**Project Space Dust**

# Overview

**Project Space Dust** is a fictional multimedia project (mainly comprising music, writing, and coding) thematically centered around outer space. It focuses on the many activities of **Space Dust Company** (most commonly known as **Space Dust Co.**), a fictional hospitality company that operates in outer space.

The narrative takes place in a science fiction universe where humans invented fast space travel in 2012, and from there on discovered new worlds and civilizations to interact with. As a byproduct of this, many startup companies arose to capitalize on the new business opportunities. One of the most successful among this group would be the **Space Dust Company**, whose main goal is to provide hospitality, sanitation, and convenience in the cold, vast emptiness of space. It does this in many ways, including but not limited to:

* Manning stations that serve as space motels/hotels
* Manning stations that clean asteroids or space dust that inhibits travel
* Manning stations that are used as checkpoints before entering orbit
* Providing interplanetary delivery services
* Providing comfort materials for commercial space flights (e.g. food, entertainment, intergalactic Wi-Fi, etc.)
* Hosting special recording studios, space concerts, and ambient exhibitions within special artistic stations

With this narrative framework being the guide, the project is freeform and allows for many things, such as potential short stories about the activities of Space Dust Company, little minigames (coded in JavaScript or any other kind of language) based on certain duties of the company, the composition of space-themed soundtrack pieces, etc. The sky’s the limit, or in this case the whole universe is the limit.

One core purpose of this is to bridge all the aspects of my life together. This is relevant to my music hobby, my creative writing hobby, my coding hobby and career aspirations, my classes (I intend on using this as a final project for my **Advanced Creative Coding** class, a way to practice the music skills I learn from my **Digital Musicianship** and **Immersive Audio** classes, and a way to reinforce and learn concepts from my **Astronomy** [this really helps since it’s relevant to space] and **Elements of Networking** classes by using analogies), among many other spheres of interest I have.

## Planned Deliverables

* A website/program of some kind with an interactive screen where you can choose exhibitions, minigames, etc.
* A logo, banner (for Bandcamp), and a general design guide with common colors
  + I think that one particular shade of green would work really well
* A Github repository with all of the coding information
* An album on Bandcamp consisting of soundtrack pieces made for the program
  + [How to upload your own music to Bandcamp](https://www.businessinsider.com/guides/tech/how-to-upload-music-to-bandcamp)

## Other Lore Details

* Space Dust Co. was founded in a 28-year old musician’s basement along with his two best friends and fellow bandmates, one of which happened to be the rebel child of a billionaire basketball player so they were able to get funding pretty easily. Although they ended up being big businessmen, they never lost their heart for music and continued to make music as their company got bigger. They’re the main reason why Space Dust Co. also hosts recording studios.
  + They also wrote some of the ambient music that plays in space hotel lobbies and commonly work with Hollywood (and any other planets’ equivalents to Hollywood) to make soundtracks for space-related movies
* They’re not necessarily a monopoly, as other familiar giants like Amazon and Google also have their own space stations that aren’t owned by Space Dust Co. The details surrounding the public/private company dichotomy, the potential existence of an intergalactic government, etc. are kind of beyond this project because I have no clue how any of that would work.

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# Website Building

Goals

* I want to make a sort of game/interactive thing (ideally hosted on a website) that has things like a title screen, a selection screen to play various little minigames, read text passages that I write, and listen to music that I compose for the soundtrack
  + Question: What programs and coding languages should I use to make this a reality? At minimum, I do plan on using JavaScript / p5.js as that’s relevant to this class

## (Office Hours) Notes from Amelia

* Host a webpage or give people a file to download
* If you need to use other technologies to make this possible, there’s a little thing on this guideline sheet he’s looking at - Should get prior approval from the professor
* If it’s a website where you have a starting screen and games within, then…
  + A game is definitely possible in p5.js
  + There are some libraries that could help you. Look at the library sheet
* Might be good to look into what you need to make this project possible
* Look into documentation of p5.js online, look at libraries, and then if there’s anything you want to do that isn’t possible on there, then talk to the professor about it
* Make an actual diagram of what is everything you’re going to interact with the game
* Will p5.js be able to support a soundtrack?
  + She thinks so
* Hosting a web page question
  + Maybe itch.io could host it
  + Should be able to put it on a webpage somehow
* One question she has for me: Do you think this is something you could get done within 5-6 weeks?
  + Mentioned it’s a passion project
* Some libraries can do things like detecting collision
* It’s possible to do games in JavaScript, but it’s not the cleanest
* Unity is something better
* Cite sources for libraries - Okay to use that if it’s not the majority of your project
* Can you have some games in p5.js and some in Unity?
  + Should link to a website that has your Unity stuff
  + You could see if you can open up executable files like that, but it might be a big download
  + Say your p5 sketch has a button that has a window that leads to an itch.io page that has your game, and then on that page, link to the p5.js
    - You can do this, but it’s not seamless

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# Discography

## Album Name Ideas

* Space Dust Co.
  + Not 100% sure I wanna do Self-Titled just yet
* The Sounds of Space Dust Co.
* Welcome to Space Dust Co.
* [EP] Space Dust Co. Startup

