

## CYCLE 1 SCORE

### RESOURCES

- Laptop
- Isadora
- XBOX Kinect Depth Sensor
- Makey-Makey
- Projector
  - Likely short throw
- Flat Projection Surface (wall, curtain, etc.)

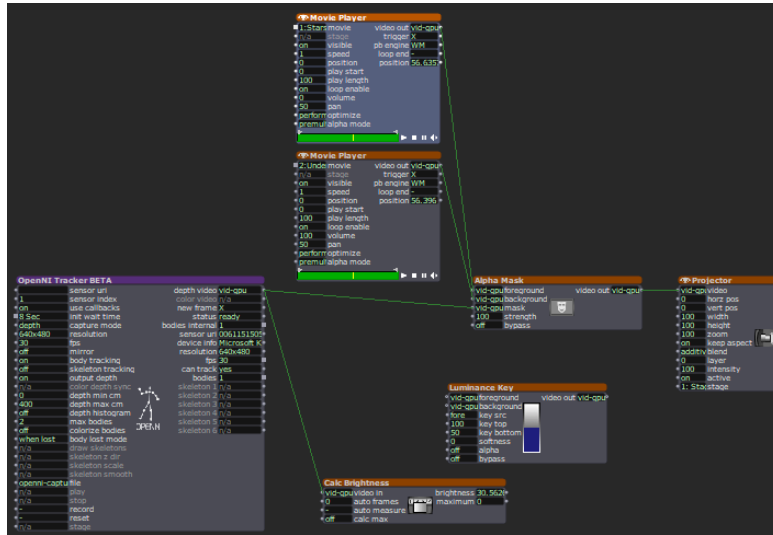
### \*RESEARCH\*

- [Learn Isadora 3: Layering & Masking](#)
  - Use alpha mask not alpha channel
- [Skeleton Tracking in Isadora 3 with OpenNI Tracker : TroikaTronix](#)
- Color scapes
  - [Gradient, Color Transitions, Smooth. Free Stock Video - Pixabay](#)
  - [Fire, Burning, Explosion. Free Stock Video - Pixabay](#)
  - [Yellow Ink Flows In Different Directions In Slow Motion](#)
- Sound effects
  - [Magical Sparkle Whoosh | Royalty-free Music - Pixabay](#)
  - [Shimmering Object | Royalty-free Music - Pixabay](#)
  - [oboe harmony 4 | Royalty-free Music - Pixabay](#)
  - [random chord | Royalty-free Music - Pixabay](#)
    - Current choice

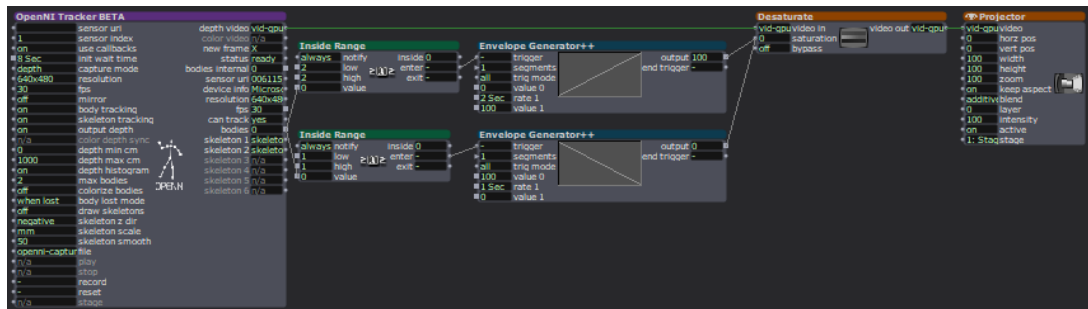
### CYCLE 1 BREAKDOWN

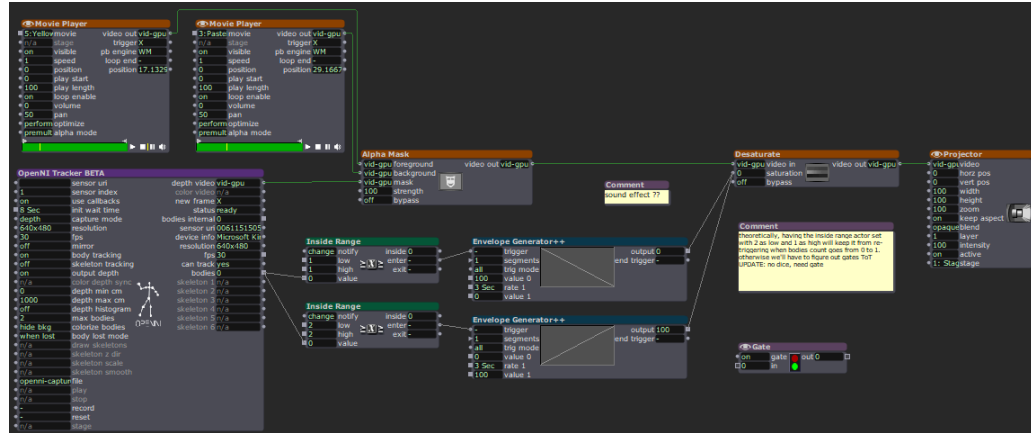
- Find colorscaapes for backgrounds and silhouette fills
  - Ensure contrast for desaturated state

