

GLIMPSE



COLOR BY
SANNA DULLAWAY

PROJECT PROPOSAL

The notion of how many people walked down the city streets in the past amazes us. We believe this notion can give us a different perspective. It can make us feel so small and yet, it helps us better understand that we are a part of history, the same way these people were. We believe in showing history, rather than telling it. Witnessing an event in person is much more effective than reading stories about it.

GLIMPSE goal is to discuss this topic using spatial narratives in public spaces. Thanks to recently possible technologies, we are now able to create new kind of immersive and engaging experiences.

Augmented Reality technologies allow us to layer the past on top of the present. Historic characters and objects will come to life, aware to the space surrounding them.

AI characters - using machine learning techniques, characters will react to the users and the environment, making them more reliable than ever before.

Our prototype will focus on Governor's island as our first experience. The journey will go through four stops on the island which are site specific and will be activated based on location. The visitors, using their AR supported mobile device, will go on a journey, meeting different people from different times.

*The images provided in the walkthrough are illustrations. The experience itself will be based on produced content using cameras and depth sensors.

FIRST STOP

ENTRY

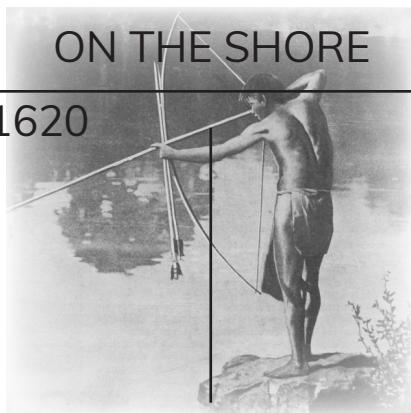
2018



Once the AR app is installed, a virtual visitor center will welcome the visitors to enter a portal and travel in time. On the other side of the portal, the visitors will have access to a 3D map that is available through the journey.

SECOND STOP
ON THE SHORE

1620



Laparomza, a lenape native, fish with his son on the shore, discussing the latest growth of their manhatta community.

THIRD STOP
OFFICERS TENEMANTS

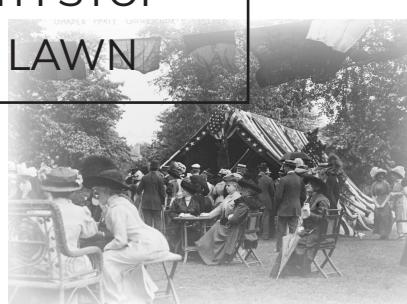
1776



Liam, a british officer situated in New York, having dinner with Emily, his wife. He does not know that in 3 days he will be killed in the war against the continental army.

FOURTH STOP
SIDE LAWN

1923



Martha, a New York girl came to a party on the island where she meets John who is offering a refreshing escape from her daily life.

**Roi Lev****Production & Design**<http://roilev.com/>

Roi Lev is a Virtual and Augmented Realities director. With background in filmmaking, Roi started working in the immersive mediums a few years back. In his works he explores our society and where it is heading. Through stories and products, his goal is to provoke meaningful discussions about time, space and people. Roi was awarded for innovative thinking (2015) by the Israeli Prime minister. He is currently pursuing his master's degree at ITP NYU.

**Anastasis Germanidis****Technical Director**<http://agermanidis.com/>

Anastasis Germanidis is a transdisciplinary artist and developer exploring identity crisis in an age of rapid technological change. His artwork has been shown internationally across the US and Europe, and his recent project Antipersona was one of Wired UK's Best Apps of 2016. He's happiest when he works in public and hopes to one day have every part of his behavior and personality be generated by computer programs that he's written. He is currently pursuing his Master's degree at ITP NYU.

JAN 2018

FEB 2018

MAR 2018

Research & Scriptwriting

Photogrammetry and 3D
scanning

Animation and Rigging

Behaviour design and
Machine Learning

Sound post-process
(Spatial)

Packing as an iOS app

ARkit
CoreML
Location services

PRE-PRODUCTION	\$ 3,000
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- Archive materials
- Visual and sound assets

PRODUCTION	\$ 6,000
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- 6 Actors
- 2 Kinect sensor
- Motion capture equipment
- 2 ARKit supported device
- Green screen studio

POST-PRODUCTION	\$ 6,000
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- Sound designer
- 3D assets
- Integration packages

TOTAL	\$ 15,000
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