IMDM490
Team TouchGrassDesigners
Members: Gnana, Leyla, Lilli, Olivia
Project: CBT: Cognitive | Bodies | Traces

Group Agreement

This agreement is aimed at creating a work method where each team member knows the production requirements. These may vary over time according to the production development. There may be stages where the workload will be higher for the conceptual directors, and in other stages, the tech and programming team will have to kick it with more time investment than in the early stages.

This agreement aims to establish a working relationship and timeframe where each of you knows your time requirement for individual work, as well as for group meetings and decision-making.

I. Goal

Purpose of the Team - What unifies us

- Shared artistic and conceptual interests
- Desire to create immersive, large-scale projection work
- Exploration of physical installation and sensory interaction
- Collaboration through social and creative synergy

Our collective aim is to merge technical innovation and emotional experience to express the theme of *Harmony and Subversion* through immersive design.

II. Decision Making

How we make creative and technical choices

- Major creative or technical changes must be discussed with the full group.
- Consensus is preferred; Every member's opinion will be heard and considered.
- In cases where consensus cannot be reached, the **Project Producer (Olivia)** will make the final call, informed by input from all team members.
- Disagreements will be handled through discussion and compromise, ensuring the project's direction aligns with our shared concept and timeline.

III. Collaboration tools

Platforms for communication, file sharing, and workflow

- **Notion:** project management, task tracking, and progress logs
- **Google Drive:** file storage and backups
- **Canva:** design and presentation templates
- **Miro:** visual brainstorming and moodboards
- **GitHub** : version control for Unity/TouchDesigner files
- **Google Calendar & When2Meet:** meeting scheduling and availability tracking
- **Discord:** quick communication and weekly meetings

All team members are expected to stay active on these platforms, check updates regularly, and maintain organization within shared folders.

IV. Meetings

Current Schedule:

- **Weekly Meeting:** Every **Tuesday, 3:30 PM – 4:30 PM** via **Discord**

Additional Meetings:

- In-person or online sessions will be scheduled as needed for major milestones (e.g., concept critique, prototype testing, installation setup).
- Members are expected to attend all scheduled meetings or notify the group in advance if they cannot.

V. Participation expectations

Estimated Time Commitment:

- Minimum **1–2 hours of individual work per week**, in addition to team meetings and class time.
- Time requirements may increase during key phases (e.g., midterm critique, installation week).
- Each member must post progress updates and relevant materials on **Notion** before weekly meetings.

VI. Accountability

- If a member falls behind or cannot meet a deadline, they must communicate early with the team to reassign or redistribute tasks.

- Each member is expected to contribute both creative input and production effort throughout the project timeline.

VII. Communication & Respect

- Maintain a positive and respectful tone in all communications.
- Encourage open feedback and constructive critique.
- Be transparent about challenges or scheduling conflicts; we work as a team, not in isolation.

This agreement may be revisited and updated throughout the semester as the project develops and responsibilities evolve. All changes will be discussed and approved by the group.

Roles and Responsibilities

➤ Project Producer & Sound Designer - Olivia

Supporting Member(s): Leyla, Lilli

Description:

Leads the project's overall coordination and production flow while crafting the auditory environment. Oversees communication, scheduling, and deliverables, ensuring each stage of development aligns with the project's theme of *harmony and subversion*. Designs and mixes soundscapes that enhance the emotional and sensory experience of the installation.

Software Used:

- Notion, Google Workspace, GitHub
- Adobe Audition, Logic Pro / Ableton Live
- Canva

Skills & Responsibilities:

- Project management, scheduling, and documentation
- Team coordination and external communication
- Audio recording, mixing, and mastering
- Reactive sound design integrated with visuals
- Quality control and exhibition setup oversight

➤ Art Director & Documentation Lead - Lilli

Supporting Member(s): Olivia

Description:

Directs the project's visual and conceptual tone, defining the aesthetic language, atmosphere, and overall narrative identity. Documents the creative process through design materials, photography, and promotional assets. Ensures visual consistency across all mediums and exhibition materials.

Software Used:

- Adobe Photoshop, Illustrator, After Effects
- Blender, Canva, Figma
- Adobe Premiere Pro

Skills & Responsibilities:

- Concept and moodboard development
- Visual storytelling and color direction
- Graphic and 3D design coordination
- Process documentation and final presentation design
- Branding and social media deliverables

➤ Visual Programmer & Interactive Technician - Gnana

Supporting Member(s): Olivia, Leyla

Description:

Develops real-time visuals and interactive systems using node-based and game engine tools. Translates conceptual ideas into motion through data-driven visuals, integrating sensor input and audience interaction for dynamic responsiveness. Maintains technical reliability across installations.

Software Used:

- TouchDesigner, Unity
- Arduino / Sensor Interfaces
- Adobe After Effects

Skills & Responsibilities:

- Generative visual programming and compositing
- Real-time interaction mapping
- System testing and debugging
- Sensor calibration and hardware integration
- Optimization for exhibition performance

➤ Installation & UI/UX Designer - Leyla

Supporting Member(s): Lilli

Description:

Designs the spatial setup and user experience, bridging digital interactivity with physical environment. Oversees projection mapping, interface flow, and participant experience design to create intuitive and immersive engagement within the installation.