## Song Ideas

* **Getting Off the Ground (Space Dust Co. Main Theme)**
  + Melody that uses “Getting Off the Ground” as the syllabic reference
  + Opening inspired by San Lorenzo a bit
* **Space Dust Co. Waiting Room**
  + [Blend: Bossa Nova](https://blend.io/project/5662ec5423257d2f4b01422f)
* Wichita Lineman in Space
  + Space-themed instrumental cover of Wichita Lineman, use this time to learn about [getting a mechanical license](https://blog.audiosocket.com/music-licensing-copyright/mechanical-license-for-a-cover-song-how-does-it-work/) for cover songs
* From a Basement to the Heavens
  + Uplifting post-rock track
* Space Invader (Demo)
  + [the Chiptune Synth boss battle sounding thing you made last semester]
* [include the VI Final Project thing but actually finish the first part now with new knowledge gained from the class and instruments]

## Uploaded

* Space Invader! (Demo)
  + Released on Sep. 17, 2023
  + [the Chiptune Synth boss battle sounding thing you made last semester]

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# Songwriting

## Space Dust Co. Jingle

* Model it after the melody in the pop standard **Stardust**, specifically thinking about Willie Nelson’s version
  + [Spoken word]
  + Hey, are you terrified by the vast emptiness of space?
  + You don’t have to be!
  + Here at Space Dust Company, we do it all!
  + Hotels, asteroid cleaning, delivery, intergalactic Wi-Fi, and more!
  + So if you’re ever feeling blue...
  + -
  + [Sung]
  + Just call Space Dust Company
  + Where you’ll be at home!
  + -
  + Whether on Mars or Mercury
  + We’re on the clock!
  + -
  + If space feels too empty
  + We’ll fill the voiiid!
  + -
  + So go and call Space Dust Company
  + We’ll be your rock!
  + -
  + (final jingle melody to close)

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# Branding

## Colors

[*HTML Color Codes*](https://htmlcolorcodes.com/)

* I’ve always envisioned this as a particular military-esque shade of **green**. I choose green instead of the typical colors of blue or black (for space) to emphasize how Space Dust Co. makes you feel at home while in space. This is admittedly an Earth-oriented perspective because not all planets associate green with nature or home, but the company did originate on Earth after all
* Specifically, I thought of the shades of green used in this album cover: Aesop Rock - None Shall Pass
  + 
  + The album’s musical contents are irrelevant here; I’ve only heard the title track. I just immediately thought of this album cover when trying to think of the shade of green I wanted
* #658071 - Lighter (**Space Dust Co.**)
* #2D5942 - Darker (**Space Dust Co.**)

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## Artwork (Bandcamp, etc.)

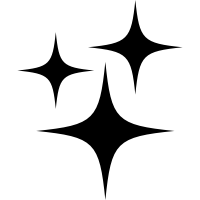
[*Bandcamp design tutorial*](https://get.bandcamp.help/hc/en-us/articles/360007802194-Bandcamp-design-tutorial)

### Bandcamp Page

*Things you’ll need*

* Album art for the album
* Album art for the EP
* Colors
* Background image
* Custom header (Could try to combine header and background)
  + Obviously, this one will have the name front and center (“Space Dust Company”) with the main tagline below: “If space feels too empty, we’ll fill the void!”

## Logo

* It should be four point stars like this
  + 
* Captures the space aspect of their business by being stars as well as the hospitality aspect by symbolizing sparkly cleanliness
* -

## Commercial Taglines

* Mission statement: “Providing hospitality, sanitation, and convenience in outer space.”
  + In the Bandcamp banner, this will be the first tagline
* “If space feels too empty, we’ll fill the void!”
  + In the Bandcamp banner, this will be the snappy quote tagline below
* “We’ll be your rock!”
* “We don’t just have five stars, we are the stars!”
* “Your home away from home away from home!”

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# Story Ideas

* Space Travel Is Boring
  + An immortal and one of the lead scientists behind fast space travel discuss the point of traveling beyond the stars when there’s so much to do on Earth, with the scientist noting that many people will go to other planets while hardly ever exploring this one.

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# Project Space Dust Log

## Fri, 2023-09-01

* Made the Project Space Dust document, wrote the overview with lore details, the purpose of the project, and planned deliverables
* Made the [Github repository](https://github.com/rhubarbhill/Space-Dust-Co.)
  + I initially called it “Space-Dust-Co.” but I feel like the period in the link might end up causing confusion when it’s publicly linked so I took it out
* Honestly, I’m conflicted as to whether or not the most commonly used name should be “Space Dust Company” or just “Space Dust Co.”
* Brainstormed ideas for the **Space Dust Co. Jingle**

## Sat, 2023-09-02

* Did some small things during this time

## Wed, 2023-09-06

* Prepared for Office Hours
* Made a “Story Ideas” section
* Office Hours with Amelia
  + See notes in “Website Building”

