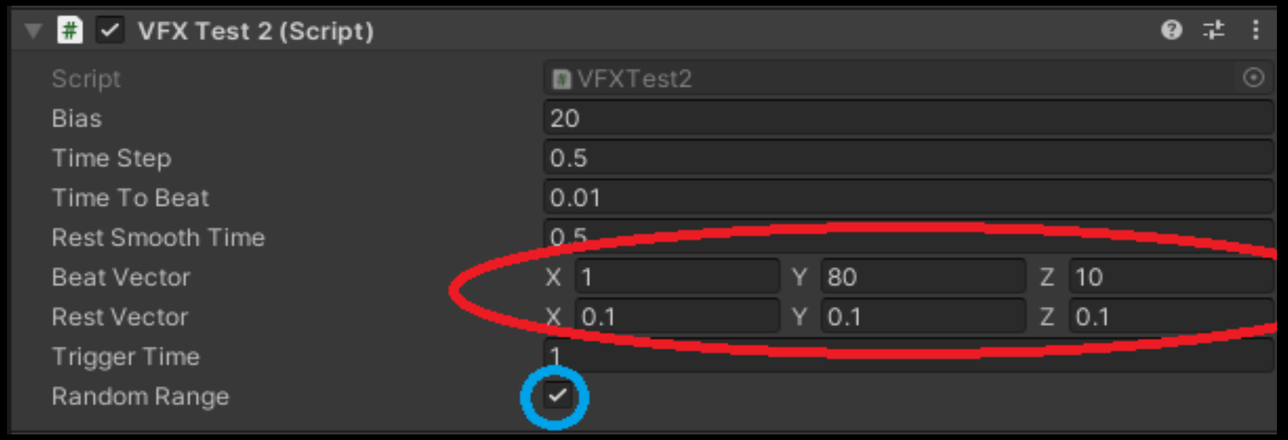


https://youtu.be/K9tyb_rE_Ic

```
public override void OnBeat()
{
    base.OnBeat();

    // select a random range between desired values
    if (randomRange)
    {
        vfx.SetFloat("intensity", Random.Range(restVector.x, beatVector.x));
        vfx.SetFloat("drag", Random.Range(restVector.y, beatVector.y));
        vfx.SetFloat("frequency", Random.Range(restVector.z, beatVector.z));
    }
    // set specific values provided in the inspector
    else
    {
        vfx.SetFloat("intensity", beatVector.x);
        vfx.SetFloat("drag", beatVector.y);
        vfx.SetFloat("frequency", beatVector.z);
    }
}
```


Update Particle
LOCAL
Turbulence
Mode
Relative
Noise Type
Perlin
intensity
drag
frequency
Field Transform
L
Intensity
Drag
Frequency
Octaves
1
Roughness
1
Lacunarity
100


VFX Test 2 (Script)
Script
VFXTest2
Bias
20
Time Step
0.5
Time To Beat
0.01
Rest Smooth Time
0.5
Beat Vector
X 1
Y 80
Z 10
Rest Vector
X 0.1
Y 0.1
Z 0.1
Trigger Time
1
Random Range

Timeline?

February

March

April

Planning Phase

Prototyping Phase

Execution

Closure

Project Concept

Tech Prototyping

Design Phase

Execution

Refinement

Team Sally
Progress

John, Lauren, Peter, Logan, Kai

CSCI 518 - 3/23/22