Software Used:

- MadMapper, Blender, OBS Studio
- Figma, Unity UI
- Adobe XD, Photoshop

Skills & Responsibilities:

- Projection mapping and spatial layout design
- User interface and experience flow
- Environment setup and testing
- Accessibility and interaction usability
- Coordination of visual and physical cohesion

Art Implementation

Please specify responsibilities according to your installation components. You should relate to modeling\ rigging, and animation as separate tasks, and specify who does what. The same goes for live footage shooting, which requires a photographer and an editor. All the roles involved in the making of your Installation's core material should be broken down to their creation process stages, and specified.

All files will be shared via Google Drive and GitHub

- Video Compositing

- Visual programmer and Sound Designer should work together on putting together the video feeds.
  - Technical Implementation
    - Arduino components and 3D custom parts should be made
    - Testing of hardware and software integration with the video footage.
  - TouchDesign Progress
    - Arduino team will need to connect their work to TouchDesigner for input.
    - The footage will then be implemented into TouchDesigner.
    - Final rendering, effects, and interactivity will be made in TouchDesigner.
  - Final steps
    - All members will work together for putting all final hardware, software, and props in a space.
    - Work together during install and deinstall to consult necessary changes.

Direction of Prototyping and Testing

This responsibility may change and shift according to the prototype's nature: Naturally, tech and core design prototypes should be managed by the programmers, while art or other playtests could be directed by the art and concept team members.

  - Concept Art and Test Footage
    - Creative teams should work and update the team on WIP footage and concepts.
    - 2D drawings and sketches should be proposed for selecting visual ideas and setups.
  - Technical Prototyping
    - Arduino team should test if inputs are successful in TouchDesigner.
    - This should be the foundation for figuring out the forms of interaction and control.
  - Playtesting
    - Bring in outside participants and get their feedback on our developing experiences

Design Value Document

I. Project Overview

Our installation is a multisensory, projection-based experience that explores perception, emotional states, and the interconnectedness of cause and effect. Participants are immersed within a fully enclosed room surrounded by four wall projections,

environmental elements, and responsive sound design. Through this environment, the installation encourages reflection on how personal perception shapes one's reality.

II. Installation Description

Core Characteristics

- Spatial Design: A small enclosed room surrounded by four wall projections.
- Environmental Components: Multiple fans, speakers, and a fog machine to enhance immersion and simulate atmospheric variation.
- Interactive Technology: Biometric feedback through Arduino sensors, with potential expansion to advanced data collection systems.
- Participants: 2–3 simultaneous users per session.
- Primary Techniques: Projection mapping, sound design, environmental interactivity, and biometric input.

III. Experience

Participants will engage in an immersive environment where their emotions and movements subtly influence the installation.

The integration of tactile sensations (cool air, vibration, and fog) and reactive visuals is designed to elicit a range of emotional responses.

The space invites participants to explore perception as both a physical and psychological experience, feeling disoriented, contemplative, and ultimately self-aware.

IV. Theme

The installation examines subjective perception and the butterfly effect like how individual actions, thoughts, and emotions can trigger cascading effects within a shared environment.

Through light, sound, and responsive feedback, participants experience a metaphorical dialogue between input and output, representing the human tendency to seek meaning within distortion.

V. Point of View

Participants will experience the environment through multiple sensory layers:

- Visual: Abstract and surreal projections that shift in response to presence and data input.

- Auditory: Surround-sound audio that changes dynamically, immersing the participant in emotional tonality.

- Tactile: Cold air and fog emphasizing the sensory dissonance between comfort and unease.

  These elements combine to evoke an introspective and emotionally charged encounter.

VI. Artistic Style

The aesthetic merges abstract visuals with subtle realism to create a surreal yet grounded atmosphere.

This stylistic choice reflects mental distortion and fluctuating emotional states.

Conceptually, it mirrors the instability of perception by portraying both clarity and confusion as valid emotional realities within the same space.

VII. Challenges and Interactivity

Participants are encouraged to actively interact with the installation by moving within the space and observing how their presence alters the projected visuals, audio feedback, and environmental shifts.

This emphasizes the project's core idea: every action produces a reaction, reinforcing empathy and self-awareness through cause and effect.

VIII. Context

The installation is best presented in a controlled, enclosed gallery environment or a dedicated dark room.

Adequate wall space is required for projection and environmental equipment.

The audience may consist of gallery visitors, design students, or the general public interested in interactive art and sensory media.

IX. Intended Emotion

We aim for participants to leave the experience with:

- A heightened awareness of their own emotions and surroundings
- A sense of empathy toward unseen systems and human influence
- A reflection on shared experience and collective perception

Name: _Yaebin Park,_

Date: 11/5/2025

Name: _Gnana Nagaruru_

Date: 11/5/2025

Name: _Lilli Terry_

Date: 11/5/2025

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Date: 11/5/2025

📄 CBT_Group_Agreement

📄 CBT_Roles

📄 CBT_Design_Value