Design Document  
Work In Progress

# Project Overview

We are creating an installation piece for a high traffic, public area that allows for both passive and active interaction. The idea is to have people passing through creating pseudo-random content within the installation. Active users can then interact with this content in real-time.

The experience will be centered on a large projections screen. In its rest state the system will generate particles that fall vertically down the screen to help generate interesting images to draw people’s attention.

We will use cameras to detect people entering the space and each person will generate a unique particle that will appear on a large projection screen. These particles will be much more substantial and move horizontally across the screen based on the person’s direction of movement through the space. This secondary layer of particles will also have a sound that plays upon interaction.

The interaction will come from active users in front of the screen using their body movement to influence the simulation on screen.

Description

Project format – web, installation etc

Methods of interaction

Other defining features etc

# Technical Requirements

List of software tech

Hardware

Materials

Tools

Etc

# Feature List

Both interactions and technical

# Milestones

# Team Members & Roles

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| --- | --- |
| Ryan Bottriell | Lead Developer |
| Zara Tooth | Developer, Manager |
| Marco Brito | Lead Designer |
| Matthew Fournier | Designer, Developer |