## Thu, 2023-09-07

* While in the classroom for Digital Musicianship, after class was over (it ended early), I decided to work on the Space Dust Co. melody while I still had the musical keyboard by my side. Since Davy was there, I asked him to listen to the melody to make sure I wasn’t accidentally plagiarizing anything, and he could not think of any popular melody so that was good. I also mentioned Stardust (the standard it partially references) and the similarities to it but he said it’s fine
* Also determined that “We’ll be your rock” should be the final line
* Added another lyric to the jingle

## Sat, 2023-09-09

* Tinkered with the Space Dust Co. melody a little more as I started downloading and installing packs
  + Guitar & Bass, Electric Keyboard
* Added two lead-in notes “Just call--”
* Later in the night, I thought of the opening screen for Space Dust Co., realized that the Space Dust Co. Main Theme and Getting Off the Ground should really be together
* I walked around thinking about how it would sound

## Sun, 2023-09-10

* Thought about the opening lines to the “Space Travel Is Boring” short story
* -

## Mon, 2023-09-11

* Made a “Branding” section, solidifying the colors I intend to use
* Thought about logo ideas and came up with something
* Made a Banner file in Photoshop and started working on it
* Put in the logo which was just the three four point stars
* Looked for fonts for the branding
* The tricky thing was trying to find something that was futuristic but not too futuristic as it had to be down to earth to reflect how inviting the company is despite taking place in such an intimidating place as outer space. And I didn’t want anything that seemed too cold or imposing. Like, [Good Times](https://fonts.adobe.com/fonts/good-times) seems like a good one but it just feels a bit too austere
* I decided to try out [Bungee](https://fonts.adobe.com/fonts/bungee)
  + The thing about this font, though, is that it is absolutely perfect for a video game called Space Dust Co. but it’s just a tad bit strange for an official business called Space Dust Co.
* Yeah I don’t know about this one
* I think [Effra](https://fonts.adobe.com/fonts/effra) might actually be a good one
* I started fixing up the banner and working on things to put in the background because the light green was a great shade but it needed something else
* During this time I experimented with lines but then I chanced upon the Ellipse tool and I made a circle to put underneath the stars which was when I discovered a fantastic logo idea
* At first I thought I should have the stars as the centerpiece on top of a green circle. But then I realized that because they represent cleanliness, they should be on the top right corner to indicate something spotless
* Ok so I honestly really like the “three white four point stars on the top right corner of the dark green circle” concept. However, I felt like I had the fill the circle with something and I don’t know what
* Ok I have an idea: Put a ring around it. Now it’s like a little planet that’s sparkly clean
* The problem, though, is that I have no idea how to make a clean geometric ring. I can’t freehand sketch it because that just will not work
* Well for starters, I’m really just making a semicircle but with the fill-in part excluded and some parts of it obscured, so really I just need another ellipse
* And so I put a white ring around it. And as for obscuring part of it, I literally just used the eraser tool lol it doesn’t need to be precise, at least for now
* It still looked kind of weird so I looked up Saturn logos and I realized that the semicircle should be way thinner than I had set it
* And voila, it looked great
* Now I thought about maybe just putting one four point star instead of three
* But then I actually looked at it and felt it looked kind of odd. The single four point star didn’t convey cleanliness to me, just an abnormally bright spot. The triple four point star, on the other hand, immediately read as “this planet is squeaky clean” which is exactly what I want
* Ok yeah I’m actually proud of this banner I designed, it’s solid
* I also put some patterns of small dark green stars on the side. However I had to manually make the pattern so it’s not really evenly spaced. Because of that, I decided to just leave it out for now
* Ok but then I finally figured out how to make a pattern out of it
* I decided to make the stars in the pattern small so it really just provided a rough texture to the background which is fine. I was kind of on the fence about it but whatever, the Photoshop file allows me to choose between the two by hiding or not hiding the layer anyway
* For now, I left the texture out. Just for now

## Sat, 2023-09-16

* Worked on the logo, added some more “shading” by just putting a darker circle inside of the planet
  + I initially had two but the darkest circle kinda gave it a slightly menacing vibe which is definitely not what I’m going for
  + Also decided not to put it in the center but the top right corner
* See I like the logo but the problem is the ring is rasterized because I *had* to rasterize it in order to delete part of it
* As part of the Creative Coding Cellular Automata assignment, I worked on the Bandcamp background - Game of Life
  + This took a while
* I was preparing to make a Bandcamp artist account but didn’t quite do it yet

## Sun, 2023-09-17

* Signed up for a Bandcamp artist account
* From what I can tell, I had to upload a track in order to change the header. Decided to upload the Chiptune Synth music and call it **Space Invader! (Demo)**. But I also had to make some cover art. So I decided to do the Game of Life thing but now it gets redder as it goes on
* Uploaded Artist Profile Pic, then my Banner, then changed the colors of the page
* Made the artist bio
  + Space Dust Company (most commonly known as Space Dust Co.) is a fictional hospitality company operating in outer space. They are from a different universe where humans invented fast space travel in the early 2010s, and they were one of the most successful startups from the early stages of this new era of humanity. The company was founded in a basement in Austin, Texas.

## Sat, 2023-09-23

* Made the Notion page for Project Space Dust