- Find a nice magical shimmer sound effect
- Build shadow mechanism with depth sensor



- Build color saturation mechanism with depth sensor
  - 1 skeleton detected: color desaturated
  - 2 skeletons detected: color resaturated
  - Fade color in and out
    - Envelope generator
  - Play shimmer sound when color is saturated
    - Sound effect for desaturation?





## TIME

- Presentation 1: March 27
- Outside Work Time
  - Find colorscales and sound effect
- Lab Day 1: 3/20 1:15-4:15
  - Build shadow mechanism with depth sensor
  - Build color saturation mechanism with at least one colorscape
- Lab Day 2: 3/25 1:15-3:15
  - Finishing any work from Lab Day 1
  - Troubleshooting
  - Fine tuning on shadows
    - **Transparency between alpha mask background and foreground**
    - Change 'colorize bodies' to 'hide bkg'
      - Reference TroikaTronix tutorial above
    - **Smooth movement**
      - **Motion blur?**
    - Quality of visual appearance
    - **Ensure contrast so shadow stands out from background whether saturated or not**

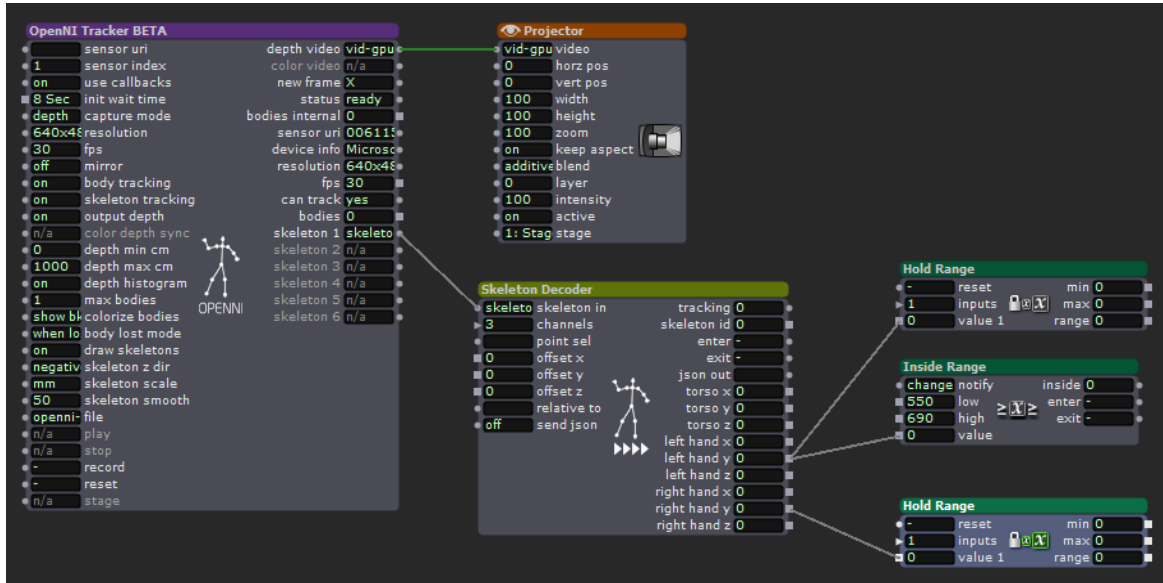
## LOOKING AHEAD

### Cycle 2:

- Build mechanism to change colorscape when arms are raised
  - Only one person or must be both to trigger?
    - What is most feasible/reliable (robustness)vs what creates best experience (reflection, figure out-able)
  - Add shimmer sound FX
- Add at least 1 other discoverable detail or change users can make
  - Add shimmer sound FX
- Prepare to present on projector
  - Do we want to use the circle setup? Would be fun to have 3 views, but could also be overwhelming. Could sensors handle that or do we need flat backdrop? Maybe front two curtains with two views and white cyc as backdrop?
- Address bolded points under 'fine tuning' from Cycle 1

### Cycle 3:

- Build inactivity mechanism
  - Get user recordings
- Add at least 1 other discoverable detail or change users can make
  - Add shimmer sound FX



## CYCLE 1 REFLECTION

Notes:

- Themed backgrounds with corresponding effects
  - Water background with ripple effects
- Bigger presentation view - project onto larger surface

Overall, the reactions were joyful. Everyone was very curious about what they could find (not much since it's just the base mechanics right now. Had suggestions that I am already planning but also ideas for how I could implement that.

IDEA:

- warble sound that gets louder (limit scale to adjust volume) as you move or get closer